

线：绘 时描 的曲线、直线、粗线、细线等的统 。

形：指一种二维的轮廓。形 可以是几何形体，例如方形和圆形，也可以是不规则形。形 是平面的，并且可以表现长度和宽度。

构成：各种可能的角度看到的物体的立体形 。一般是指三维的形体。

色彩：简单地说， 光线照射到物体后使视觉神经产生感受，而有色的存在。红色， 色和蓝色是原色，绿色，紫色和橙色是间色。褐色是互补色。

色值：色彩的亮色和暗色。黑色和白色分别在色值衡量尺的顶端。色值也可以 为色彩的明度。

肌理：肌理是指物体表面的组织纹理结构，即各种纵 交错、高低不平、粗糙平滑的纹理变化，是表 人对设计物表面纹理特征的感受。

均衡：指的是根据图像的形量、大小、轻重、色彩和材质的分布作用与视觉判 上的平衡。均衡可以是对 或不对 。

比例：是指部分与部分，或部分与全体之间的 量关系。比例是构成设计中一切单位大小，以及各单位间编排组合的重要因素。

图案：有 饰意味的、结构整齐 的花纹或图形。图案可以表现 律和节奏感。

统一：是艺术作品各 部分之间形成的一种和谐的感觉， 而产生一 完整的意义。

视觉重心：面的中心 ，就是视觉的重心 ， 面图像的轮廓的变化，图形的聚散，色彩或明暗的分布都可对视觉中心产生影

Line: A line is the distance between two points. A Line is a mark with length and direction created by a point that moves across a surface.

Shape: A Shape is a flat figure (2D). Geometric Shapes are the triangle, the circle, and the square. All other shapes come from these. Some shapes can be organic or irregular.

Form: A Form is a Shape in 3D. All forms have an indication of height, width, and length.

Color: Color only exists where there is Light. The primary colors are Red Yellow and Blue. The secondary colors are Green, Purple and Orange. Tertiary colors are Brown.

Value: Value is an indication of dark and light. It is also called a "gradient" or shading.

Texture: Texture shows how a surface feels.

The Principles of Design

Balance: Balance describes the arrangement of parts in an artwork. Balance can be symmetric or asymmetric.

Proportion: Proportion is the relation of one part of something to the other parts or the whole.

Pattern: Pattern is the repetition of an object. Pattern can imply movement or rhythm. A Pattern is also a guide for making something.

Unity/ Variety: Unity or Variety can be used to describe that all parts of a composition are working together as a team.

Emphasis: Emphasis is the visual focus of a picture. It is a lot like the main idea in a sentence or a written composition.