## The Acrt of Fashion

Standard 2: Students will recognize and apply the principles and elements of fashion design.

- Objective 1: Demonstrate knowledge of the elements of design.

Objective 2: Demonstrate knowledge of the principles of design.
Frhat is Oesign?

- A design is an arrangement of $\qquad$ in a product or work of art. $\qquad$ are designs.

The clothes people wear are design and use the same $\qquad$

## Steos to Grood Design

1. Help you to recognize $\qquad$
2. Help you select the designs that $\qquad$

- By understanding design, you will be able to $\qquad$


## Figural Typees

- Understanding figure types and body shapes is key to $\qquad$ which in turn will help you look your best.
- Body shape is called $\qquad$ These
figure and physique types are often compared to geometric shapes:



## Triangle silhouette

- This shape is $\qquad$ This
means a person may have $\qquad$
$\qquad$ Some people will describe this figure as $\qquad$
Inverted Triangle silhouette
- This person has a $\qquad$
Shoulders are $\qquad$ , but hips and thighs are $\qquad$ . The bust or chest is $\qquad$
$\qquad$ . This shape may be described as $\qquad$
- This is a $\qquad$


## Rectangle Silhourtte

- A person with this figure type has $\qquad$
$\qquad$ . The body shape has $\qquad$ The chest is usually $\qquad$ and there is $\qquad$


## Hourglass Silihouette

- When you picture an hourglass you envision an object that is $\qquad$
$\qquad$ _. This also describes the hourglass figure type. This person generally has a $\qquad$


## Oody Shapes

- No matter what figure or physique type, people can use the elements and principles of design to create an optical
$\qquad$ of a slightly different shape and, therefore, enhance their best features.


## The Elements <br> of Design

## Glements of Design

- The elements of design are $\qquad$ They
are sometimes referred to as the $\qquad$ Each of these elements plays an important role in $\qquad$ of clothing designs.


## Linues

- Lines give direction to a design and $\qquad$ Lines
also $\qquad$ in a design, carrying the eye $\qquad$


## rertical Linues

- These lines lead the eye $\qquad$ . They add $\qquad$ and create a silhouette. They are more $\qquad$

Herizontal Lines

- These lines carry the eye from $\qquad$ . Adds $\qquad$ and make a person appear $\qquad$


## Curred

- These lines $\qquad$ . They are considered $\qquad$
$\qquad$ . They can also $\qquad$ and $\qquad$ the figure.


## Diagenal Lines

- These lines are $\qquad$ They produce the $\qquad$ as the they most resemble.


## Form Shape

- The outline of an object is its $\qquad$ If you stand in front of a lighted area near a wall, you can see your $\qquad$ on the wall as
a $\qquad$ . When people see you from a distance they only see $\qquad$
- When a $\qquad$ shape takes on a $\qquad$
it becomes a $\qquad$ . Form is the $\qquad$
$\qquad$ . If an object has $\qquad$ , it has form. Form makes up the $\qquad$ of design. Along with $\qquad$ people wear create
form.
- Several forms or shapes are common in clothes. These include the following:
$\qquad$
$\qquad$
$\qquad$


## Natural Form

- The natural form follows $\qquad$ . Clothes fit $\qquad$ and reveal the $\qquad$


## Fubl Form

- Some clothes, such as a $\qquad$ produce a $\qquad$ . These clothes tend to visually $\qquad$


## Tubular Form

- Clothes with a tubular form are more $\qquad$ . They include a $\qquad$
- The tubular form creates the $\qquad$
Bell Form
- Clothes that produce the $\qquad$ form look $\qquad$
$\qquad$ are examples of bell forms.


## Texture

- Texture refers to $\qquad$
The $\qquad$ determine a fabric's texture. Some words that describe textures are $\qquad$


## Types of Texture

- There are two main types of textures seen in clothing.

1. 
2. 

## Texture Gruidelines

- When choosing textures follow these guidelines:

1. $\qquad$
2. $\qquad$
3. $\qquad$
4. 
5. 
6. $\qquad$

## Pattern

- Patterns used on clothing add extra embellishments:

1. $\qquad$
2. $\qquad$
3. 
4. 

## Calor- $-\infty$ Element of Design

## Color

- When shopping for clothes, $\qquad$ may be the first thing that $\qquad$ you to a particular garment. The range of colors is $\qquad$ Some are $\qquad$ other are $\qquad$ . Some are $\qquad$ ; others are $\qquad$ . Understanding the $\qquad$ can help you choose colors that will best $\qquad$


## Quabities of Color

- Color has three properties or qualities. The first is hue. $\qquad$

The other two qualities of color are $\qquad$

## ralue

- The $\qquad$ of a color. Each color has a wide value scale from light to dark.
Different values form when $\qquad$ is added to a color.


## Gints \& Shades

- Tints: A subcategory of value. A tint is made by $\qquad$
- Shades: A subcategory of value. A shade is made by $\qquad$


## Intensity

- The $\qquad$ of a color. A $\qquad$ is more intense than a $\qquad$ . Adding more of the $\qquad$ makes a color $\qquad$ intense. Adding some of the $\qquad$ will make the color $\qquad$ intense.


## The Color $\begin{aligned} \\ \text { Gherel }\end{aligned}$

- The color wheel shows the $\qquad$
It includes the $\qquad$


## Primary Colors

- $\qquad$ are the primary colors. $\qquad$ No other colors can be combined to make any of them.
- They are placed equal distances from each other on the color wheel, $\qquad$
- $\qquad$ are made from them.



## Serondary Colors

- $\qquad$ are the secondary colors. They are located $\qquad$
$\qquad$ on the color wheel.
- Mixing $\qquad$ forms the secondary colors.
$\qquad$



## Tertiary Colors

- Combining equal amounts of a $\qquad$ hue form a $\qquad$ color. They are located between the $\qquad$ colors on the color wheel.
- These colors are $\qquad$



## Color Complements

- Colors located $\qquad$ on the color wheel. They have the $\qquad$ and look $\qquad$ when used together.
- 


$\qquad$

- $\qquad$ are considered warm colors. They are
$\qquad$ . Many people like to wear warm colors.


## Cool Colors

- $\qquad$ are considered cool colors.
 are terms
often used to describe these colors.
- Long term hospital patients may stay in rooms painted soft green or blue-green. These colors are $\qquad$


## Calor Sahemes

- Appealing combinations of colors form $\qquad$ . Designers often base $\qquad$
$\qquad$ on these time-tested color schemes.


## Monochromatic

- A color scheme that $\qquad$
Someone wearing a pale blue shirt, navy jeans, and pure blue socks is displaying a monochromatic outfit.



## Analagous/Acdjacent

- Two to Four Colors are $\qquad$ on the color wheel. They are $\qquad$ and $\qquad$
- Autumn leaves in yellows, oranges, and reds are a great natural analogous color scheme.



## Triad

- A triad uses $\qquad$ that form an $\qquad$ on the color wheel. Commonly it is your $\qquad$ colors.



## Dirreet Complement

- This color scheme $\qquad$
With this color scheme lower the $\qquad$ of one or both of the colors to enhance one other.



## Split Complement

- This color scheme $\qquad$
- Creates a very $\qquad$ look to the design.



## Double Complement

- This color scheme $\qquad$
- One of the colors should be $\qquad$ and can create a fun look.



## Neutrals

$\qquad$ the absence of color reflects light. $\qquad$ absorbs all colors. $\qquad$ is a blend of black and white. $\qquad$ are made by combining color complements evenly.

## Dceented Neutrals

- A color scheme that $\qquad$ . This is a very
$\qquad$ when $\qquad$ various pieces in a wardrobe.


## The Principles of Design

## Principles of Design

- The principles of design $\qquad$
are the principles of design. When these are used correctly, the result is $\qquad$


## Proportion/scalue

- Proportion is $\qquad$ and of all the parts to the whole. This includes $\qquad$
- $\qquad$ should be in proportion to a person's $\qquad$


## Balance

- Balance is $\qquad$
- There are two types of Balance:

1. 
2. 

## Formal/Symmetrical Balance

- With formal/symmetrical balance, both sides of the garment are $\qquad$
It is easy to achieve in clothing.
Example: a skirt with the same number of pleats on each side of the center.


## Iniformal/®csymmetrieal Balance

- With informal/asymmetrical balance the on either side of the imaginary line. $\qquad$
. Not as easy to create but usually more interesting.
Example: a jacket with an off-center closing.


## Emphasis

- Interesting designs have $\qquad$ They have a ___. The eye is $\qquad$ and it is the $\qquad$ . Often referred to as the $\qquad$
- Emphasis should be used to $\qquad$
It is achieved through:


## Rehythm

- Rhythm is the $\qquad$ created by line, shape, or color in a design. It causes the eye to move $\qquad$
- There are five ways that rhythm can be achieved:

1. 
2. $\qquad$
3. 
4. 
5. 

## Rhython By Graduation

- Sometimes called progression, $\qquad$
- Color can go from $\qquad$
- Textures from $\qquad$


## Rhythm By Opposition

- Rhythm that is created when $\qquad$
Direct contrast created by $\qquad$
placed next to each other.


## Rhythm By Radiation

- When lines extend out from a $\qquad$ . Created with $\qquad$ fan out from a central area.


## Rhythm By Repetition

$\qquad$

## Rhythm By Transition

- A fluid rhythm created when a $\qquad$
Harmony
- Using the elements of design according to the principles of design creates harmony and $\qquad$ $\ldots$. In achieving harmony, all parts of a design look as if $\qquad$
$\qquad$ . It helps to $\qquad$ with accessories but never takes away from the overall design.

