
Activity 1.1.2 Design Principles and Elements

Introduction

Have you ever noticed how buildings of similar size and shape can have completely different visual effects? Architects, like artists, must understand the elements and principles of design and how they affect the visual impact of the building on a viewer. Whether it is the intent of the architect to create a feeling of strength and stability or to create an unusual form that will elicit a double-take from the public, the elements and principles of design can be used to manipulate the intellectual and emotional reactions of the people who see and use the building.



Equipment

- Principles and Elements of Design Applied to Architecture presentation notes

Procedure

In this activity you will identify design elements and principles as they pertain to images of structures.

For each of the following, choose one element of design and one principle of design that you feel is most prominent in the image and then justify your choice.

Word Bank

Balance	Form	Rhythm	Texture
Color	Line	Shape	Unity
Emphasis	Proportion/Scale	Space	Value

1. Principle of Design

Rough Texture

Justification:

The hundreds of years of neglect caused the surface to have a rough texture.



Element of Design

Regular Rhythm

Justification:

Since the arches repeat in a regular pattern this is a regular rhythm.

2. Principle of Design

Space

Justification:

The beautiful details in the design cause the building to have a cluttered space.



Element of Design

Emphasis

Justification:

The dome is the point of emphasis which draws the eye in.

3. Principle of Design

form

Justification:

The building is a 3d cylinder on top of a 3d rectangular prism.

Element of Design

Symmetrical Balance

Justification:

If you draw a line down the center the building is symmetrical.



4. Principle of Design

curved lines Line

Justification:

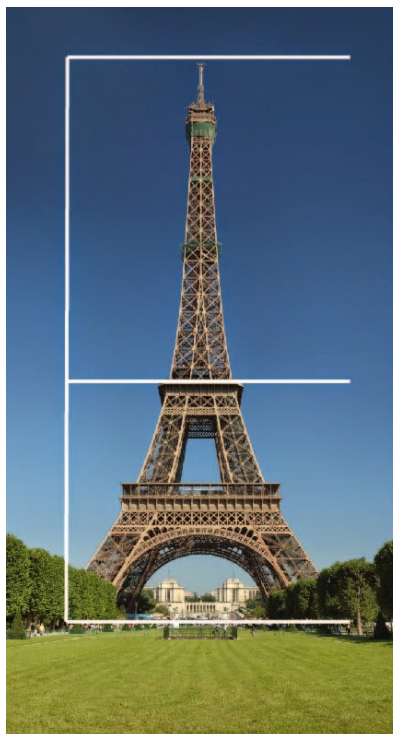
Gives a feeling of leisure compared to the empire state building with its vertical lines which give a formal feeling.

Element of Design

Proportion and scale

Justification:

The bottom part and top part represent the golden mean as shown in the photo.



5. Principle of Design

Texture

Justification:

The rough surface and old style makes the texture rough.



Element of Design

Radial Balance

Justification:

The circles are balanced and moving outward.

6. Principle of Design

Form

Justification:

The waviness causes a 3d shape and shows form.



Element of Design

Rhythm

Justification:

the waviness makes a feeling of rhythm and repetition.

©Istockphoto.com

7. Principle of Design

Diagonal lines

Justification:

The diagonal lines give a feeling of movement and activity.

Element of Design

Asymmetrical Balance

Justification:

The height of the building on the right balances out the width of the building on the left creating a asymmetrical balance.



8. Principle of Design

Curved Lines

Justification:

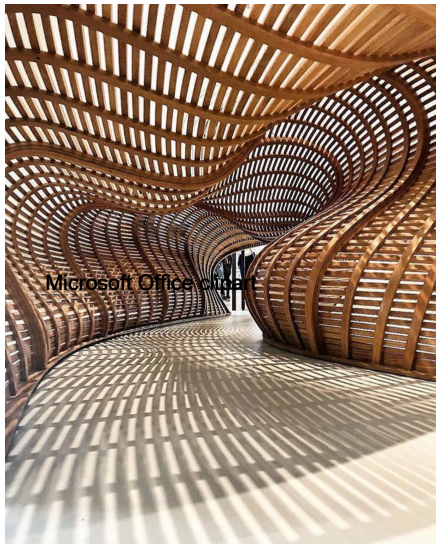
The curved lines give a feeling of leisure and calmness.

Element of Design

Movement

Justification:

The curved and flowing parts of this design gives a feeling of movement.



9. Principle of Design

Form

Justification:

The 3d tetrahedrons give the idea of form.



Element of Design

Contrast

Justification:

The modern design of the building on the right contrasts with the design of the old building on the left.

10. Principle of Design

Curved lines

Justification:

The curved lines give a feeling of leisure which is what you do want to do in a opera house



Element of Design

Random rhythm

Justification:

The curved half dome type things give a feeling of random rhythm.

Conclusion

1. In what way do certain elements or principles identify the time period in which a structure was created?

In the past many large and daring structures were not possible to make because of the lack of steel and iron and people thought that their current style was nice. But as technology evolved and culture changed people used different principles than in the past.

2. What factors might account for an incorrect identification?

An incorrect viewing angle of a building could lead to a incorrect identification especially when identifying balance. and the incorrect knowledge of an area might also lead to problems in identifying.

3. Describe an example of a way that design principles and elements could impact the function of a building.

By adding a wavy rhythm into a building's interior it would be hard to place furniture next to the walls.