

## Using Elements and Principles of Design In Selected Clothing

**Color**—Wear colors that harmonize with your skin tone, lips, hair, and eyes

**Line**--Vertical lines cause the eye to travel up and down—horizontal back and forth. Curved lines cause the eye to travel outward or around. Lines may be within the garment as in seams, collars, pleats and trims or may outline the shape or form of the garment creating silhouette or shape. Lines are also created by fabric design, such as stripes, plaids or prints. Vertical lines make us look taller while horizontal lines accentuate width.

**Texture**—Texture can mean the appearance, hand or apparent weight of the fabric. Texture can affect how large or small you look.

**Proportion/Scale**—Proportion is the feeling of unity created when all parts relate well with each other. Varying the sizes, amounts or numbers creates interest. Good scale means that all parts of an outfit including accessories are consistent in size with each other and with the person.

**Form/ Shape**—Form is the shape and structure of an item. It is three-dimensional with length, width, and depth. Shape is two-dimensional and appears flat.

**Balance**—Balance gives a feeling of equal attraction on both sides of a central line. Everything on a garment looks like it belongs where it is. No part seems too heavy for the rest. A balanced look gives a sense of equilibrium. Formal balance is the same on both sides. Informal is when one side is not exactly the same as the other.

**Rhythm**—Rhythm helps your eye move easily from one part of an outfit to another. This path is formed by the arrangement of lines, shapes, colors or textures.

**Emphasis**—Emphasis is a center of interest. Emphasis causes your attention to be drawn repeatedly to one area. Decide on the center of interest and let the rest of the outfit compliment it.

**Unity**—Unity exists when all parts of the outfit create a satisfying combination or harmony. It is the result of good proportion, balance, rhythm, and emphasis. Colors that have a common hue create unity.