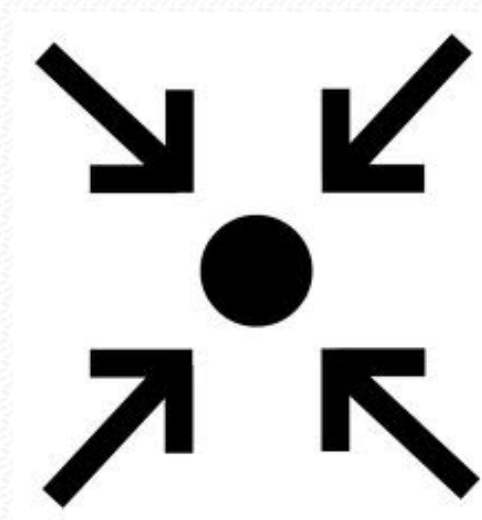


ELEMENTS OF DESIGN

It is convenient to follow a progression in considering how visible impressions are developed.

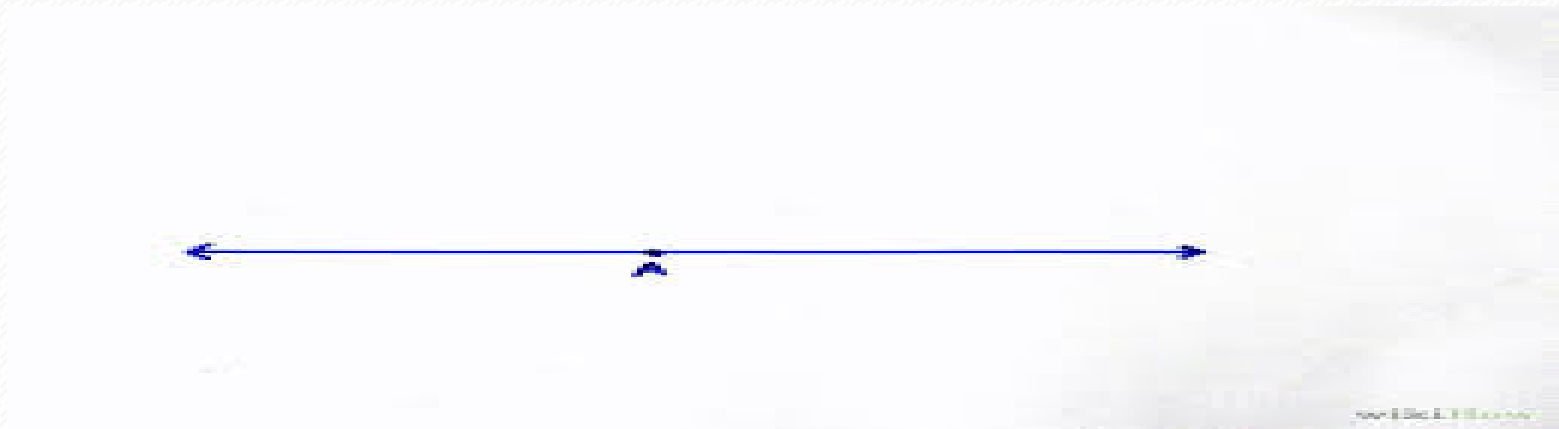
POINT

- POINT - *A point is simply a **location in space** having neither dimensions nor substance-an abstract. Two points, however, suggest a beginning and an end and lead to the idea of a connecting line.*



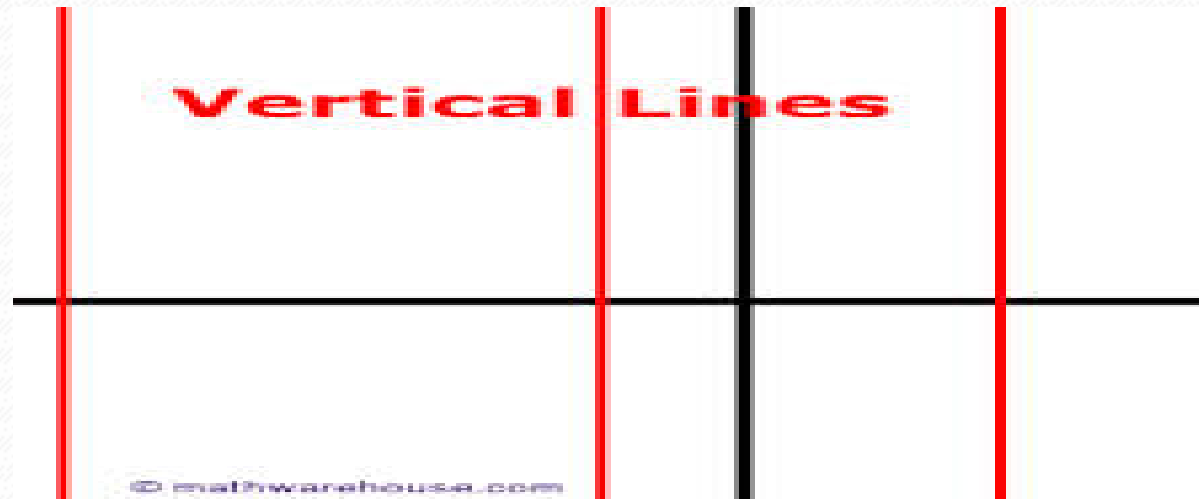
LINE

- LINE-When a point moves through space or when two points are connected, line generated. Line which may be straight or curved, has length but not breadth. Lines where things has edes.



VERTICAL LINES

- VERTICAL LINES - THESE SUGGEST STABILITY AND IMMOBILITY. The vertical column of a building suggest its solidity and permanence.



HORIZONTAL LINE

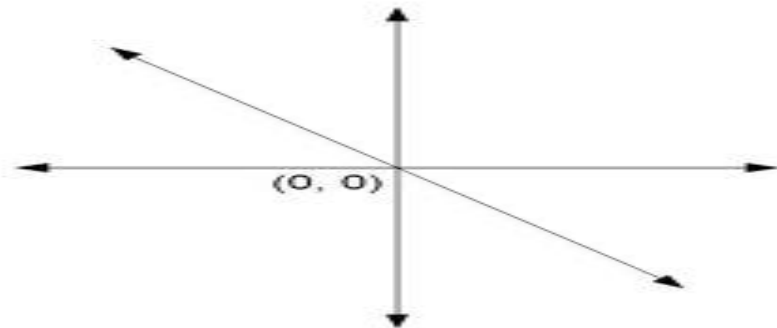
- HORIZONTAL LINE - THESE SUGGEST REST. Earth and sky seem to meet in a horizontal. Floors and ceilings, normally horizontal, are the surfaces that give spaces there sense of reassuring normality.



Oblique(Diagonal or Sloping)LINES

➤ OBLIQUE-these suggest movement, dynamic forces, and activity.

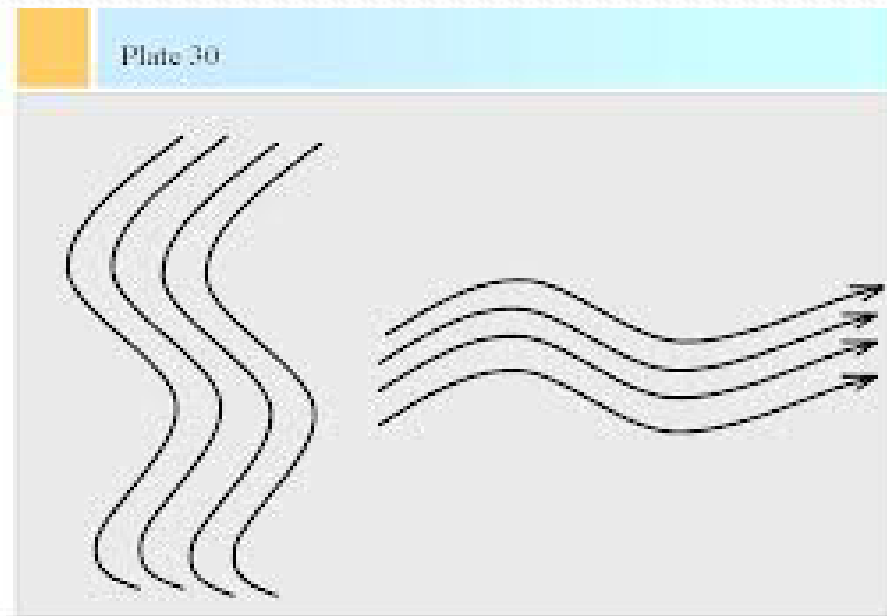
Angled lines are always, in a sense, transitional between vertical and horizontal.



The combination of oblique lines in alternate directions called a *zigzag* gives a sense of restless. It is used to symbolize lightning, electricity and radio waves.

Curved Line

- CURVED- The path of a moving point that continually changes its direction gives a curved line.

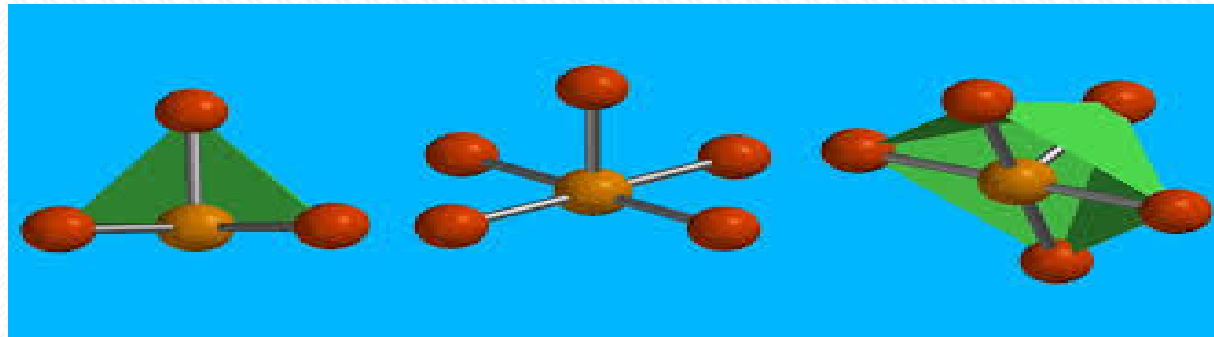


FORM

➤ FORM-Adding depth, or volume, to a two dimensional form creates a three dimensional form and objects. whereas “shape” may refer to a two dimensional one.

Hence ,we can have A triangular shape and A pyramidal form.

Without the beauty of form, good texture, colour, or decoration can be of no use .

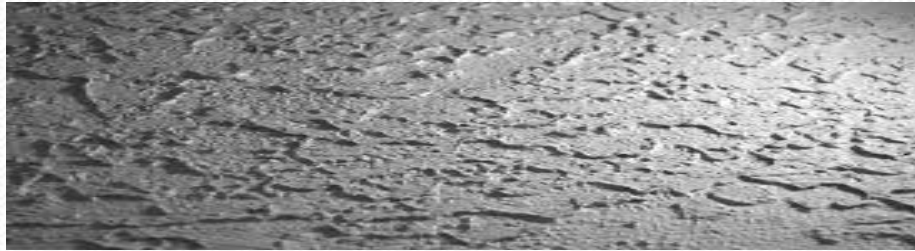


TEXTURE

➤ TEXTURE - The word texture refers to the tactile quality of the surface of any object or area it refers to the surface quality- how something feels when we touch it and how it behaves when light strikes it. The two basic categories of texture are -

- TACTILE
- VISUAL

- TACTILE - Tactile or actual texture can be felt by hand - be it rough like unglazed brick or smooth like velvet .



- VISUAL - Visual or 'illusionary' texture may be absolutely smooth to touch, but gives the impression of texture.



COLOUR

- COLOUR -

THE APPEAL OF COLOUR IS UNIVERSAL.



PATTERN

- PATTERN- It applies to both two dimensional and three dimensional objects.

A large room can support more patterns than a small one.

Patterns may be naturalistic ,stylized, Geometric or abstract.



LIGHT

➤ LIGHT -

When light strikes an object, it may be reflected , absorbed or allowed to pass through.

Light has a functional as well as an aesthetic effect.



SPACE

- SPACE-The most important element of interior design. The organization of space is basic to architecture and interior decorations.



● THANK YOU...

Dimple

Asstt. Lecturer

