Graphic Communication Design Elements and Principles

Design Elements and Principles

The purpose of graphic design is to create documents and publications that have visual impact and hold the attention of the viewer or reader. To achieve visual impact, graphic designers, refer to a list of important guidelines called design elements and principles.









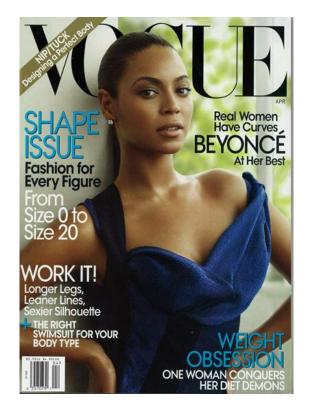








Design elements can be thought of as the essential building blocks of successful graphic design. It is essential for a graphic designer to understand how to use design elements and how to combine them for the best possible effect.







Line

Lines or **Rules** are used to divide up a layout or connect elements in a layout. Lines can vary in thickness and be coloured. Underlining words emphasise a point.



The red **line** is use here to close of this area of the article.



The red and black **lines** are used to emphasise the text the page.

Shape

Creative use of **shape** can help to sustain readers interest. Shape can also help organise a page by separating items and making the layout easier to follow. **Shapes** can be categorised as organic (natural shapes), geometric, abstract, feminine and masculine.

Square photograph contrasts with the circular photographs



Circles are used to emphasis the photographs

Texture

Texture can be considered in two ways; physical texture and is provided by the coarseness or smoothness of paper. Visual Texture is the pattern in images such as the pattern of tree bark in a photograph. Both forms can be employed to create moods and add richness to a graphic display. Blocks of text can also create texture and can provide visual balance.

The detail in the feathered dress creates visual texture on the page.

The detail in the feathered dress creates visual texture on the page.

The detail in the hedge creates visual texture on the page.

Paper provide texture on a page.
Smooth, glossy, rough.

If the second of the second o

The text has been used to create the texture of the girls face.

Size

The relationship between items and a graphic layout can be emphasized by **size**. Often the most important items in a layout will be the biggest. This is done to create a dominant focal point. Text is also used in this way- heading generally use a bigger font size than body copy while subheadings fall in between.

The main heading is the biggest and most important on the page.

The biggest image on the page which makes it the focal point.

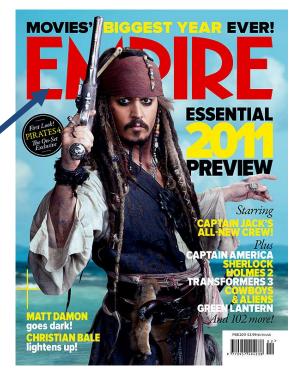


Subheadings have dominance on the page but not as much as main heading.

Colour

Perhaps the most effective visual element on a page, **colour** is used to create moods and stimulate emotions. This is essential to the graphic designer when a product or service is being marketed. **Colour** combinations are useful in creating a corporate identity that the public will remember. Harmonious colours will bring unity to a graphic layout while contrasting colours will create drama.

The warm
Reds and
Yellows
contrasts
with the
cold, blue
back ground.
This catches
the readers
attention and
creates
impact.





The blue in the back ground of the heading harmonises with the blue walls and furniture of the image. This creates a calming effect on the reader.

Colour

Colour creates corporate identity and automatically you associate certain colours with certain brands. Some examples are shown below.





















Value

Value deals with the use of **colour tones** in a layout. Darker tones have a higher value. Setting dark tones against light tones creates contrast and makes a graphic display more dramatic.

The darker green in the font has a higher value than the green back ground. This creates impact and attracts the readers attention to the heading.



Mass

All items in layout have **mass**. A bold heading has a greater mass than a small subheading. Blocks of text also have a mass. Lines and colour fills mass but thin lines can bring a formal elegance to a layout while heavy blocks of colour can represent fun and playfulness.

got the

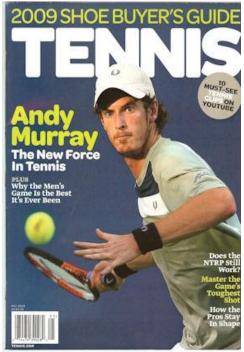
The large Heading has the biggest mass over all the text.

The drop capital has a larger mass than the remaining text creating impact and attracting the reader to the start of the article.

The image has the greatest mass as it's the largest on the page creating impact.

The principles of design refer to the way elements are assembles and to the overall composition of the designed pages. Design principles can vary according to fashion – a magazine design from 40 years ago would be quite different to a current magazine design. Different design principles can also be used for different purposes- an insurance company would probably want its document to look quite different to flyers for a sports club, so the designers would use different sets of design principles.







Balance

One way of looking at visual **balance** is to consider a page on which the layout of the items is symmetrical, so that items are equally spaced around the centre. The layout would feel stable, strong and conservative. Companies like banks and building societies often favour this formal style. A layout that is asymmetrical can bring contrast, movement, excitement and variety to a layout. This informality can also create a more relaxed style. Modern design often favours an asymmetrical layout.



Symmetrical balance is more formal.



Asymmetrical balance is more fun and playful.

Contrast

Creating **contrast** introducing elements (colours, font styles and shapes) that are opposites or are very different will increase the visual impact of a piece. The use of contrast will give your publication an eye-catching quality.

The circle contrasts with the angular images and text boxes making it stand out on the page.





The warm, red on this pages contrasts with the cold blue on the opposite page.

The elegant, bold font contrasts with the simple font in the remainder of the article making it stand out to the reader.

Emphasis/Dominance

There will be items in your layout that need to be given greater **emphasis** than other items, such as headings, subheading and graphics. These items can be made to **dominate** the page by making fonts bigger or bold or underlined, or by displaying them against a background.

The large, white heading has a greater emphasis on the page therefore is more dominant.



The large image also has greater emphasis on the page therefore is more dominant.

Rhythm

Creating the feeling of movement by repeating elements can help a layout to flow. **Rhythm** can direct the reader and make the layout easier to understand.



The repetition of images and text creates rhythm.



The repetition of red and black highlighted text creates rhythm.



The repetition of bullet point numbers creates rhythm.

Proximity

Careful positioning of related elements in close proximity can make a publication easier to follow and understand. Positioning items close together can create unity. Unity can also be achieved with the appropriate use of colour throughout different parts of a publication.

The images grouped close together create unity/proximity.



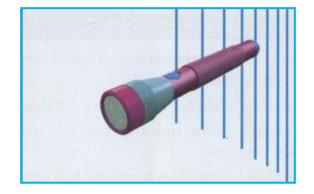
The images and related text create unity/proximity.

Unity

Unity allows the design elements to work together to support the design to **connect** and **unite** (bring together) the DTP layout. There are many ways to achieve this.



Overlapping an image onto text can create unity. It makes a physical connection between text and image.



Lines can do the same!
Placing the lines behind
the image connects and
unifies the combination.



Using a colour fill behind two items can connect them. The text and torch are connected by the blue flashbar.



Repeating colours in different parts of the layout (repetition) can tie items together: use the eye-dropper tool for this.



Repeating features in separate positions can create unity. The double lines tell the eye that this is a unified layout.



Using harmonies colours can have a unifying effect. The colours in the torch are used else where in the layout and the mid-tones all balance across the display.



Positioning items closer to other items can create unity. The text wrap positions text close to the image, creating a connection.

Alignment

DTP allows you to **align** elements (text, graphics and lines etc) anywhere on the page. The placing of these elements should be deliberate, not random. The aim is to connect the elements visually to achieve a neat, structured look.



The text columns are in line in height and at the same width.

The images are aligned with the column width and bottom on the text.

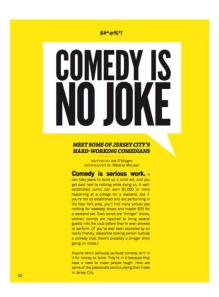
White space

Leaving areas of a layout free from text and graphics creates **white space** that allows the eye to rest. Wide areas of head space, foot space and margins can provide this. White space can also create focus by directing the reader's eye to graphics or text nearby.





Since a way only any. I have down less of the control process for the control of the control of





The white space around the text allows the readers eye to rest and brings focus to the text.

White space doesn't have to 'white'. The yellow around the text is classed as 'white space.

Flow

A graphic designer uses layout to help the text and graphics flow by leading the eye through a page. We are conditioned to read from the top left to bottom right. A magazine cover normally has the title at the top, a photograph in the middle and a contents list down one side or along the bottom. The layout makes use of emphasis and flow to grab browsers and entice them into the magazine.



Interior Decor

Essequis et alisi. Rud min elis do odo odigna facilis ad el dolummy millaore te con ute eugam nos nim





ins. John visiture are situationappear are; part de ent information particular, quint in , to enters men trimoculture solt ent herig enter per announ appra fine in social content and per announ appra fine in social content appra fine in social content appra fine in social content and per announ appra fine in social content and are content announced in section and with content announced in section and with content announced in section and with a section and announced in section and with a section and announced in section and with a section announced announced in section and with a section and announced in section and with a section and a section announced in section and a section announced announced in section and a section announced in section announced in section and a section announced in section and a section announced in se



min talls stoppe factors have easy statil seet in and no from across evalls many If one can comprise an part entry of an extensive and part of the control of the regioner adunt, voltamo voltani er al mir- la freguero dan Niciota en especial magnari esgoan distorte min evan val uput at volta



Happing an Aller, Voltage validate is of a lab-in by a segation delice in what present in an investment in placement in collect annual or degree in a versacification with a collection of the collection of the

Bottom Right

Analysis of Design Elements and Principles



alianed and neat.

Analysis of Design Elements and Principles



entertainment venue

what's on...

Events at The O,

PARTY LIKE A V.LP. IN THE 02'S BLUEROOM!

if you're heading to a show at The O₁ make a proper might of it by taking advantage of some of the other from we have on offer, the the bruesoon bir.

The sumptuous blueroom but is only open during arena events and is exclusively for the user of a limited number of CQ automors per right. If you test. BLUEROOM to 60202 while you're at The Ou you will

be one of the lucky 200 meople at every show to everyone who bigs a

receive an electronic entry BLUEROOM TICKET CAN BRING ticket as text. Don't worry. THREE FRIENDS WITH THEM. If your pass aren't on OZ, as: ARSOLUTELY FREE OF CHARGE

bluenom ticket can being from hierds with them?

The bar is filled with comby solas, shilled-out lighting. a julgibor with thousands of tunes and screens showing are over-changing array of scalepapers. Out a picture you want to share? Text it to 60202 and we'll screen it on the walls. Aus, every right is different in the blueroom as its themse changes to suit what's happening in the The D, that night, so you can enjoy a total event. experience! (See Bar Themes for details.)

The blueroom bar is just one of the eaching choices. for DZ customers when you wut The Q., Make sure that you test \$UUEROOM to 60202 and stor? miss out?



BOOK NOW The D2

Personala Square, London, SELD ODK F 0844.856 0000



LAST CHANCE TO BOOK FOR ...

t2 August

From Nandcore punk to acting and serting. Rollins has done it all. Catch his. spoken word show at indigO₃.

THIS MONTH 19 August

Egypt's chief archaeologist Zani Haward sharps the latest excrete discourse at the lecture in indugO.

NEXT MONTH

6 September

Now is the time to book for an evening of internet basketball action. as Great Britain takes on the Clarch Republic at The O., An absolute must for lies of this strill-a-minute sport.

11, 12 & 30 September, 1 October

The musical wan that is Slevie Wonder otouring Europe for the first time in nearly ten years. Don't mass this take chance to see a genuine legend in action, playing all of his greatest hits at The O:

COMING SOON

This final right of James Blunt's All The bint Souls UK trur is guaranteed to be one to remember

BOOK NOW FOR Canadian rockers Nickelback, eightles kon Howard Jones, ska faves Madness, and the timeless Tina Turner. To book go to theo2.co.uk/ inside/book-now

Analysis of Design Elements and Principles

