## The 12 Principles of Design

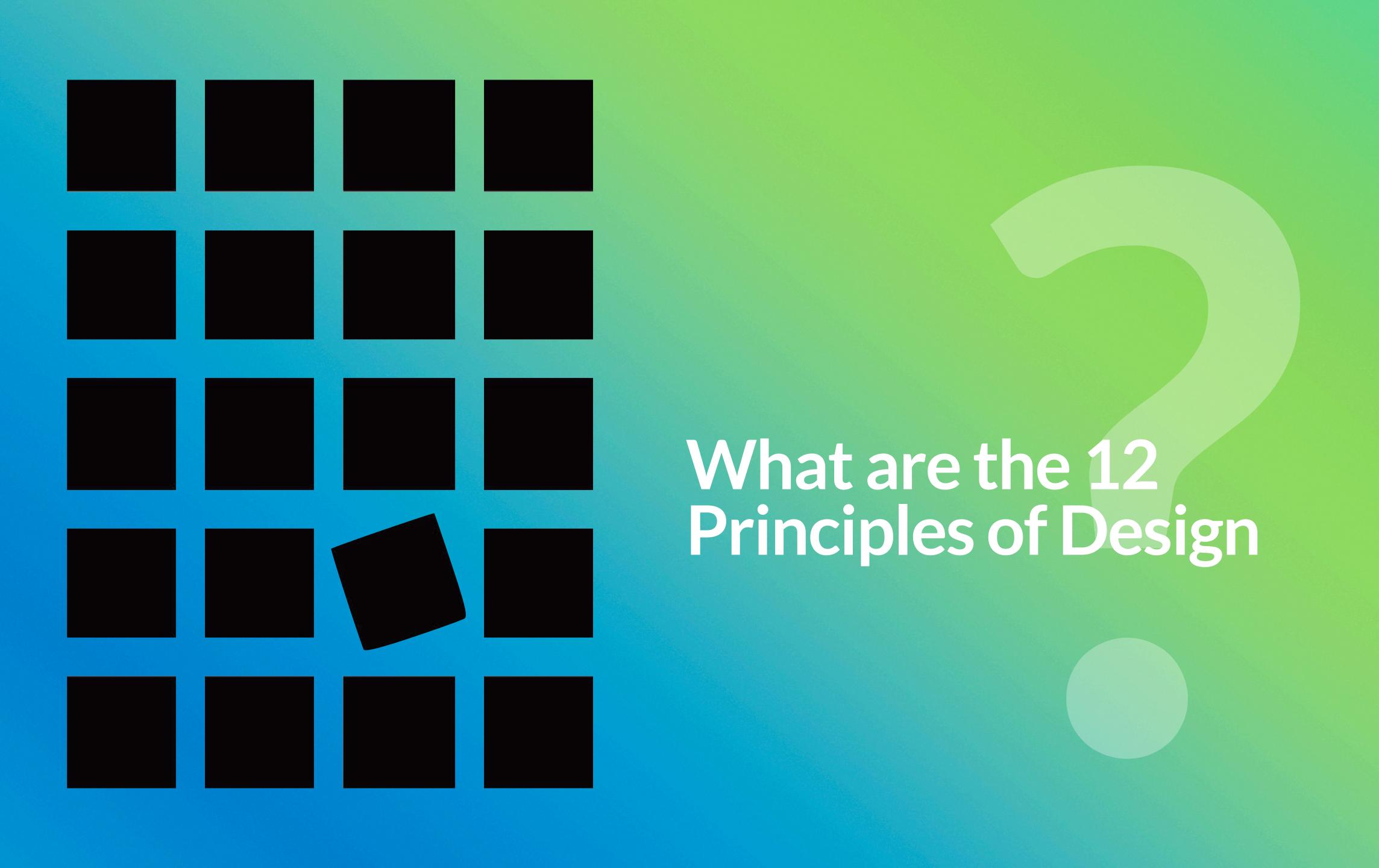
John Delacruz, Associate Professor of Advertising Creative



# So what are we doing

# By the end of this session you'll know EVERYTHING there is to know about the 12 principles of design

# Definitions and examples



# ContrastBalanceEmph asisProportionHierarc ny Repetition Rhythm P attern White Space Mo vément Variety Unity

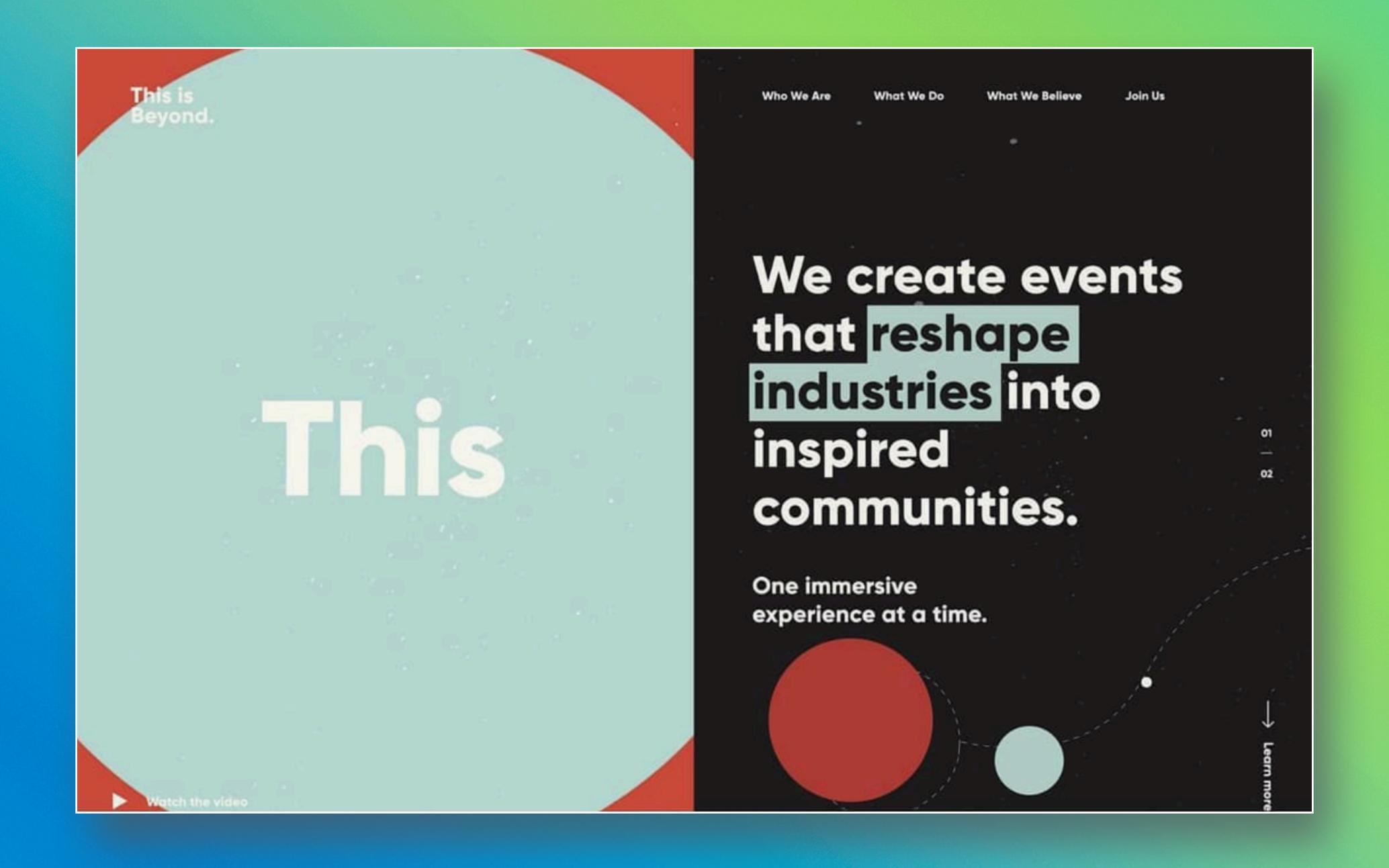
# Contrast



### Contrast

2 elements on a page are different:

- different colors between text and background
- heading set in a big, bold, grungy font combined with a sans-serif font for body text
- o difference between large graphic and small graphic
- rough texture combined with smooth texture





# Balance



### Balance

- distribution of visual weight of objects, colors, texture, and space
- elements should
   be balanced to make
   a design feel stable





# Emphasis



## Emphasis

- making a specific
   element stand out or
   draw attention to the eye
- placing elements on the page where the eye is naturally drawn



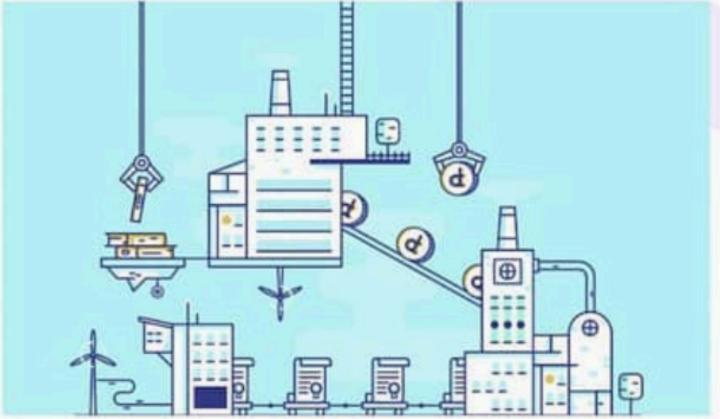
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# Proportion



## Proportion

- size of elements in relation to one another
- larger elements seen
   as more important
   than smaller ones

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# Hierarchy

## Hierarchy



- elements in a design
- o size impacts visibility



AUG 16 2019 BY MARCELLE VAN BEUSEKOM

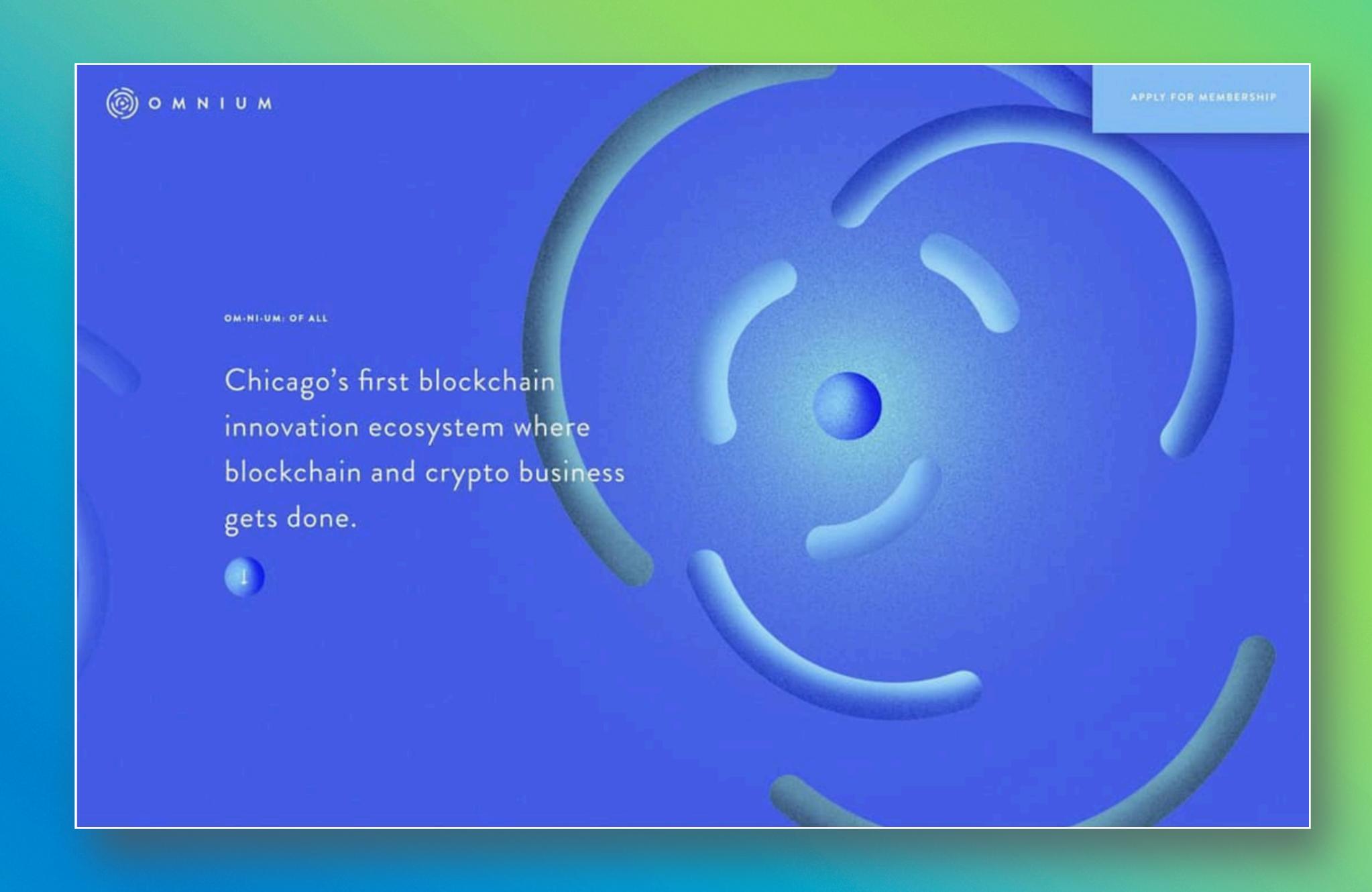
Language matters. That's an obvious statement for anyone working across cultures, and it especially holds true in design. As a designer, I've always used my skills to create tools that enable shared understanding. This mainly came about out of necessity: I was born and raised in the

# Repetition



## Repetition

- reinforces an idea perception
- repeat some aspect of the design throughout the entire piece:
- a bold font, a thick rule (line),
   a certain bullet, design
   element, color, format, space
- anything a reader will visually recognize

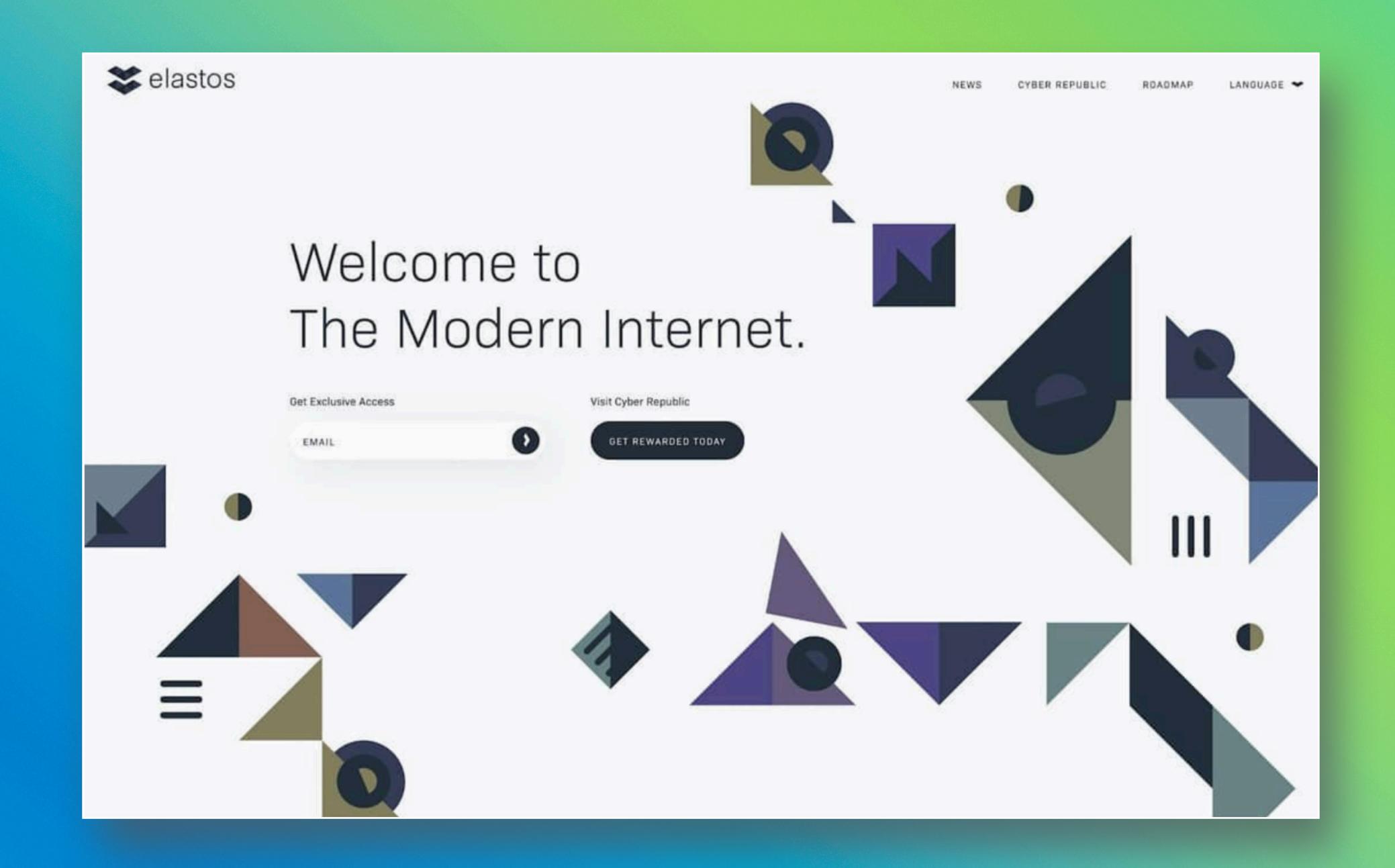


# Rhythnm



## Rhythm

- spacing between elements can create rhythm
- o creates a variety of emotions
- o calmness: regular
- excitement: irregular





# Batten

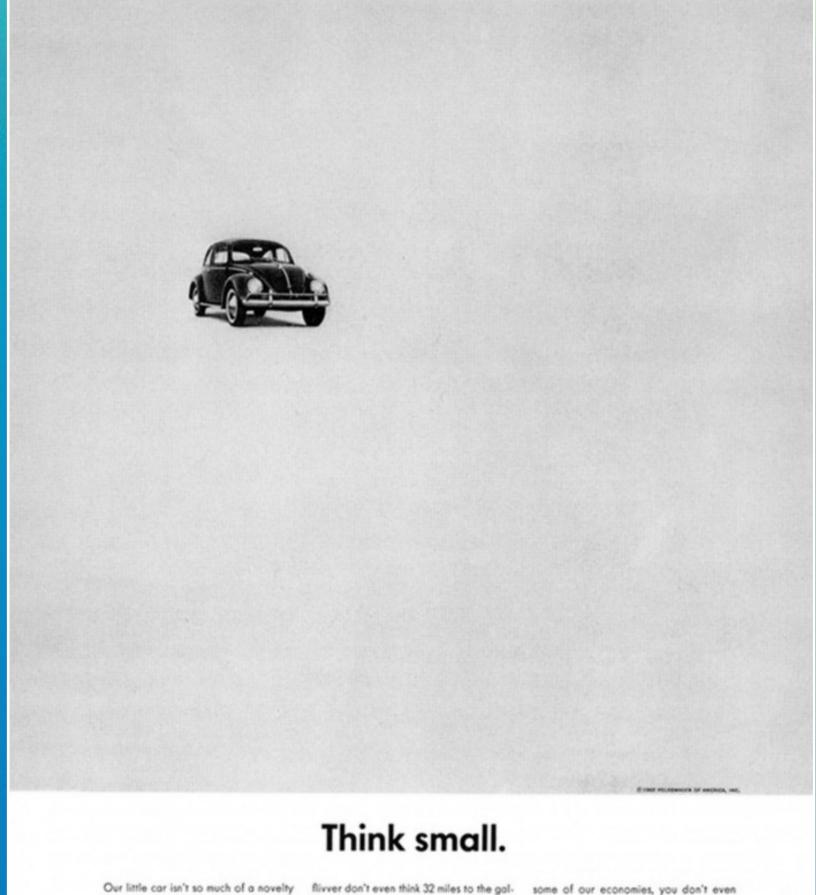


### Pattern

- elements repetition of design
- o set standards
- scrolling and reading f-pattern and z-pattern

dubois: BUILDING DESIGN +

# White Space



A couple of dozen college kids don't

try to squeeze inside it. The guy at the gas station doesn't ask

where the gas goes.

Nobody even stares at our shape.

flivver don't even think 32 miles to the gal-Ion is going any great guns. Or using five pints of oil instead of five

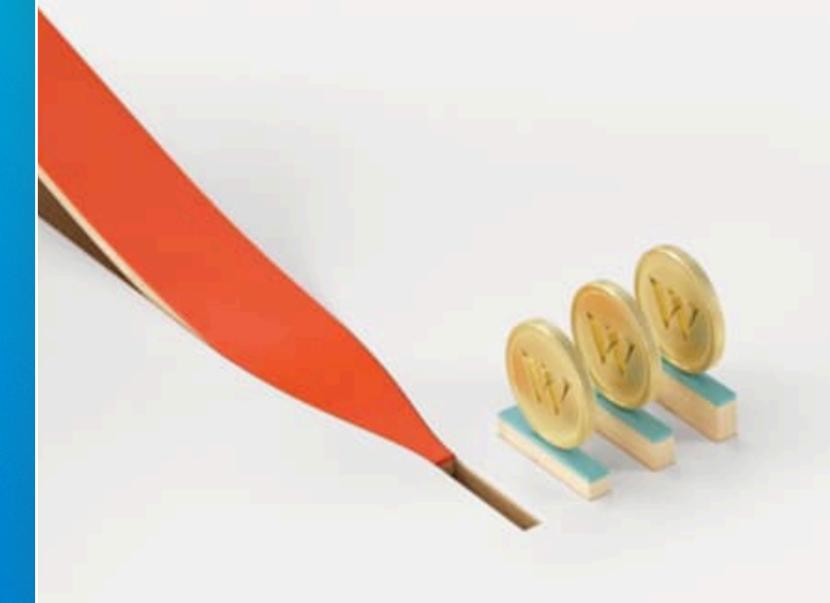
Or never needing anti-freeze. Or racking up 40,000 miles on a set of

think about them any more.

Except when you squeeze into a small parking spot. Or renew your small insurance. Or pay a small repair bill. Or trade in your old VW for a

## White Space

- o same as use of silence in music
- without white space design is cluttered and noisy making it difficult to communicate and ineffective

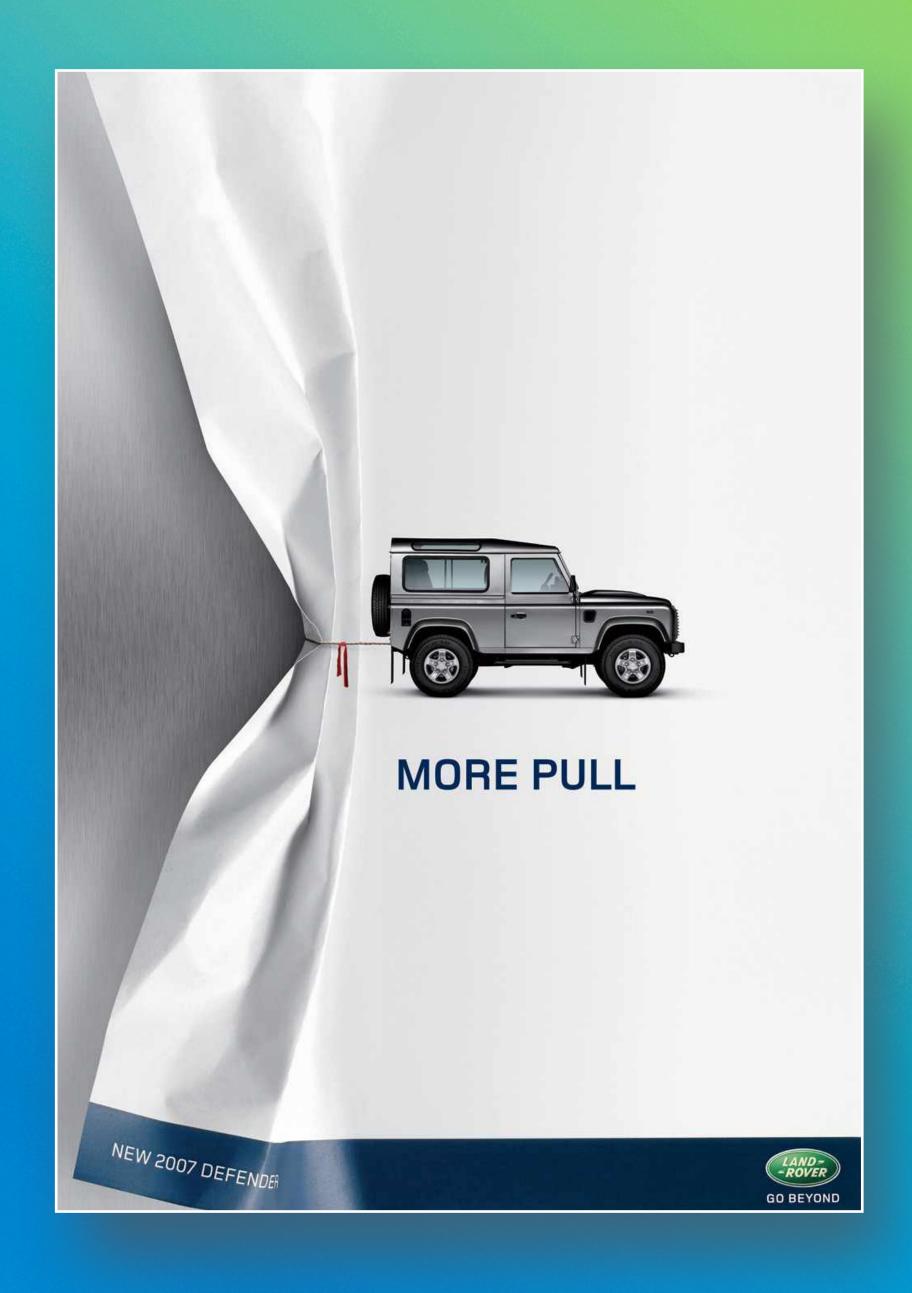


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# Movement



### Movement

- the way a person's eye travels over a design
- can be done via
  positioning, emphasis
  and other design
  principles



# Variety



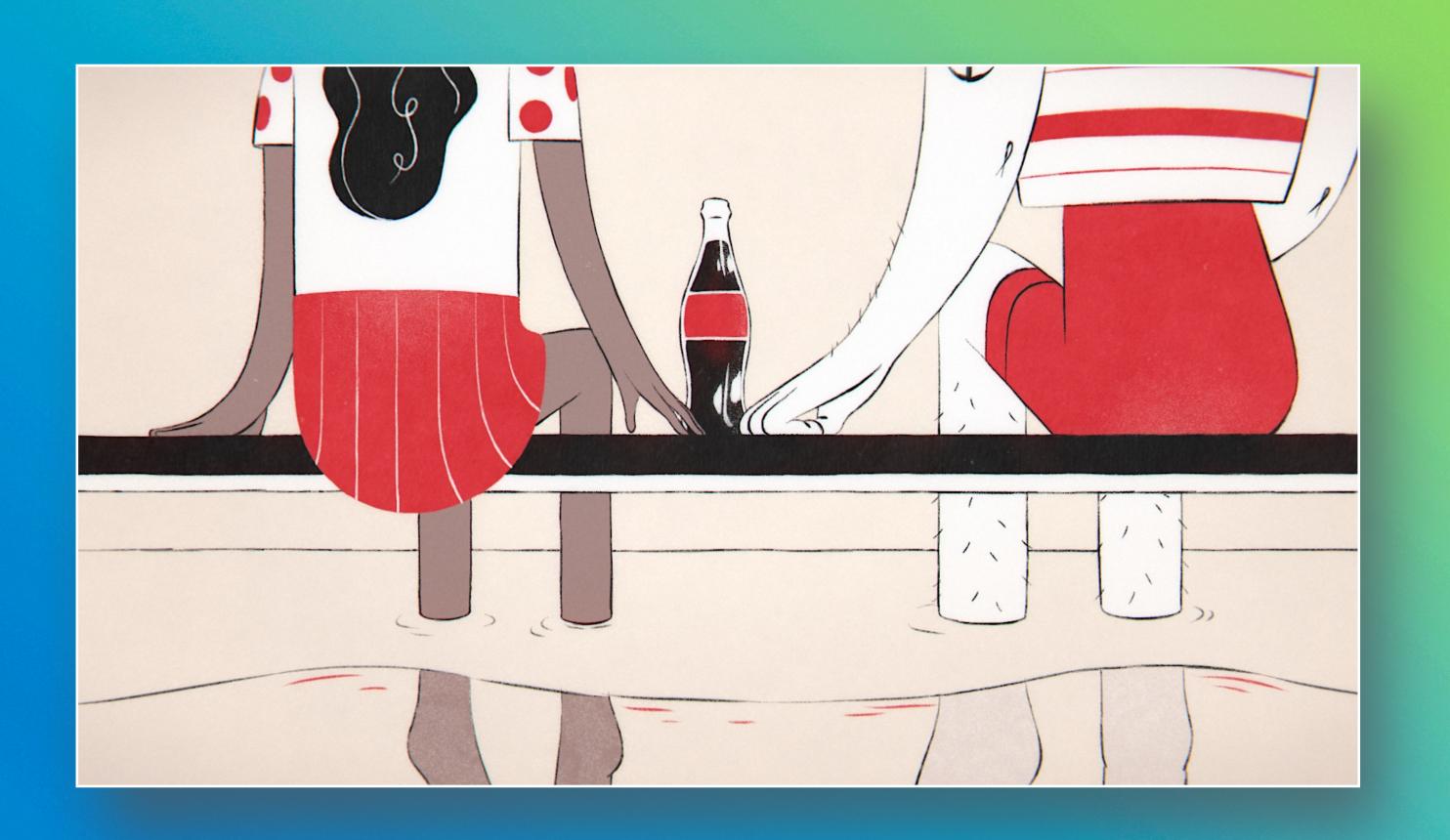
## Variety

- creates visual interest in a design
- can be done via
   typography, color,
   images, textures and
   other design elements
- o prevents monotony



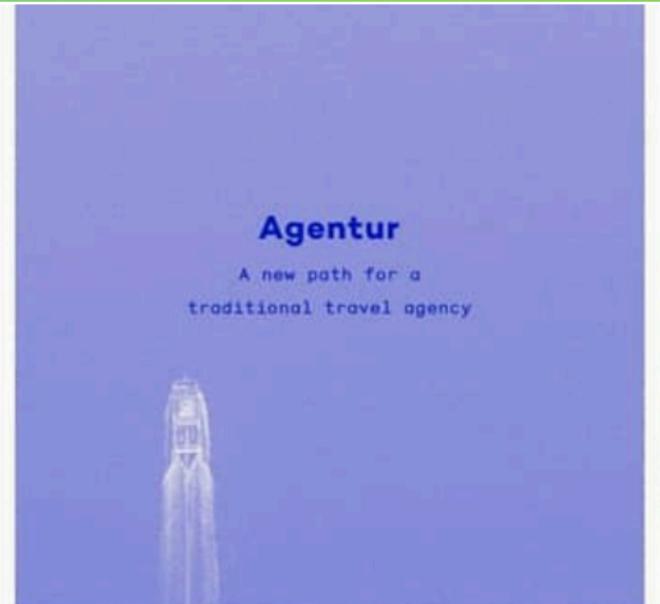
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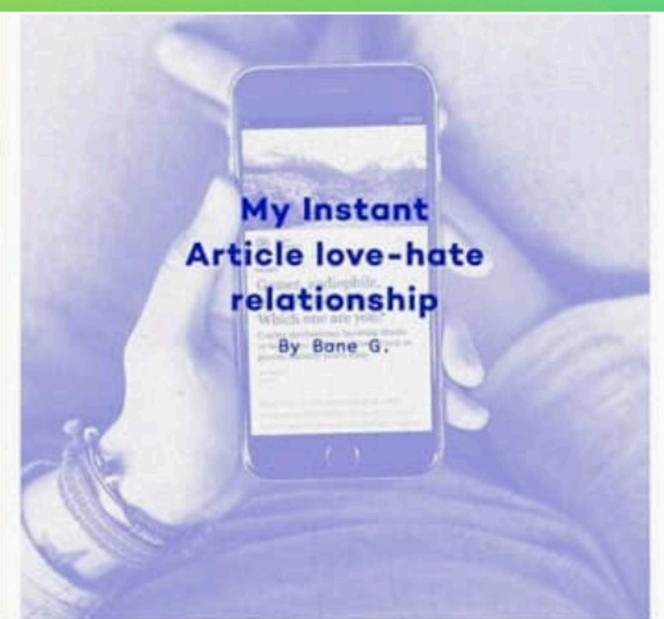
## Unity

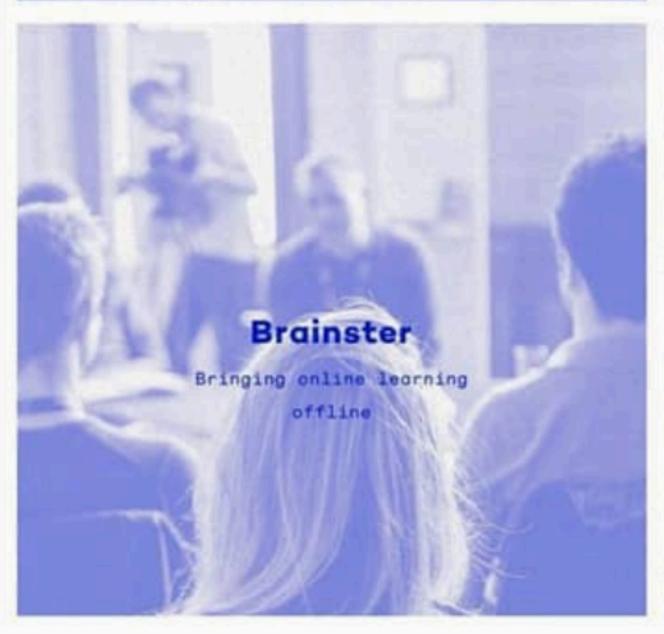


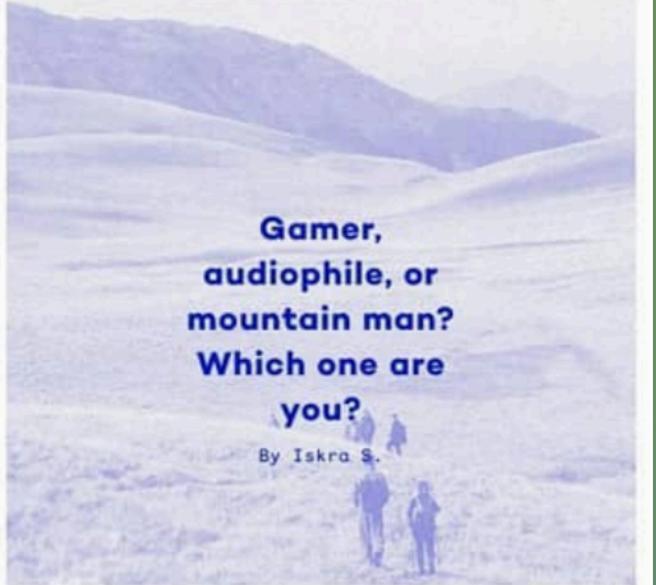
- designers use unity to make elements in a composition appear to belong together
- when each elements has a clear visual relationship to one or more other elements, the composition is unified

We're a collective of creatives, engineers and entrepreneurs pushing the boundaries of design and technology.









These principles of design work together to create somethingthatis aesthetically pleasing and optimizes the user experience.