

# **Principles of Design:**

## **Rhythm & Movement**

# Movement

This principle of design occurs when artists apply the elements of art to create action and to **lead your eye** through a work of art.

Movement can be **directed along lines, edges, shape, and color** within the work of art.

# Rhythm

Rhythm is created when one or more elements of design are used repeatedly to create a feeling of organized movement.

**Rhythm creates a mood like music or dancing.** It will have a flow of objects that will seem to be like the **beat of music**.

**To keep rhythm exciting and active, variety is essential.**

# Examples of Movement



## Anticipated Movement

Live figures portrayed in **unstable body positions** cause us to feel that **motion is imminent**.

We know from past experience with these positions that some kind of movement will occur. This heightens the feeling of **motion**.

# Examples of Movement



## Fuzzy Outlines

When figures move past us at **very high speeds**, we perceive that figure as somewhat blurry.

This experience leads us to interpret blurry or indistinct outlines as conveying motion.

# Examples of Movement



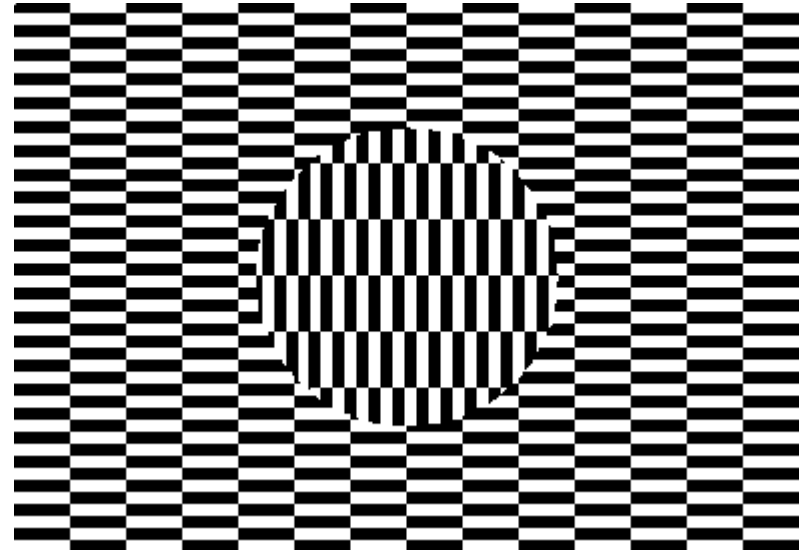
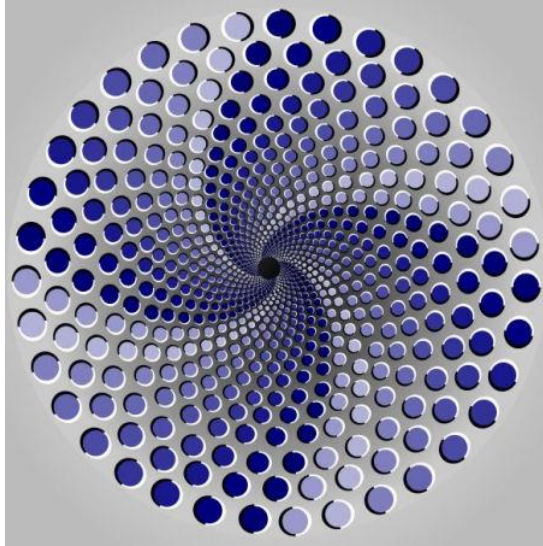
## Multiple Images

Similarly, **showing multiple overlapping images** gives us the impression of motion.

We can see that the person or figure has moved through a series of poses.



# Examples of Movement



## Optical Illusions

Certain optical illusions based on the **repetition of geometric forms** will cause your eye to produce motion where none is present.

# Examples of Rhythm



# Examples of Rhythm





# Examples of Rhythm

