

Name: _____

County: _____

Entry Number: _____

Class: _____

Ribbon: (circle one) BLUE RED WHITE GREEN

PARTICIPATION RIBBON AWARDED DUE TO: ___ Does not fit class ___ Instructions not followed.

Element of Design	Excellent	Good	Needs Improvement	N/A	Comments
Color & Value					
Form					
Line					
Shape					
Space					
Texture					
Principle of Design	Excellent	Good	Needs Improvement	N/A	Comments
Balance					
Emphasis					
Movement					
Pattern					
Proportion					
Repetition					
Rhythm					
Unity					
Variety					

~~Overall Comments~~ Judge's Name: _____

Ribbon Assignment: (Blue = 12-15 Excellents) (Red = 8-11 Excellents or Goods)
(White = 4-7 Excellents or Goods) (Green = < 4 Excellents or Goods)



Elements of Design

Color and value- Colors are light waves reflected and absorbed by objects. Hues are the names of colors. Primary hues are red, yellow, and blue. Secondary hues are green, orange, and violet. Tertiary hues are the mixing of a primary with a secondary hue. Complementary hues are positioned across from each other on the color wheel. Analogous hues sit next to each other on the wheel. Value refers to the lightness or darkness of a color. By adding white to a hue, a tint is produced adding black produces a shade.

Form- Three-dimensional shapes having length, width, and depth are forms. They may be spheres cylinders, boxes, prisms, or organic.

Line- Lines are marks that have length and direction. Line quality is expressed by thickness, thinness, wavy curly, jagged, straight, etc.

Shape- Shapes are flat and two-dimensional. They may be circles, squares, triangles, organic, etc.

Space- Space is the area between and around objects. The object fills positive space while negative space surrounds the object. Space is created in a two-dimensional artwork by using perspective, overlapping, color, and value creating the appearance of depth or distance.

Texture- The surface appearance or feel is texture, which may be smooth, rough, prickly, fuzzy, hard, etc. Texture is created in both two and three-dimensional art using a variety of techniques and materials.

Principles of Design

Balance- Balance is the equal visual weight in the artwork. When both sides of an artwork are mirror images it is symmetrical balance when one side is different from the other, the artwork has asymmetric balance. Radial symmetry is achieved when the design radiates out from the center of the artwork.

Emphasis- Emphasis calls attention to a point in the artwork. The point of interest is usually in contrast to the surrounding space and is achieved using several elements.

Movement- Movement is the path the viewer's eye takes through the artwork, often to a focal area. It can be directed along lines, edges, shapes, and colors. Movement is closely tied to rhythm.

Pattern- The repeating of an object or symbol throughout the artwork creates a pattern. The repetition may be organized or random.

Proportion- When all parts of an artwork size, amount, and location, fit well together the artwork has proportion. Proportion is important and usually thought of when creating living figures.

Repetition- Repetition works with pattern to make the artwork seem active. The repetition of elements creates harmony within the artwork.

Rhythm -Repeating one or more elements to create organized movement is rhythm. Rhythm creates a mood or feeling in the artwork.

Unity- Unity is the feeling of harmony in an artwork, all parts belong together.

Variety- Several elements work together to create variety, which holds the viewer's attention.

Revised 2/20/24