Rhythm

Principles of Design:

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**Defined as:**

**Continuous, recurrent, or organized movement.**

**There are five types of rhythm in design.**

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1. **Repetition** can be as simple as repeated \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_It can also be achieved by an alternating of \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

*Examples:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_*

2. **Gradation** is any process or change taking place through a series of\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_, by degrees, or in a gradual manner. This is created by the \_\_\_\_\_\_\_\_\_\_\_\_\_\_of one or more qualities. *Examples:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_*

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3. **Transition** leads the eye in a\_\_\_\_\_\_\_\_\_\_\_\_ , \_\_\_\_\_\_\_\_\_\_\_\_ uninterrupted visual flow from one \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_or object to another. Curved lines may help to achieve a smooth transition. *Examples:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_*

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4. **Opposition** is the\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ placement of \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_or colors to create \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ by abrupt change. *Examples:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_*

5. **Radiation** occurs when all \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ of a composition are\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ and \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ around a center point. *Examples:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_*

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