**Quilting**

**Principles of Design**

There are seven principles of design, defined as follows:

1. Balance – the distribution of visual weight in a work of art.
2. Movement – the method used to direct the viewers through their work toward a focal point.
3. Rhythm – the repetition of visual movement of the elements of design.
   1. Regular rhythm is the repetition of elements that are the same or nearly the same.
   2. Staccato rhythm is repetitions that is abrupt and changes frequently.
   3. Progressive rhythms are those in which the elements change sizes as they progress.
4. Contrast – the differences in values, colors, textures, shapes, and other elements.
5. Emphasis – creates dominance and focus in work.
6. Pattern – using the art elements in planned or random repetitions. Pattern increases visual excitement by enriching surface interest.
7. Unity – provides the cohesive quality that makes artwork feel and look complete.

Due Dates for Principles of Design Projects:

Balance September 5

Movement September 12

Rhythm September 26

Contrast October 3

Emphasis October 24

Pattern October 31

Unity November 14