

Interpreting Characters through Theatrical Makeup

THE ELEMENTS OF DESIGN

Mr. Peoples'

11 Elements of Design

1. Line
2. Shape
3. Color
4. Pattern
5. Texture
6. Space (Dimension)
7. Perspective
8. Symmetry
9. Balance
10. Finish
- 11. Contrast!!**

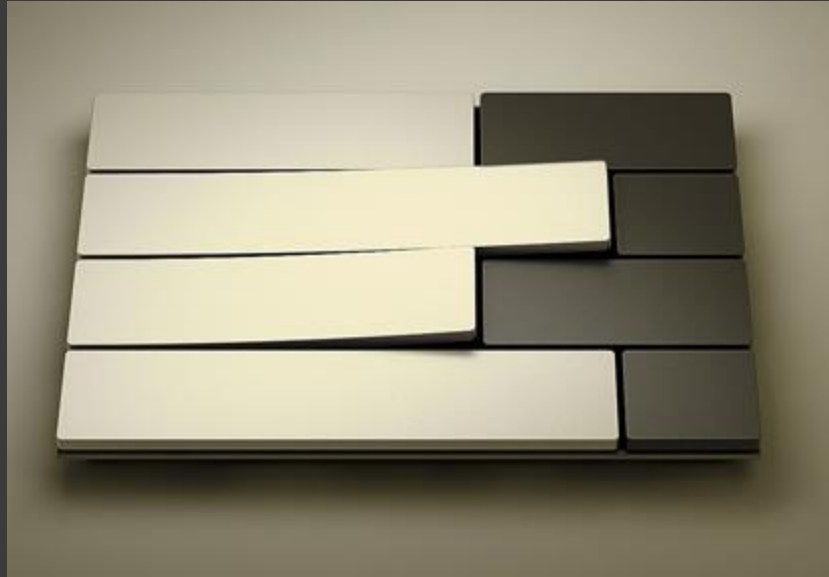
Now Put Your Elements to Work!!!

- Quickly (20 Minutes) sketch a version of this character & color it:
 - A sprite that has been trapped in a well for 1,000 years and is slowly turning to stone.

What Does It All Mean!?

1. Line – outline/define detail or shape & parts of the face; curved or straight
2. Shape – convergence of lines to create forms within your design
3. Color – using hue/value to reveal character traits as well as illustrate underlying emotional quality
4. Pattern – repetition of shape/line to create unique imagery; uniform or sporadic
5. Texture – in combination with finish, how the makeup design connects an audience's sense of touch to the character; smooth, sharp or rough
6. Space (Dimension) – closely connected to contrast, can be physical or implied, and illustrates the 3-D form or sculptural nature of the design
7. Perspective – an intended viewpoint that is manufactured by the design; used in connection to space
8. Symmetry – symmetrical or asymmetrical; does the imagery contain a line across which the design is reflected or similar; can be vertical, horizontal or radial
9. Balance – the weighting of focus across a design
10. Finish – closely associated with texture, refers to the sheen or lack thereof; the surface quality of the makeup; glossy, reflective/mirror or matte
11. Contrast – the relationship/depth between light and dark and how it is distributed throughout the design

What Elements are at Play?



Which One Tells the Stronger Story?

