

Fundamental of Digital Media Design Chapter 5 Principle of Design

by

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Chapter Description

- Aims
 - To identify the elements of design and understand the principles of design.
 - To differentiate a good and bad design according to the design principles.
 - To learn the concept of legibility and readability
- Expected Outcomes
 - Understand the basic concept of principle of design
 - Able to implement the principle of design in digital media design
- References
 - The Essential Principles of Graphic Design, Debbie Millman, RotoVision SA, 2008. ISBN 2940361800, 9782940361809
 - The Principles of Design, Abanoub M. Nassief, Lecture Note

There are 6 elements that contribute to a good design.

- 1. Line
- 2. Shape
- 3. Direction
- 4. Size
- 5. Texture
- 6. Color

LINE

 Linear marks made with a pen or brush or the edge created when two shapes meet.

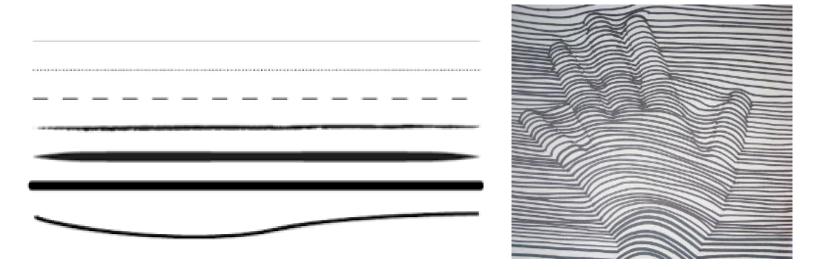


Image source:

https://ahardymon.files.wordpress.com/2014/09/5613453246_e76d879cdf_z.jpg https://d3ui957tjb5bqd.cloudfront.net/uploads/2013/11/LineTypes.png

SHAPE

- Shape is a self contained defined area.
- Example: square, circles, free formed shapes or natural shapes.

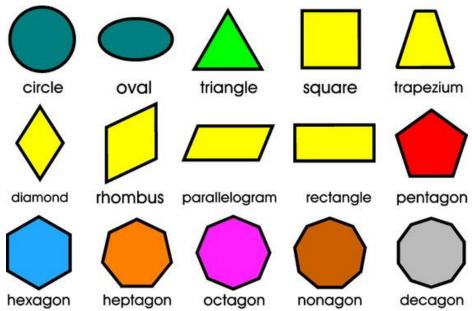


Image source: https://d3ui957tjb5bqd.cloudfront.net/uploads/2013/11/2dshape_2d_shape-560x368.jpg

SHAPE

• A positive shape automatically creates a negative shape.

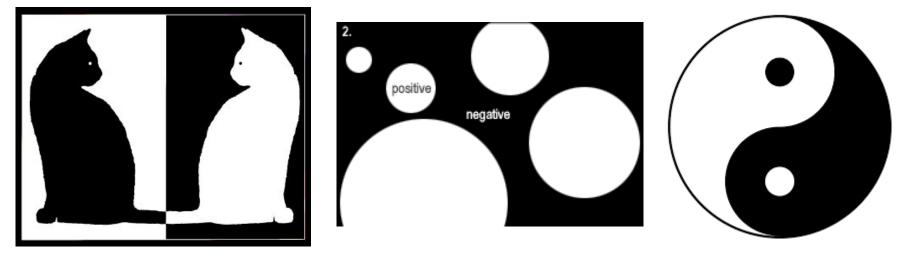


Image source: http://www.leewallat.com/intro_design/images/posneg_bigpos.gif https://3.bp.blogspot.com/-T341200qmN0/WAPAFLjeLII/AAAAAAAAF7c/meD6Zcl4FZ4PYxE5-1ej8GSbQXv9oXgqwCLcB/s1600/yin-yang.png http://4.bp.blogspot.com/_37gdsXih0Kk/TS9G0EpgWOI/AAAAAAAAAGI/SE1gqwhMEy8/s1600/Negativespace%2523 3.jpg

DIRECTION

- All lines have direction horizontal, vertical or oblique)
- Horizontal suggests calmness, stability and tranquillity.
- Vertical gives a feeling of balance, formality and alertness.
- Oblique suggests movement and action.

DIRECTION

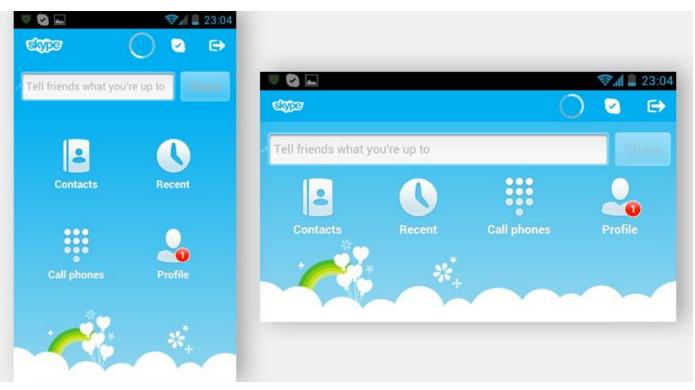


Image Source: https://www.smashingmagazine.com/wp-content/uploads/2012/07/skype.jpg

DIRECTION



Image source: https://designmodo.com/wp-content/uploads/2013/11/Impero.jpg

SIZE

Size is simply the relationship of the area occupied by one shape to that of another



Image source: https://cdn2.hubspot.net/hub/272000/file-695128758-png/images/your-eyes-here.png

TEXTURE

 Texture is the surface quality od a shape – rough, smooth, soft, hard, glossy, etc.



Image source: https://netdna.webdesignerdepot.com/uploads/psd_ui/gotwood.jpg

COLOR

- Color is light reflected off objects
- Color has three main characteristics (hue, value & intensity)



Image source: https://educationemglossariumetartium.files.wordpress.com/2015/06/colour.jpeg

The Principles of Design are what we do to design elements. How we apply the principles of design determines how successful the design is.

- 1. Balance
- 2. Proximity
- 3. Alignment
- 4. Repetition
- 5. Contrast
- 6. Space

BALANCE

- Balance in design is similar to balance in physics. A large shape closer to the center can be balance by a small shape close to the edge
- Balance provides stability and structure to a design
- It's the weight distributed in the design by the placement of your elements

BALANCE

Is the design balanced?

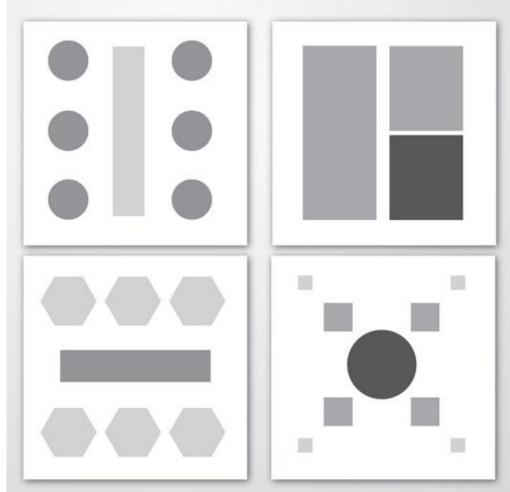


BALANCE

 Balance in graphic design can be achieved by adjusting the visual weight of each elements, in terms of scale, color, contrast, etc.

Image Source:

http://2.bp.blogspot.com/_ZaQPFuqpAo8/TM6S XAtvNkI/AAAAAAAAASw/4EScP-SpmwE/s1600/balance+in+graphic+design.jpg



BALANCE

- Balance in graphic design can be divided in tow types.
 - 1. Symmetric
 - 2. Asymmetric

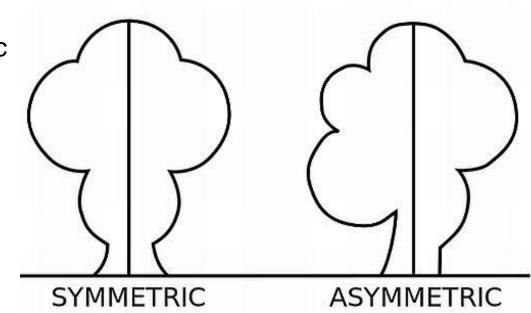
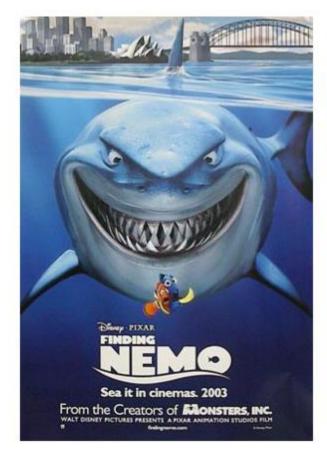


Image source: https://community.plu.edu/~coma275/images/Symmetry.jpg

BALANCE – Symmetrical balance

 Occurs when the visual weight of design elements evenly divided in terms of horizontal, vertical, or radial. This style relies on a balance of two similar elements from two different sides.

BALANCE – Symmetrical balance



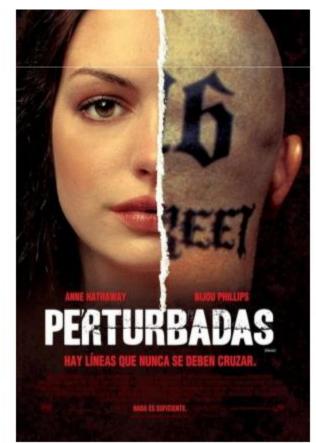


Image source: https://obscuresurrealism.files.wordpress.com/2009/11/picture-4.png

BALANCE – Symmetrical balance



Image source: http://creativecan.com/wp-content/uploads/2012/02/image372.jpg

BALANCE – Asymmetrical balance

- Occurs when the visual weight of design elements are not evenly distributed in the central axis of the page
- This style relies on visual games such as scale, contrast, color to achieve a balance
- We often see a design with the big picture offset by the small but visible text balanced because of the visual games

BALANCE – Asymmetrical balance



Image source:

https://ifiwereasnowman.files.wordpress.com/2009/11/guesswhoposter.jpg http://3.bp.blogspot.com/_ZaQPFuqpAo8/TM6P1g9UgyI/AAAAAAAAASs/w6QU54XsoKM/s1600/poster2.jpg

BALANCE – before & after

Balancing act A lesson on creating balance in your layouts.

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Balancing Act.

A short lesson on creating balance in your layouts.

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PROXIMITY

- Proximity creates relationship between elements
- It provides a focal point
- Proximity doesn't mean that elements have to be placed together, it means they should be visually connected in someway

PROXIMITY



Image source: http://3.bp.blogspot.com/-FCgVaPS1BZY/UMN15hULV8I/AAAAAAAQDk/eceOZZQI8Z0/s1600/proximity.jpg

PROXIMITY

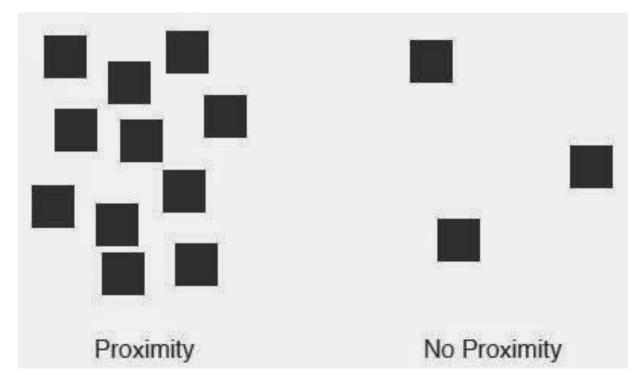


Image source: http://2.bp.blogspot.com/-DJXT8tkMeho/Uy9Wob2Y50I/AAAAAAAAAAYA/FvuNZrxChy8/s1600/gestalt_proximity1.jpg

PROXIMITY



Image source: https://s-media-cacheak0.pinimg.com/originals/7a/e5/a1/7ae5a13dd1591bd75b6642ae4208af3e.jpg

ALIGNMENT

- Allows us to create order and organization
- Aligning elements allows them to create a visual connection with each other

ALIGNMENT

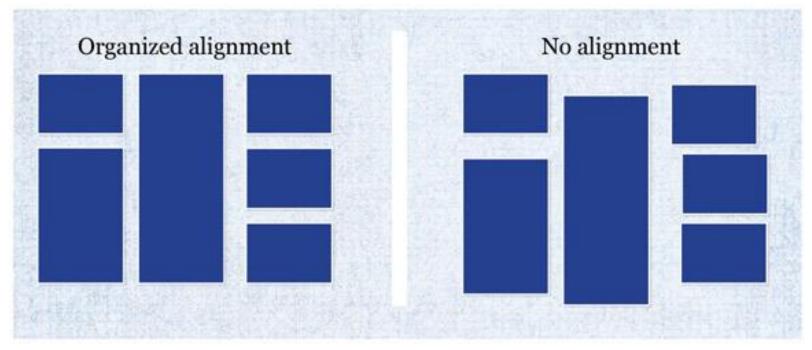


Image source: https://codropspz-tympanus.netdna-ssl.com/codrops/wp-content/uploads/2012/06/alignment.jpg

ALIGNMENT

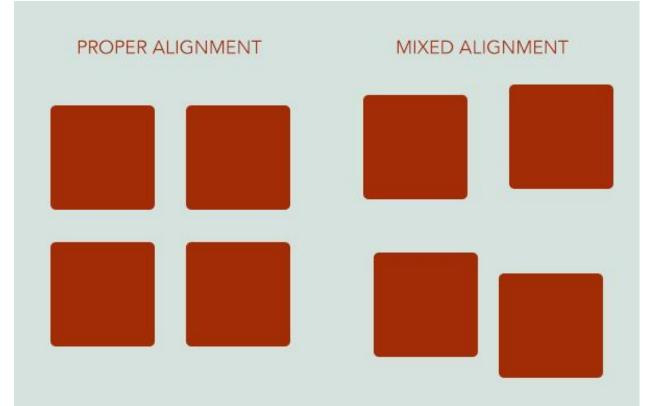


Image source: https://cdn.tutsplus.com/webdesign/uploads/2013/08/mixed-alignment.jpg

ALIGNMENT

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Image source: http://www.davidcraigutts.com/wp-content/uploads/2017/06/Alignment-or-Drama.jpeg

ALIGNMENT



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Examples of alignment in design.

Image source: https://plus.google.com/+PathwaysInc

ALIGNMENT

Center Alignment

Content Is Anchored DownThe Middle Left Alignment

Content Is Anchored To The Left Side Right Alignment

Content Is Anchored ToThe Right Side JUSTIFIED ALIGNMENT © CONTENT ANCHORS EVENLY BETWEEN TWO LINES

Image source: http://www.printwand.com/blog/media/2012/11/common-types-of-text-alignment.gif

REPETITION

- Repetition strengthens a design by tying together individual elements.
- It helps to create association and consistency.
- Repetition can create rhythm (a feeling of organized movement).

REPETITION

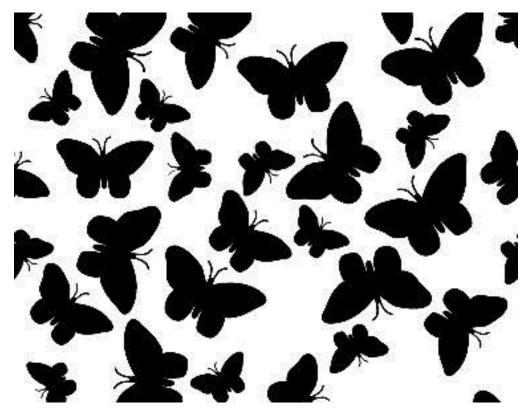


Image source: https://cdn.instructables.com/FMY/LQMO/IBL0V8QU/ FMYLQMOIBL0V8QU.MEDIUM.jpg

REPETITION

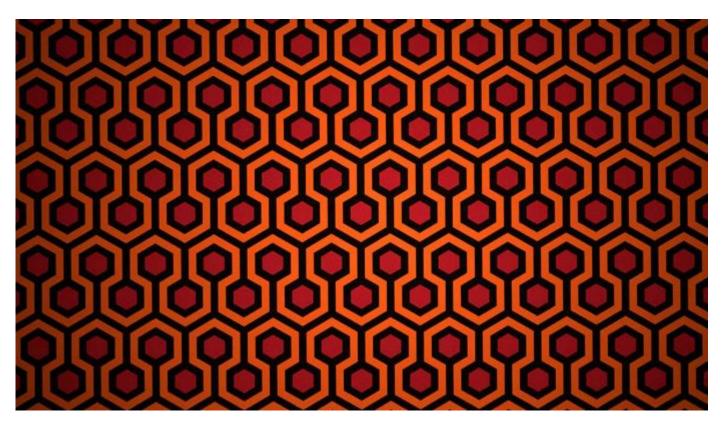
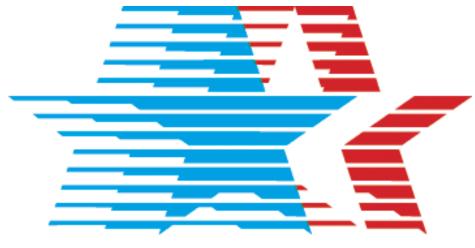


Image source: https://openlab.citytech.cuny.edu/fluffydesignz/files/2014/09/EW0ka.jpg

REPETITION



Games of the XXIIIrd Olympiad Los Angeles 1984



Image source: https://popcultureaffidavit.files.wordpress.com/2012/07/1984-olympics-logo.gif

CONTRAST

- Contrast is the juxtaposition of opposing elements (opposite colors on the color wheel, or value light / dark, or direction – horizontal / vertical).
- Contrast allows us to emphasize or highlight key elements in your design

CONTRAST

Simply contrast tells the viewer where to look first

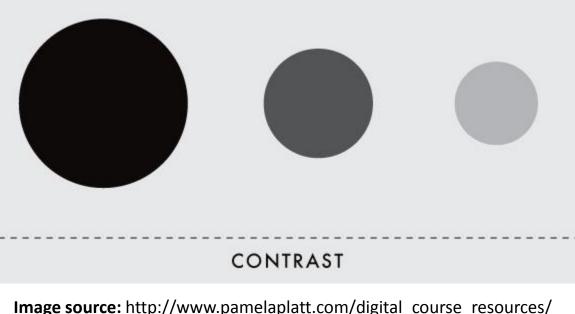


Image source: http://www.pamelaplatt.com/digital_course_resources/ graphic_design_principles/contrast/Principles-03.jpg

CONTRAST

 Without contrast, a designed piece may appear static, uninteresting, and hard for the reader to access because it is not immediately clear what to look at first.



Image source: http://blogs.articulate.com/images/blogs/rel/uploads/2010/02/image11.png

CONTRAST

Some types of contrast to keep in mind are:

- relative darkness (called value in color theory)
- Weight
- Form
- Placement
- Quantity
- Texture
- scale

CONTRAST in size





Image source: http://hellokfc.weebly.com/uploads/2/3/6/8/23682970/9856722 orig.jpg http://blog.visme.co/wp-content/uploads/2015/07/your-eyes-here.png - https://beneaththepixel.files.wordpress.com/ 2014/04/big-vs-small.jpg - https://fthmb.tqn.com/5CcP0G5YzVAEXC0DSC_BQk8vzEg=/768x0/filters:no_upscale()/ about/GettyImages-120337604-58dfe6095f9b58ef7ed50767.jpg

Communitising Technology

CONTRAST in value

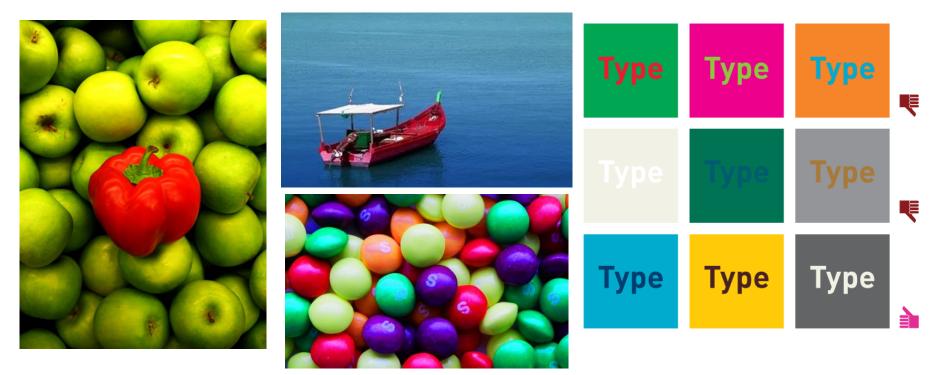
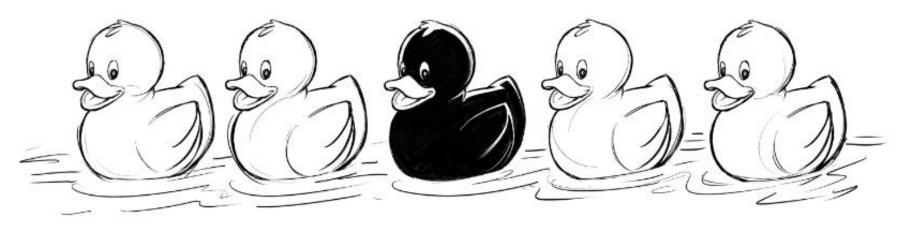


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CONTRAST in quantity



CONTRAST in weight



THE CENTER DUCK DRAWS YOUR EYE MOST. CONTRAST EFFECTS VISUAL WEIGHT.

Image source: https://d3ansictanv2wj.cloudfront.net/lesson%2051ad2393d2087f73d025cf139c4da745c5c.png



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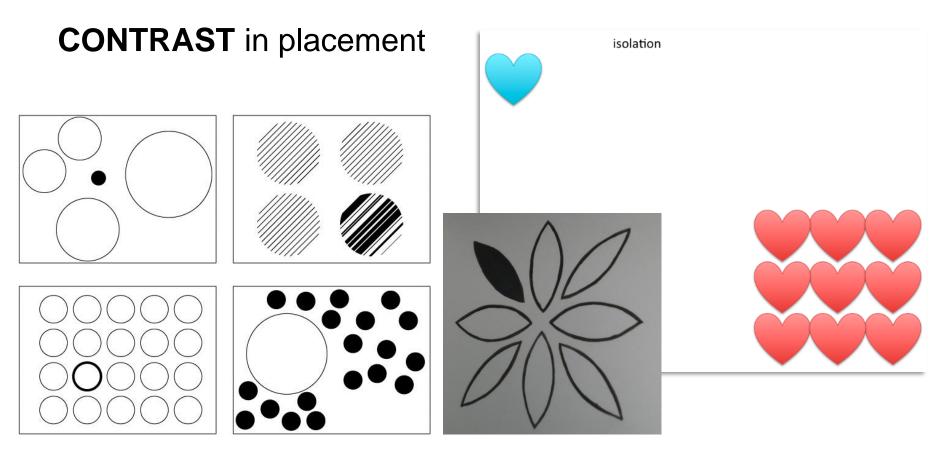


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CONTRAST in texture



Image source:

http://howwemontessori.typepad.com/.a/6a0147e1d4f40f970b0168e9 192551970c-pi - http://img15.deviantart.net/adf2/i/2009/211/8/b/ contrast_of_textures_by_lau7.jpg - https://s-media-cacheak0.pinimg.com/736x/0a/76/aa/0a76aaa6d5c27476a60776c0e717fa7a --contrast-color-youtube-s.jpg





Communitising Technology

SPACE

- **Space in art** refers to the distance or area between, around, above, below, or within elements.
- Both positive and negative space are important factor to be considered in every design

SPACE



Image source:

http://establishareconnect.org/gr a217/files/2013/03/3b2c52b453f 0b67e1673dfa4e49820ae.jpg

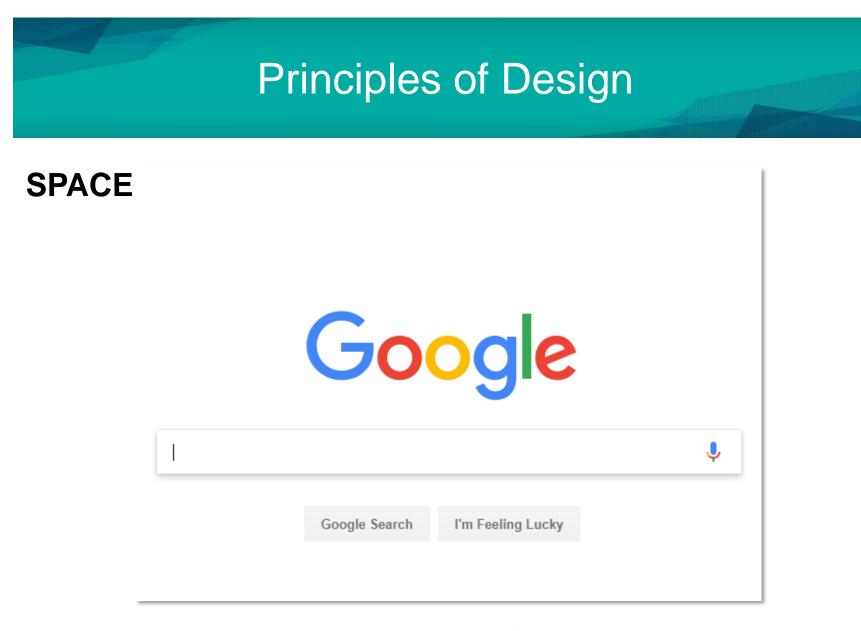


Image source: www.google.com

SPACE



BASED ON THE CLASSIC NOVEL BY GRAHAM GREENE

BRIGHTON ROCK

STUDIO CANAL FEATURES BUE FILMS & UK FILM COUNCIL present & KUDOS PICTURES production a film by ROWAN JOFFE FRIGHTON ROCK' starring SAM RILBY ANDREA RISEBOROUGH ANDY SERKIS with JOHN HURT and HELEN MIRRN casting SHATEEN BAIG hair and makeup deigner IVANA PRIMORAC costume designer JULIAN DAY music supervisor IAN NEILmusic composed by MARTIN PHIPPS production designer JAMES MERIFELD editor JOE WALKER Affector of photography JOHN MATHIESON Coproducer PAUL RITCHIE executive producers JENNY BORGARS WILL CLARKE OLIVER COURSON RON HALPERN JAMEI LAURENSON based on the nord by GRAHAM GREENE PROduced by PAUL WEBSTER written & director dip ROWAN JOFFE



Image source: https://designmodo.com/wpcontent/uploads/2011/10/rock1.jpg



Image source: http://photobucket.com/gallery/user/halfwayglad/media/bWVkaWFJZDo2MjI0NTEyNQ==/?ref=

Establish a visual hierarchy

You read this first. You will

read this when skimming. You

will probably not read this on

a skim. You will not read this.

Unless a phrase is bolded

- People first see the graphics, then the text
- Balance, organization, and visual contrast are vital

No hierarchy

Visual hierarchy

YOU READ THIS FIRST

You will read this when skimming

You will probably not read this on a skim

You will not read this. Unless a phrase is bolded

Post... This is using "anomaly" to break the flow of the hierarchy. Cool huh?

Image source: https://blog.trackduck.com/wp-content/uploads/2015/06/hierarchy.jpg

Establish a visual hierarchy



Image source: http://www.onextrapixel.com/wp-content/uploads/2013/07/1-wix.jpg

Communitising Technology

Direct the reader's eye

- People scan text left to right, top to bottom
- Only the top four inches may be visible
- Use pastel shades for backgrounds or minor elements

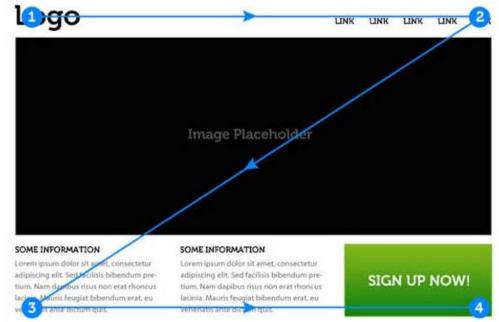


Image source: http://cdn.mos.cms.futurecdn.net/f62c13c61dc4b6b39a60fc0b784ef2c0.jpg

Direct the reader's eye

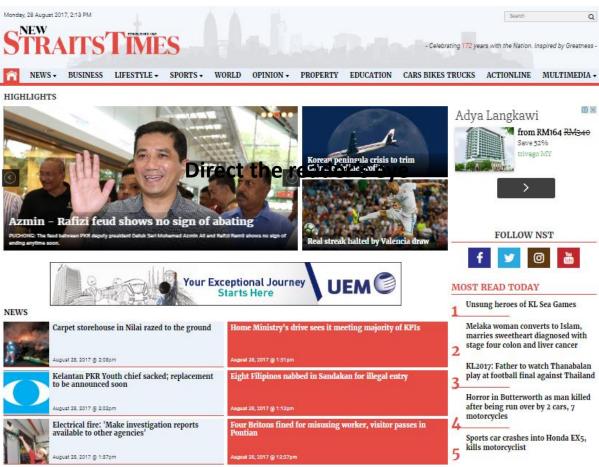


Image source: https://www.nst.com.my/

Beware of distractions

- Garish illustrations and (especially) animated graphics or blinking text pull the user's eyes away from the content
- If everything is emphasized, nothing is emphasized



Image source: https://i.pinimg.com/736x/8c/f3/d4/8cf3d418d5d96b833739abc6d9f89d8e--distracted-driving-summer-special.jpg

Beware of distractions



Image source: http://imgur.com/NIhikG8

Be consistent

- Don't have things scattered all over your page
- Let your style "evolve" as you improve the page



Image source: https://netdna.webdesignerdepot.com/uploads/2011/07/brand4.jpg

Be consistent











a depart of the second



Image source: http://webstyleguide.com/wsg3/figures/8-typography/8-2-700.jpg

- **Readability:** How easy it is to read a *lot* of text
- Legibility: How easy it is to read headlines
- In general, a serif font is more readable (in medium sizes)
- Because of the coarse resolution of modern screens, a sans serif font is more readable in small sizes
- Very high contrast (difference in brightness, not color) makes text more readable
- *Do not* change the default size of body text; the user has it set to the size she wants
- Increasing the size for headers or for emphasis is OK
- Don't use more than a couple of different fonts
- Usually, one serif font and one sans serif font is enough

Conclusion of The Chapter

- There are six elements of design (line, shape, direction, size, texture and colour).
- Principles of Design are what we do to design elements (balance, proximity, alignment, repetition, contrast and space).
- There are other principles to follow in design such as visual hierarchy, direct reader's eye, consistency, readability and legibility.