

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

Design Elements 7 Building Blocks of all Design	Design Principles Effects Created by using the Elements
<ul style="list-style-type: none"> <li>• Line</li> <li>• Shape (2D- L,W)</li> <li>• Form (3D- L,W,D)</li> <li>• Space</li> <li>• Texture</li> <li>• Colour</li> <li>• Value</li> </ul>	<ul style="list-style-type: none"> <li>• Balance</li> <li>• Repetition (Think in 3s)</li> <li>• Contrast</li> <li>• Movement</li> <li>• Pattern</li> <li>• Rhythm</li> <li>• Unity</li> </ul>

## 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**.

Illustrator Key Tools and Terms	
<ul style="list-style-type: none"> <li>• Line Segment Tool</li> <li>• Rectangular Grid Tool</li> <li>• Shapes Tools</li> <li>• Stroke &amp; Outline Stroke</li> <li>• Gradients</li> <li>• Swatch Libraries (Gradients)</li> <li>• Shape Builder Tool or Pathfinder</li> </ul>	<ul style="list-style-type: none"> <li>• Artboard</li> <li>• Selection Tool (Black Arrow)</li> <li>• Direct Selection Tool (White Arrow)</li> <li>• Paths &amp; Anchor Points</li> <li>• Guides, Grids &amp; Rulers</li> <li>• Tear-off Menu Feature</li> <li>• Changing Workspace (Essentials to Layout)</li> </ul>

## Evaluation Checklist

### Design Elements & Principles

- Balance and contrast of black and white
- Variety of lines, shapes and forms
- Rhythm and focal point

### Visual Precision & Software Techniques

- Time has been taken to develop integrated designs that use depth and movement
- Understanding of Illustrator tools is evident

### Critical & Creative Thinking

- Strength in ideas and techniques
- Communication of design elements
- Continual refinement of skills
- Demonstrates the fundamentals of layout and composition

## Student Examples

