### Rhythm

Rhythm leads the eye from one part of a design to another part, creating movement through repetition of pattern or color. Follow the flow of orange waves or white daisies in the examples below.



# Proportion

Proportion refers to the relationship between parts of a design, such as the size of the clovers compared to the size of the shirts. The examples



# Principles of Design

The principles of design (rhythm, emphasis, proportion, balance, and unity) are how we use the tools (elements) to create looks (whole outfits, accessories, shoes, etc.) that are different or unique.

#### Jnity

When things look right together, you have created unity. Unity includes clothing, all accessories, and you: Lines and shapes that repeat each other show unity (curved lines and curved shapes). Colors that have a common hue create unity.

Texture, also helps create unity.

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Texture with curved lines). Try to create a certain mood or theme—sporty, tailored, dramatic, casual—and keep the clothing and accessories in harmony with your coloring, your build, and your age. Then you'll have unity.

Unity is a difficult principle to define. It is both a principle in itself as well as the goal for the overall look. What about the pink and green outfit? Is that a good example of unity? Notice the sundress with sandals in the picture:

In your opinion, does that create "unity"?



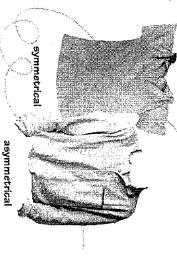
Emphasis is the quality that draws your attention to a certain part of the design first (a logo or stripe,

Emphasis



## Balance

Balance makes the right and left side of a garment appear to be equal, even though they may not be exactly the same. If the two sides are the same, it is symmetrical balance. If the two sides are different in some way but still give the same weight, it is asymmetrical balance.



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