

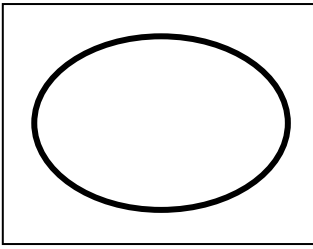
Principles of Art Study Guide

Name _____

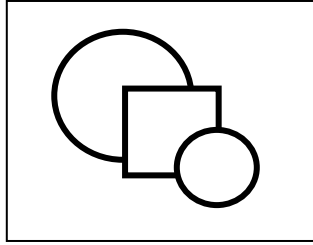
Period _____

Directions: Using Geometric Shapes draw in the correct answer

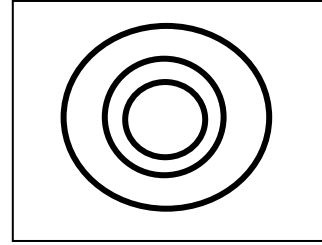
1. Balance, Symmetrical/formal



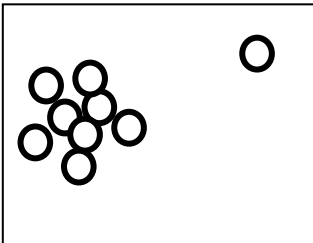
2. Balance, Asymmetrical/formal



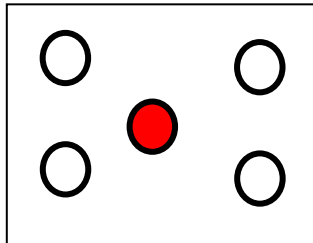
3. Balance, Radial



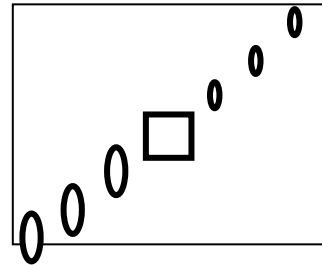
4. Emphasis, Isolation



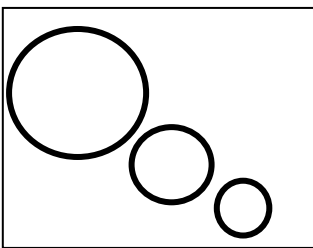
5. Emphasis, Location



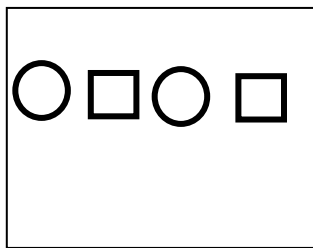
6. Emphasis, Convergence



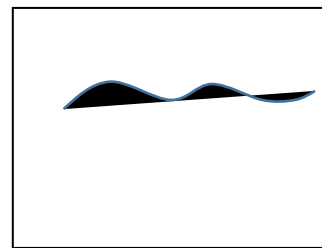
7. Rhythm, Progressive



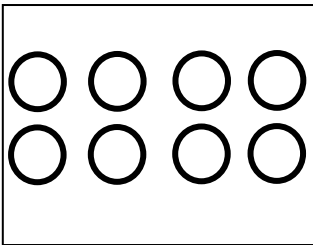
8. Rhythm, Alternating



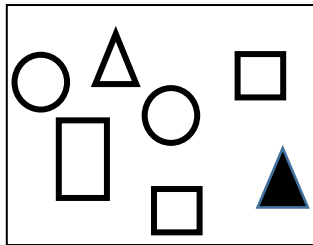
9. Rhythm, Flowing



10. Rhythm, Regular



11. Rhythm, Random



DIRECTION: WRITE A SHORT DEFINITION

12. WHAT IS ALTERNATING RHYTHM? alternate one object then the next

13. WHAT IS PROGRESSIVE RHYTHM? Changes a motif dimensions each time it is repeated

14. WHAT IS FLOWING RHYTHM? Created by repeating wavy line

15. WHAT IS RANDOM RHYTHM? A motif is repeated in no apparent order, with no regular spaces, different objects throughout

DIRECTION: Circle True or False

16. IT IS IMPORTANT TO ALWAYS HAVE YOUR PICTURE BE IN PORPORTION **T O R F**
17. MOVEMENTS HELPS DRAW YOUR EYE THROUGH OUT YOUR PICTURE **T O R F**
18. FORMAL BALANCE IS ALWAYS THE BEST BALANCE TO USE **T O R F**
19. UNITY TIES ALL THE ELEMENTS AND PRINCIPLES IN A WORK TOGETHER **T O R F**
20. MOVEMENT IS THE PRINCIPLE OF DESIGN THAT DETERMINES THE SIZE **T O R F**
21. VARIETY ADDS INTEREST AND DIFFERENCES IN CONTRAST AND VALUE **T O R F**
22. RHYTHM AND PATTERNS REPEATS TO GIVE THE ILLUTION OF MOVEMENT IN A WORK **T O R F**
23. CONVERGENCE HAS LINES THAT LEAD THE EYE TO A FOCAL POINT **T O R F**
24. ISOLATION DRAWS YOUR EYE TO ONE AREA OF THE WORK THAT STAND ALONE **T O R F**
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DIRECTIONS: MATCHING – PLACE THE CORRECT LETTER FOR THE DEFINITION NEXT TO THE CORRECT WORD.

- | | |
|-------------------------|--|
| 25. <u>A</u> VARIETY | A. PRINCIPLE OF DESIGN CONCERNED WITH DIFFERENCES AND CONTRAST |
| 26. <u>E</u> MOVEMENT | B. PRINCIPLE OF DESIGN THAT DEALS WITH ARRANGING THE VISUAL ELEMENTS IN A WORK OF ART EQUALLY. |
| 27. <u>C</u> UNITY | C. PRINCIPLE OF DESIGN THAT ALLOWS THE VIEWER TO SEE THE COMBINATION OF ELEMENTS, PRINCIPLES AS A WHOLE. |
| 28. <u>B</u> BALANCE | D. PRINCIPLE OF DESIGN THAT REPEATS ELEMENTS TO CREATE THE ILLUSION OF MOVEMENT |
| 29. <u>F</u> EMPHASIS | E. PRINCIPLE OF DESIGN THAT DEALS WITH CREATING THE PHYSICAL CHANGE IN POSITION |
| 30. <u>D</u> RHYTHM | F. PRINCIPLE OF DESIGN THAT STRESSES ONE AREA OF THE WORK. |
| 31. <u>G</u> PROPORTION | G. PRINCIPLE OF DESIGN CONCERNED WITH THE RELATIONSHIP OF SIZE TO ONE ANOTHER |

DIRECTIONS: Circle the best answer to the question

32. WHAT ARE THE THREE TYPES OF BALANCE

A. Informal, Asymmetrical, Radial

B. Formal, Radial, Symmetrical

☒ C. Informal, Symmetrical, Radial

D. Informal, Formal, Symmetrical

33. WHAT ARE THE THREE TYPES OF EMPHASIS?

A. Convergence, Isolation, Loneliness

☒ B. Convergence, Location, Isolation

C. Location, Color, Isolation

D. Convergence, Color, Loneliness

34. WHAT IS ALTERNATING RHYTHM?

A. Changes a motif each time it is repeated

B. Motif is repeated no apparent order

☒ C. Repeating motifs changing position or space

D. Created by repeating wavy lines

35. WHAT IS PROGRESSIVE RHYTHM

☒ A. Changes a motif dimensions each time it is repeated

B. Motif is repeated no apparent order

C. Repeating motifs changing position or space

D. Created by repeating wavy lines

36. WHAT IS FLOWING RHYTHM?

A. Changes a motif each time it is repeated

B. Motif is repeated no apparent order

C. Repeating motifs changing position or space

☒ D. Created by repeating wavy lines

37. WHAT IS RANDOM RHYTHM?

A. Changes a motif each time it is repeated

☒ B. Motif is repeated no apparent order

C. Repeating motifs changing position or space

D. Created by repeating wavy lines
