

Design Principles Chapter 5: Balance Q&A s - DUE MON NOV 14

READ Chapter 5: Balance

1 - Define “Balance” in design:.

2 - Define Axis:

3 - Name the 2 most common axis:

4 a- Define “Equilibrium”

4b - What is its “root”:

5 - How might Equilibrium relate to “balance” in math?

6 - Create 2-4 thumbnail sketches of a vertical composition with stars and squares that is “stable and calm”.

7 - Create 2-4 thumbnail sketches of a vertical composition with stars and squares that is “unstable and dynamic”

8 - Create 2 thumbnail sketches (2 x 4 types = 8 thumbnails) in a horizontal rectangle showing these types of balance:

A - Symmetrical Balance, B - Asymmetrical Balance, C - Radial Balance

D - Crystallographic Balance (or Allover Pattern)

9 - Find 8 images in our textbook OUTSIDE of CH 5 that feature a type of balance listed in the chapter.

	<i>Page #</i>	<i>Artist - Image Name</i>	<i>Kind of Balance</i>
example	1 - pg 47 -	Fritsch - Company at Table	Vertical Symmetry
	2 - pg 47 -	Fritsch - Company at Table -	Vertical Symmetry
	3 - pg 47 -	Fritsch - Company at Table	Vertical Symmetry

