

BALANCE-

Balance refers to the arrangement and placement of certain elements and principles of design. If there are the same elements on either side, the composition is evenly balanced. If one or more sides contain more objects than another, then one side can appear “heavier” and the composition appears unbalanced. There are three main types of balanced discussed in the art world.

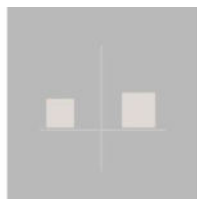
- **SYMMETRICAL BALANCE:**

Symmetrical balance refers to any object that can be reflected evenly across an axis. Objects that naturally have symmetry include butterflies, stars, hearts, and other geometric shapes.



- **ASYMMETRICAL BALANCE:**

Asymmetrical balance is when one or more sides on an object are different from one another. Examples include a see-saw, trees, and most faces. An asymmetrical object can be anything; the only difference is that its parts do not match.



- **RADIAL BALANCE:**

Radial balance is based off a circle (“radial”- radius), meaning an object must have symmetry that is based from a central axis. Starfish, flowers (when viewed from above), wheels, and snowflakes all exhibit radial balance.



BALANCE ASSIGNMENT-

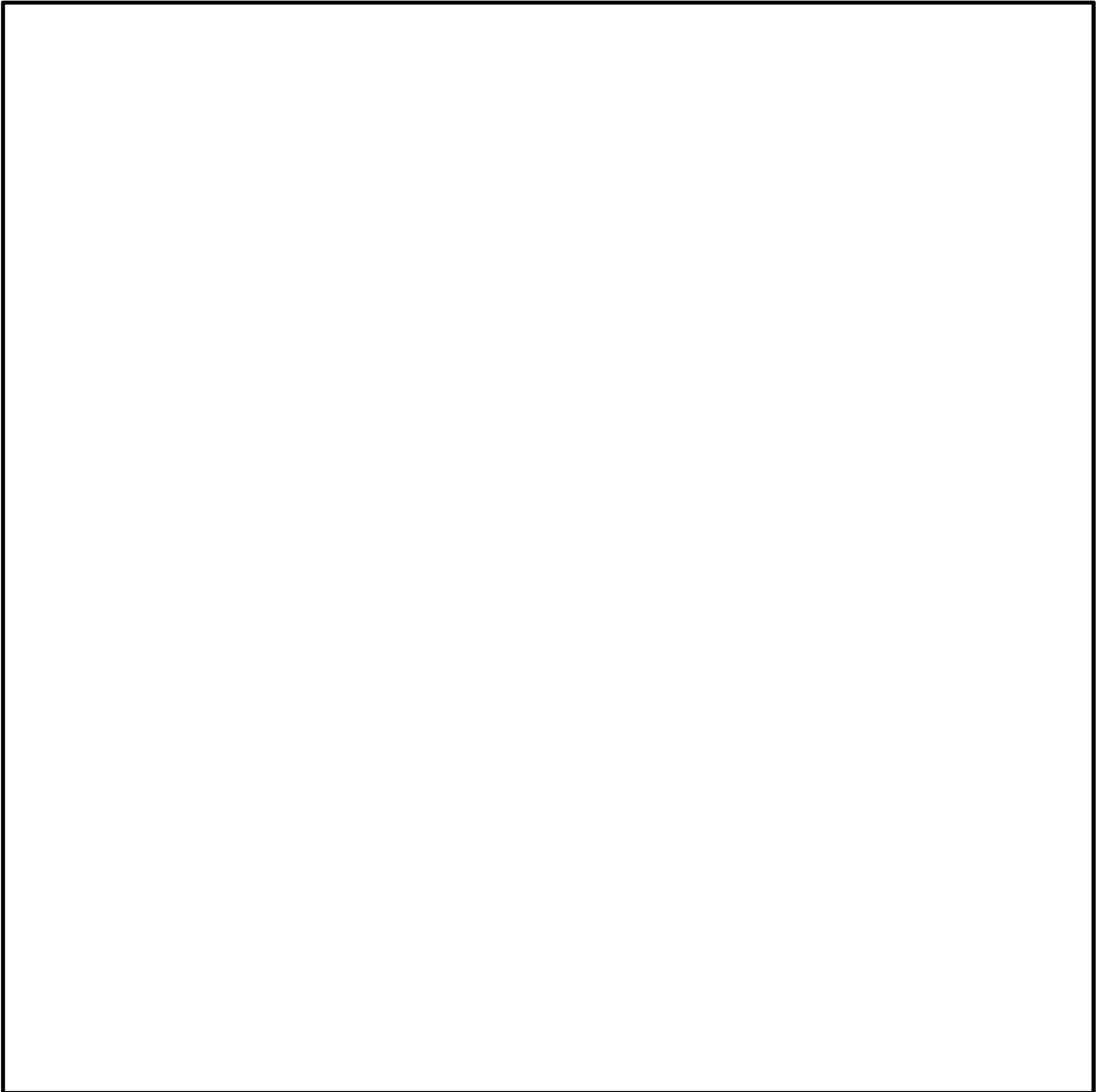
You will create **3 tiles** that each exhibits a type of balance (symmetrical, asymmetrical, and radial) within. To complete this project, you will also practice the idea/technique of ***“horror vacui,”*** or “fear of empty spaces.”

What this means: You must fill the entire space of the square; leave no negative space or empty areas. Look to Islamic tile designs and Aboriginal art for inspiration. Examples of art utilizing horror vacui are below.

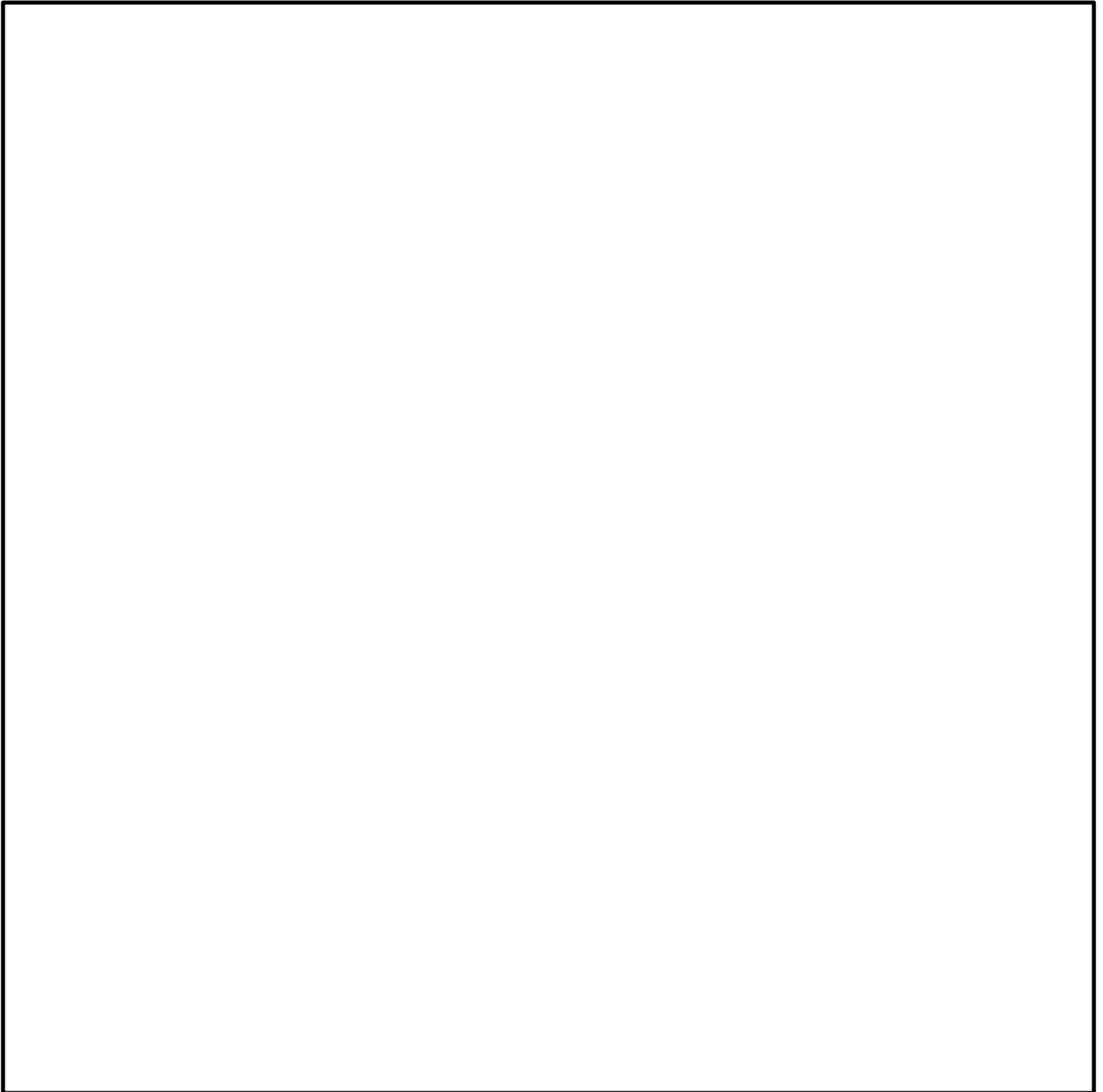


Your drawing must be shaded and have plenty of detail. Remember, you must fill in the entire space!

SYMMETRICAL BALANCE



ASYMMETRICAL BALANCE



RADIAL BALANCE

