**Quilting**

**Elements of Design**

There are seven elements of design, defined as follows:

1. Color – three primary colors (red, yellow, and blue), secondary colors which are created by mixing equal parts of two primary colors:

Red and yellow = orange

Red and blue = purple

Intermediate colors, which are made by mixing equal portions of one primary and one secondary color.

Red and orange = red-orange

Yellow and green = yellow-green

Color also has to do with intensity, which is the brightness or dullness of a color (or hue). Intensity is obtained by adding gray to a hue. The more gray added, the less intense the hue. Full intensity has no gray.

1. Value – the lightness and darkness of a color. By adding white in degrees, a hue is made lighter. For example, white added to red will create pink. By adding degrees of black to a color, the hue becomes darker. For example, black added to red will create burgundy.
2. Line – a mark that connects two points using a type of tool, such as a brush, pencil, stick, pen, etc.
3. Shape – a two or three-dimensional area enclosed by a line.
4. Form – the volume and mass, or the three dimensional aspects of objects that take up space. Form can and should be viewed from many angles to better see the curves, angles, indentations, etc.
5. Texture – the visual and tactile (feel) of a surface, both actual and simulated. For example, the visual look of a sand box (looks smooth and soft), then the feel of the sand through your fingers (gritty and loose).
6. Space – the area limited by boundaries; a three-dimensional volume that can be empty or filled with objects. Space has width, height, and depth.

Due Dates for Principles of Design Projects:

Color/Value September 5

Line September 12

Shape September 26

Form October 3

Texture October 24

Space October 31