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| The feeling of harmony between all parts of the work of art, which creates a sense of completeness.  Unity | Created when one or more elements of design are used repeatedly to create a feeling of organized movement.  Rhythm |
| The repeating of an object or symbol all over the work of art.  Pattern | The path the viewer’s eye takes through the work of art, often to focal areas.  Movement |
| The part of the design that catches the viewer’s attention. Usually the artist will make one area stand out by contrasting it with other areas.  Emphasis | The distribution of the visual weight of objects, colors, texture, and space. If the design was a scale, these elements should be balanced to make a design feel stable.  Balance |
| The Principles of Art | A larger difference between two things to create interest and tension.  Contrast |