

## ↳ critiquing basics

**Critiques are a process of soliciting insights about your work from other people. Feedback from other people can help to identify problems, to think about how to overcome obstacles, and make design improvements.**

## ↳ glossary

**Asymmetry.** Unlike symmetry which is basically fixed and static, asymmetry is active and much more dependent on the intuitive balance of visual weights. In asymmetrical compositions the equilibrium is much more challenging and dynamic than in symmetrical or radial ones.

**Balance.** An arrangement of parts achieving a state of equilibrium between opposing forces or influences. Major types are symmetrical, radial and asymmetrical.

**Color.** Our awareness of color is conditioned by our environment, our culture and our retinal physiology. Color affects our emotions directly, conditioning our moods, thoughts, and actions.

**Contrast.** The contrast between dark and light describes space and defines forms. It also conveys feelings, drama and a psychological as well as an aesthetic dynamic.

**Composition.** The bringing together of parts or elements to form a whole. The structure, organization, or total form of a work of art or design.

**Content.** Meaning or message contained and communicated by a work of art.

**Form.** In the broadest sense, the total physical characteristics of an object, event, or situation.

**Line.** The path made by a moving point.

**Pattern.** The repetition of a shape, form, or texture across a two-dimensional plane.

**Proportion.** The relationship of the parts to the whole and to one another.

**Radial symmetry.** All of the elements revolve around a central point. Examples of this form of symmetry can be seen in nature, with such things as snow flakes and flower blossoms.

**Rhythm.** The regular or ordered repetition of dominant and subordinate elements or units within a composition or design.

**Scale.** The size or apparent size of an object seen in relation to other objects, people, or its environment or format. Scale refers to the relation between something and a constant, usually the human figure.

**Shape.** Any area of an object which is defined and rendered by elements such as line, texture, color, space or light.

**Space.** The distance or area around, between, above, below or within places. Space can be described as either two dimensional or three dimensional.

**Symmetry.** A composition with identical or nearly identical form on opposite sides of a central axis. If folded in half, the images would match

**Texture.** Can be both real and imagined (represented).

**Unity.** Based on similarities and repetitions among the elements in a composition.

**Variety.** Based on differences between elements in a composition.