





## "Design Principles"

are the basic rules for designing and composing layouts for pages or artistic illustrations.





Many people are born with an artistic talent that allows them to create pleasing images without as much effort as other people. However, we are not all that **lucky...** 



Other people must <u>learn</u>
how to create pleasing
compositions by
understanding how the
relationship of objects on a
page can be placed and
manipulated.





#### The basic design principles are:

```
-Balance-
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-Contrast-

-Unity-

-Harmony-

-Rhythm-

-Proportion-



Each design principle is significant in its own right.

Any graphic design, photographic layout or illustration should be put together utilizing these principles.

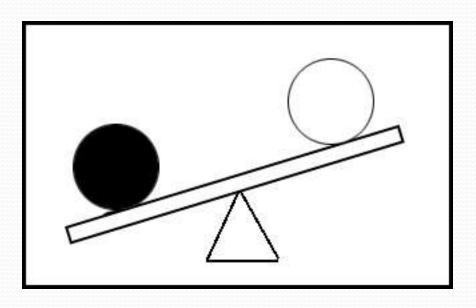
Therefore, the design student must learn the unique characteristics of each principle.

LET'S BEGIN...



#### **Balance**

This design principle operates under the principle that any design element has visual weight.

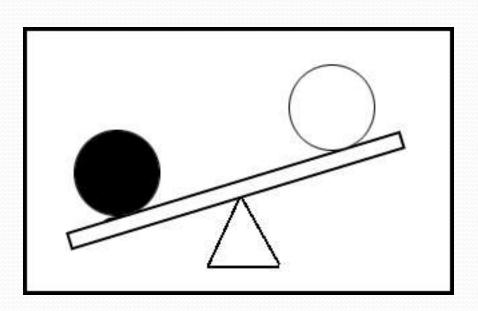


The black circle in the illustration will look "heavier" than the white circle.

Therefore, <u>darker</u> objects will usually draw more attention on a page, than white objects.



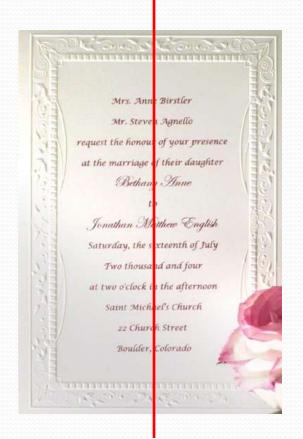
#### **Balance**



That means that a white circle looks "lighter" than a black circle. Most people would perceive the black circle as being heavier since it is black and "bold". This may sound insignificant, but it is very important.



#### Formal Balance



There are two types of balance: "formal balance"

and

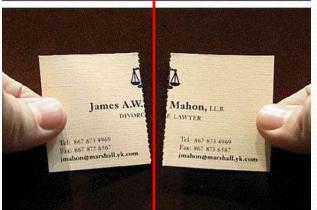
"informal balance"

Formal balance is usually considered more <u>traditional</u> and <u>conservative</u>. It would be used in a wedding invitation or for a conservative-type business, like an attorney.



#### Formal Balance





There are two types of balance: "formal balance"

and

"informal balance"

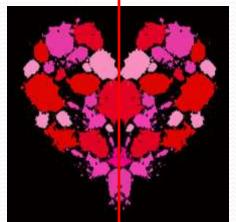
Formal balance is usually considered more <u>traditional</u> and <u>conservative</u>. It would be used in a wedding invitation or for a conservative-type business, like an attorney.



#### **Balance**



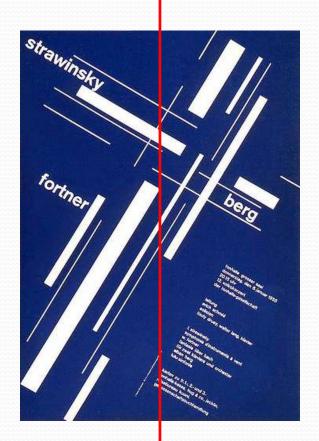
Formal balance may also be seen used in both photography and illustration.



"Symmetrical",
which means that it is the
"same on both sides".



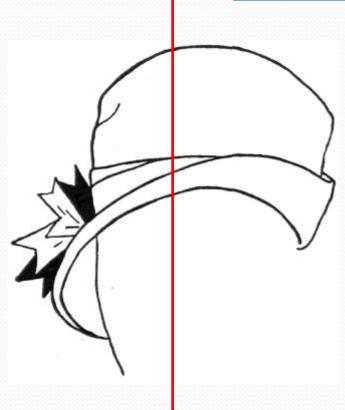
#### Informal Balance



In "informal balance",
objects are placed on the
page in a livelier, more
modern fashion.
However, there must still be
a feeling of equally placed
visual weight or
"visual balance".



#### <u>Informal Balance</u>



In <u>informal balance</u>, if you draw an imaginary line down the middle, the design does <u>not</u> look the same on both sides.

However, just because the ad or photo is not <u>formally</u> balanced, <u>doesn't mean</u> that it is not balanced.



#### Informal Balance



When a designer, artist or photographer creates an informal layout, they are usually trying to create a more modern look, with more eye movement around the ad, photo or design.



#### Check Your "Balance" IQ!

When the items appear on the screen, use the spaces provided to indicate whether the items are "formal" balance or "informal" balance.



Item #1









Item#3





Item #4





Item #5





Item #6



#### Contrast

When there is a need to make things stand out on a page, a designer uses "CONTRAST".

This is also referred to as "Emphasis".

Anything we do to a page design to make something <u>stand out</u> is called an example of contrast.



#### Contrast

Contrast is easy to see in a design, layout, photograph or illustration.

If you "squint" your eyes to make things out of focus, examples of "contrast" or "emphasis" will still stand out.



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#### Contrast

Contrast is easily created by using color. It becomes a bit more difficult when using only black and white or one color type. However it can still be created by using other options such as:

CONTRAST CONTRAST CONTRAST

CONTRAST CONTRAST

CONTRAST



#### Contrast

If you were to define contrast in <u>one</u> word, it would be **DIFFERENT**.

Contrast or "emphasis" is making or using anything different than the words on the page.

It can also be seen in page layouts and in photographs. Changing perspective or altering color in a photograph adds

**EMPHASIS!** 



#### Contrast



Identify examples of contrast in this photograph.



#### Contrast



Identify examples of contrast in this ad layout.



#### Contrast



Identify examples of contrast in this page layout.



#### Contrast

Contrast can be created in many ways. The following are some ideas for you when you have to create contrast in your designs:

- Illustrations Photographs Using Colors <u>Underlines</u>
  - Rules (Graphic Lines) Borders Different Typestyles
    - Different Type Sizes
       Different Type Weights
- Slanting Type and Graphics
   Using Shapes of Different Sizes

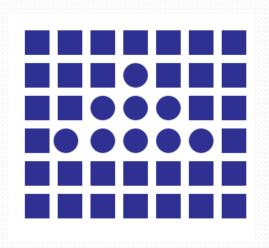
The list could go on and on!



#### Contrast

#### Your use of contrast is only limited by your creativity.

However, it must be done tastefully, or else it starts to look "junked up"!









## Rhythm in Art and Photography

In Art and Photography, Rhythm is the repetition or alternation of elements, often with defined intervals between them.

Rhythm creates a sense of movement.





## Rhythm in Photography



Why is this photograph a representation of Rhythm?



## Rhythm in Photography



Why is this photograph a representation of Rhythm?



## Rhythm in Artwork



Why is this painting a representation of Rhythm?



## Rhythm in Artwork



Why is this painting a representation of Rhythm?



## Rhythm

However, in design and layout, Rhythm is the ability to lead the eye around the ad or printed page.



This illustration uses a red line to show how a person's eyes might scan this ad layout.



## Rhythm

However, in design and layout, Rhythm is the ability to lead the eye around the ad or printed page.



The person usually looks first at the illustration. It is used as an attention-getter.



#### Rhythm

However, in design and layout, Rhythm is the ability to lead the eye around the ad or printed page.



Then the large, bold type in the headline will attract the eye.



#### Rhythm

However, in design and layout, Rhythm is the ability to lead the eye around the ad or printed page.



Our normal left-to-right reading scan will then take over. A smart designer uses this information to lay out a page or design to keep the reader's eye focused on the information, while getting the reader to read the advertisement content.



#### Rhythm

However, in design and layout, Rhythm is the ability to lead the eye around the ad or printed page.



At the bottom, the reader's eye moves off to another part of the page.



#### Rhythm



Discuss the "rhythm" movement around the page design.

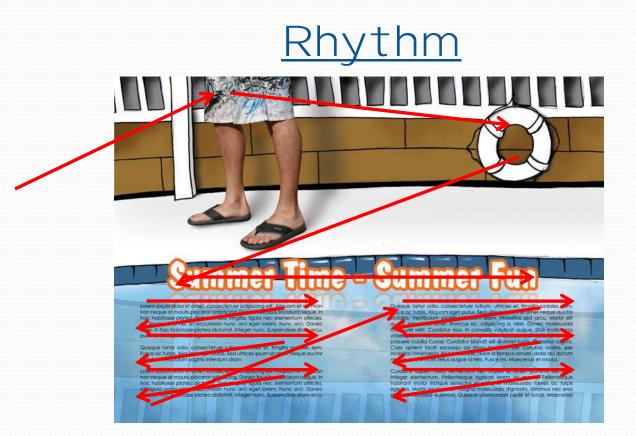


#### Rhythm



Discuss the "rhythm" movement around the page design.





Discuss the "rhythm" movement around the page design.



#### Rhythm Movement in Layouts

Rhythm is one of the more difficult design principles to master for beginning design students.

However, if you just "squint" at a photo or layout, you can pick out all the contrast. Just follow those examples of contrast around and...BINGO!!

You've found the "rhythm" in the design!



#### Rhythm



TRY IT ONE MORE TIME!



#### **Unity and Harmony**

These two design principles are extremely similar. (Some don't even consider them as two different principles.) "Harmony", just like in a singing group, is important.



It is the principle that tells designers to make sure items in the design blend into a common theme, just like all the voices blending in a song.



#### Good Harmony



**Notice the "harmony"** that exists in this ad design.

The ad is advertising a sale for snow skis.

An illustration of a skier is used in the ad.

We also see a typestyle used that shows a chilled or icy effect.



#### Good Harmony



There are snow covered mountains.

The letters are sloped for contrast, and to increase the effect of a skiing theme, like the slope of a mountainside.

ALL OF THESE PUT TOGETHER
HELP TO CREATE THE FEELING OF
"HARMONY" IN THE AD!



#### **Bad Harmony**



Here's the same sales ad with the typestyle and illustration changed. It does not have good harmony.

Even if this is "Bob" of BOB'S, most people won't know that.

The typestyle is a "Broadway" style. It doesn't fit into the whole theme.



#### **Bad Harmony**



# Use your head and common sense.

If you are designing an ad for skis and ski boots, 9 times out of 10, people want to see skis and ski boots in it.



#### Photographic Harmony

Harmony can be used in photography as well. Harmony in photography usually consists of <a href="https://www.theo.org/nphotography">THREE DISTINCT TYPES...</a>

Shape Harmony Color Harmony Texture Harmony

These can be used to create better photos!



#### Harmony in Photography





#### Harmony in Photography





#### Harmony in Photography



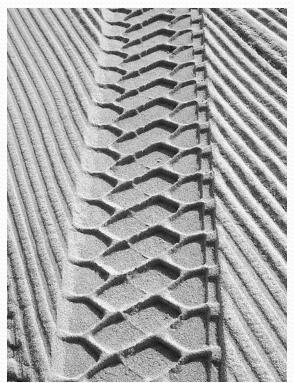


#### Harmony in Photography





#### Harmony in Photography





#### <u>Unity</u>

Well...back to "UNITY".

Some used to think that unity was the most important design principle.

However, there really is no one design principle that is most important.

Unity is the design principle that unifies the design and ties everything together (just like harmony).



#### **Unity**

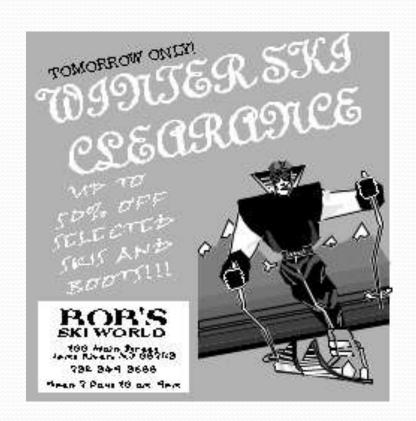
Sometimes when beginning designers design an ad or a logo, it just does not seem to tie together as one whole design.

ONE MAIN REASON IS "TYPESTYLE UNITY".

"Typestyle unity" means that you should use as FEW typestyles as possible when you are designing!!



#### Poor Type Unity



"SCRIPT" IN ALL CAPITALS!!!! Look at the headline. It is difficult to read and if we didn't already know what it said, we might not be able to figure it out. NEVER set "Old English" or "Calligraphy" fonts in all capitals, either. Typestyle unity makes for easier reading.



#### **Unity**

For some reason, beginning designers seem to want to use too many typestyles...just because they have them.

Try to use only <u>TWO</u> typestyles in a design! (But you can make it bold, italic, reverse, tinted, angled...REMEMBER "contrast?)



#### **Unity**

Using Too Many Fonts is bad, really bad.

creativeherb.com

This image was found on Google when searching for "too many fonts"...



#### **Unity**



...so was this one...





#### **Unity**

...and finally, this
atrocity...just
because you get paid
for your work, does
NOT make you a
"professional"
DESIGNER!!



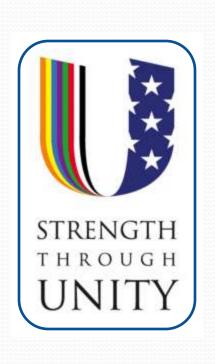
#### <u>Unity</u>



Unity is not just Seen in typestyles, but also in images used in your design.

At left is poor unity in design.





#### **Unity**

The logo design on the left was for "Unity Day".

It is REAL.

How can a designer create "Instant" Unity?

ADD A BORDER!!



#### <u>Unity in Web Design</u>



Discuss why the web site listed above is a good example of unity.



#### Proportion

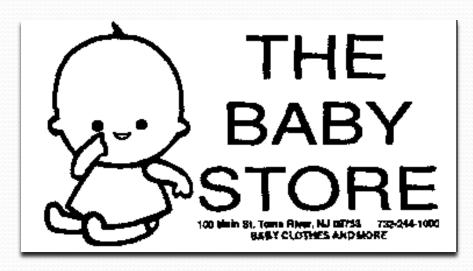
Proportion may be defined as the size of items in relation to the page size.

However, "proportion" also refers to the relationship of the items in the design to each other.

In other words, beginning designers may try to "squeeze in" items at the bottom of the page. This leads to a design with type that is hard to read. We call this type "out of proportion".



#### Poor Proportion



The example to the left shows a business card design that exhibits poor proportion.

The headline is much too large. The address and phone number are too small and difficult to read. The illustration is also too large.

Sometimes it is easier to understand proportion by first looking at an example of poor proportion!



#### Improved Proportion



The example to the left shows a business card design that exhibits improved proportion.

The elements are more in proportion, to each other and therefore easier to read. On a business card, the phone number is important. The number is now easier to read.

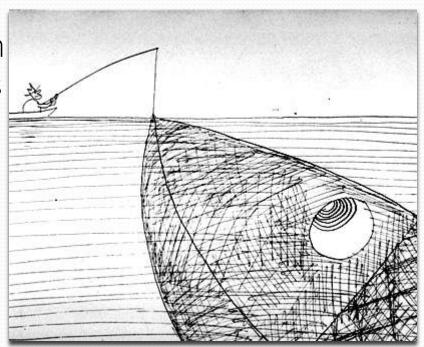
Proportion also has to do with the size of an item in proportion to its use. A business card would not be useful if it was 2 feet tall and 4 feet wide!!



#### Improved Proportion

Graphics and type need to be carefully considered when sizing them on a page. For some reason, students will find this difficult. If you have trouble, use a "priority" system.

This is done by deciding on the importance of your items first. Then, decide your sizing, based on the importance of the item to the design.





#### Proportion in Photography



Discuss the proportion in the photo above.



#### Proportion in Photography



Discuss the proportion in the photo above.



#### <u>Proportion in Web Design</u>



Discuss the proportion in the web design above.



#### <u>Design Principles</u>

Those are the five (or six) design principles. You must remember them and be able to identify the characteristics of each.

It is important to understand that these are rules or guidelines to follow. <u>HOWEVER</u>, sometimes an effective design is seen that breaks one of the rules...

...so, sometimes you've gotta break the rules!



## This concludes the presentation on Design Principles.