## **Creating Rhythm in a Design**

Rhythm is the repeated use of lines, shapes, colours, trims or details to create a pattern that an eye can follow throughout the design. This creates continuity or a feeling of organised movement. Rhythm is a sense of movement and is necessary to create interest in design and carry out the central theme.

Rhythm is achieved when the lines, shapes, colours, textures, or patterns in clothing and accessories are arranged to lead the viewer's eye easily from one part of the garment to another.

Rhythm can be equal, unequal or progressive. Equal rhythm occurs with line, colour or detail spaced evenly. Unequal rhythm is random and can add interest to the garment. Progressive rhythm refers to the decreasing or increasing of a portion of a design through repetition. Often rhythm can be seen very clearly in textiles. Rhythm may be flowing or staccato, clearly stated or subtly suggested, repeated or only vaguely similar.

Rhythm is created by the following ways:

- Rhythm through Repetition
- Rhythm through Progression
- Rhythm through Transition
- Rhythm through Radiation
- Rhythm through Continuous Line Movement

## Rhythm through Repetition

Repetition is the use of the same thing more than once or the same thing in a different location. It is the simplest and most fundamental of all principles and is the building block for many others. The eye moves from one use of a finger or line to its repeat.

It is basically created by repetition of line, shape, colour, texture, or pattern within the design.

Examples are row of buttons, trim on collar and cuffs, the same colour used several times.







## Rhythm through Progression

Gradation or Progression is a sequence of adjacent units, usually like in all respects except one, which changes in consistent and distinct steps from one unit to the next. Gradation provides rhythm through the changes.

So, basically rhythm through progression is created by gradual change in line, shapes, colour value or textures within the design.

The degree of change must be small or a jumpy, choppy effect will result.







## **Rhythm through Transition**

Transition is the smooth, flowing passage from one condition to another. It is continuous and there is no break point, stop or distinct place to pinpoint change.

So, basically, the rhythm through transition is created by continuous line movement created by a line of shapes, colours or textural trims.

Examples are princess seam lines, contrasting piping around the collar and down the centre front to the hemline.





