**LINE and SHAPE Illustrator Grid- Principles and Elements of Design**

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| **Design Elements**  **7 Building Blocks of all Design** | **Design Principles**  **Effects Created by using the Elements** |
| * Line * Shape (2D- L,W) * Form (3D- L,W,D) * Space * Texture * Colour * Value | * Balance * Repetition (Think in 3s) * Contrast * Movement * Pattern * Rhythm * Unity |

**Goals**

* To put the **principles** and **elements of design** into practice.
* Create **depth** and **movement** with line and shape.
* Develop **vector graphics** skills.
* Learn about setting up a **grid** and using **thumbnails** for research and design

**Questions**

* What is the difference between texture and pattern?
* How do you make optical effects with lines and shapes?
* How can textures and patterns be added as backgrounds for designs?

**Instructions**

* Create a new Illustrator file measuring 8.5 inches by 11 inches (**legal paper size**). It may be formatted **portrait or landscape**.
* Create line segments to divide the art board into **6 equal sections** (line coordinates shown down below).
* In each section, make a unique **pattern** using line, shape, texture and value.
* Each section must use a **different combination** of elements and principles of design

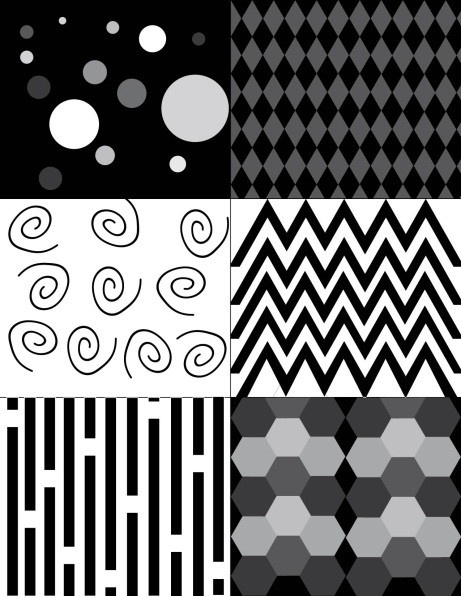
**Additional Rules**

* Must be in greyscale (**no colour**).
* Make each section’s background a different shade of grey/black or leave white.
* You can use gradients as long as they are a **monochromatic greyscale.**

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| **Illustrator Key Tools and Terms** | |
| * Line Segment Tool * Rectangular Grid Tool * Shapes Tools * Stroke & Outline Stroke * Gradients * Swatch Libraries (Gradients) * Shape Builder Tool or Pathfinder | * Artboard * Selection Tool (Black Arrow) * Direct Selection Tool (White Arrow) * Paths & Anchor Points * Guides, Grids & Rulers * Tear-off Menu Feature * Changing Workspace (Essentials to Layout) |

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| **Evaluation Checklist** | |
| **Design Elements & Principles**   * Balance and contrast of black and white * Variety of lines, shapes and forms * Rhythm and focal point | **Critical & Creative Thinking**   * Strength in ideas and techniques * Communication of design elements * Continual refinement of skills * Demonstrates the fundamentals of layout and composition |
| **Visual Precision & Software Techniques**   * Time has been taken to develop integrated designs that use depth and movement * Understanding of Illustrator tools is evident |

**Student Examples**

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