

ELEMENTS AND PRINCIPLES OF DESIGN SCAVENGER HUNT

LINE



ELEMENTS

LINE
SHAPE
COLOR
VALUE
FORM
TEXTURE
SPACE

INFORMAL BALANCE



PRINCIPLES

INFORMAL BALANCE
FORMAL BALANCE
CONTRAST
OVERLAPPING
EMPHASIS
MOVEMENT
PATTERN
REPETITION/RHYTHM
UNITY/VARIETY
PROGRESSION

SHAPE



COLOR



VALUE



FORMAL BALANCE



CONTRAST



OVERLAPPING



ELEMENTS AND PRINCIPLES OF DESIGN SCAVENGER HUNT

FORM



TEXTURE



EMPHASIS



MOVEMENT



PATTERN



REPETITION/RHYTHM



UNITY/VARIETY



PROGRESSION



SPACE



Name: _____

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FIELD JOURNAL

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EXAMPLE A: *Line & Pattern*

EXPOSURE 1: _____
EXPOSURE 2: _____
EXPOSURE 3: _____
EXPOSURE 4: _____
EXPOSURE 5: _____
EXPOSURE 6: _____
EXPOSURE 7: _____
EXPOSURE 8: _____
EXPOSURE 9: _____
EXPOSURE 10: _____
EXPOSURE 11: _____
EXPOSURE 12: _____

EXPOSURE 13: _____
EXPOSURE 14: _____
EXPOSURE 15: _____
EXPOSURE 16: _____
EXPOSURE 17: _____
EXPOSURE 18: _____
EXPOSURE 19: _____
EXPOSURE 20: _____
EXPOSURE 21: _____
EXPOSURE 22: _____
EXPOSURE 23: _____
EXPOSURE 24: _____