BALANCE

The visual distribution of weight through COLOUR, TEXTURE, and SPACE, BALANCE helps make an image feel stable.

BALANCE can be influenced by:
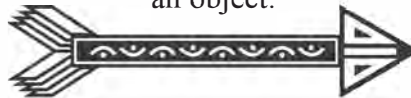
COLOUR & VALUE
Bright COLOUR and dark VALUE can add weight to an object.

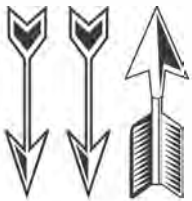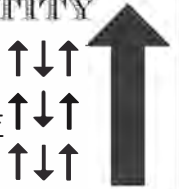### TEXTURE: adding
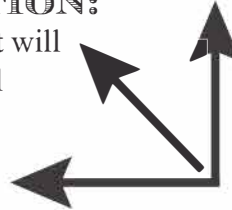TEXTURE can add weight to an object.

SIZE & QUANTITY
Larger objects feel heavier. Multiple objects can BALANCE larger objects.

SHAPE: a
more complex SHAPE will appear heavier.

ORIENTATION:
a diagonal object will have more visual weight than a horizontal or vertical object.
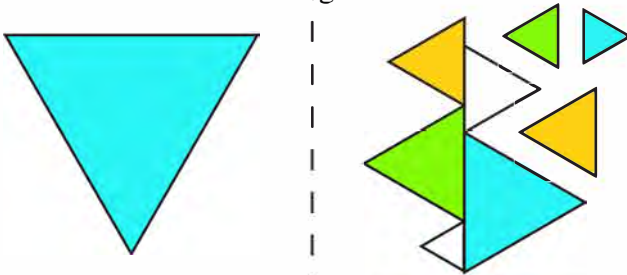
POSITION & ISOLATION: an isolated
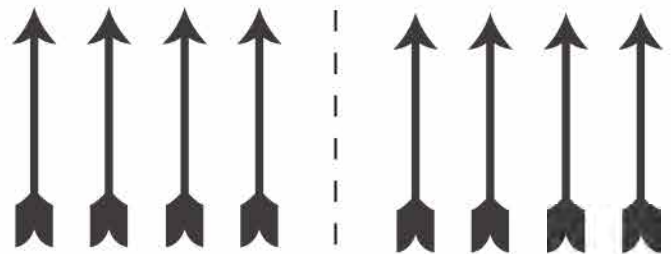object will appear heavier. The further out from the center, the heavier an object will feel.

ASYMMETRICAL BALANCE
Also known as INFORMAL BALANCE Created by having different objects on either side of a vertical axis. BALANCE through CONTRAST.
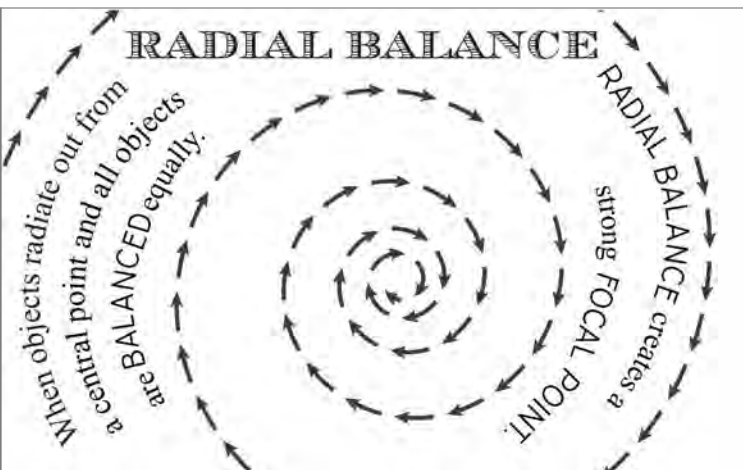
SYMMETRICAL BALANCE
Also known as FORMAL BALANCE Created by having a mirror image on the opposite side of a vertical axis. BALANCE through REPETITION.

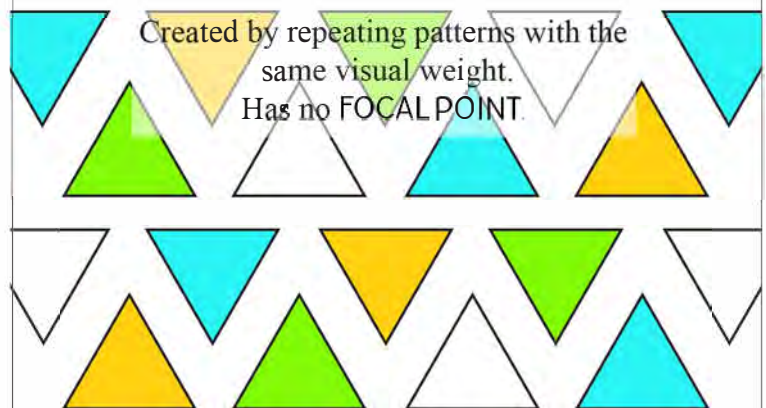## RADIAL BALANCE
When objects radiate out from a central point and all objects are BALANCED equally.

RADIAL BALANCE creates a strong FOCAL POINT.

CRYSTALLOGRAPHIC BALANCE
Created by repeating patterns with the same visual weight. Has no FOCAL POINT.

Create a design that reflects
ASYMMETRICAL BALANCE.

Create a design that reflects
SYMMETRICAL BALANCE.

Create a design that reflects
RADIAL BALANCE.

Create a design that reflects
CRYSTALLOGRAPHIC BALANCE.

Create a work of art that is well **BALANCED** using at least three of the **BALANCE** influencers covered on the front of the worksheet.

PRINCIPLES OF DESIGN   NAME:_____

BALANCE