

Activity 1: Visual Design Principles and Elements

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Line: This object uses diagonal lines in order to emphasize where the action of the game is and to show the central buttons you use to play.

Shape (2D): This object is closest to a trapezoid as a 2D shape.

Space: For the type of item its space is in good use of space as it doesn't just force every button in to one space but it also doesn't space them out to much to the point where it feels like they just wasted the space.

Color: For the most part the object is white but the buttons and the border around the screen are in purple and blue. These color options are probably used in order to attract the user toward the screen and buttons rather than the rest of the object and also to give a calm feeling while playing the game.

Texture: The object is smooth but not that shiny possibly because it is old but also because it isn't made from naturally shiny material

Form (3D): The object is a rectangular prism

Value (light to dark): The object is relatively made with darker shades of colors like white, purple, blue etc.

Proportion: Proportionality in this object can be seen between the different buttons on it as some are bigger and more important than others

Balance: The object has a horizontal symmetrical balance

Emphasis: The emphasis in this object is definitely in the border around the screen as that is the most colorful part of the object

Rhythm: This object has a regular rhythm

Unity: This object's unity comes from its repeated use of the same colors throughout it

Harmony: This object gets harmony from the repeated use of color also

Variety: This object doesn't have much variety as I said before it uses consistent coloring and deviates very little.