Using the Principles of Design in Photography

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Balance:

Balance is arranging the elements in a piece so that there is an equality from one side to the other. A symmetrical image has perfect balance. Balance can also be achieved by asymmetry or radial arrangement. Here are examples of both poor and good balance.









<u>Harmony</u>

The dictionary definition of harmony is "a consistent, orderly, or pleasing arrangement of parts". This happens in art by using similar elements through out a piece that bring it together in a "pleasing" way. Harmony can be considered simplicity.

The orange and yellow leaves are all around the frame, bringing it together in a simple way. The white water is also simple and creates a "harmony".



Pattern/Rhythm:

Pattern or rhythm is simply repeating an element in such a manner. This will cause the viewer's eye to move around to each element.





Unity:

Unity is taking the parts of a piece of art and unifying them in to something better as a whole. Composition is a great way to do this. This image could be separated in to each part as its own piece, but together they become a unified composition.







Contrast:

Contrast is easy. It is similar to adding contrast to an image overall, but this is done by using the elements. You can create contrast in an image by using complementary colors or differences in light and dark.



Proportion:

Proportion is using the size of an object to give it more or less importance. Finding an image that uses this purposefully was difficult. In this image, the size of the dark area (cityscape) was dramatically greater than the lighter area (sky), giving it importance.









Variety:

Variety is exactly what it sounds like, having variety in your elements!



Movement:

Movement is all about moving the viewer's eye throughout the frame, and creating an illusion that your image is moving. Examples of good use of movement are blurred water, diagonal lines, and stopping motion when appropriate.





