



3055 BA SANGAM COLLEGE

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WORKSHEET 20

School: Ba Sangam College

Name: _____

Subject: Home Economics

Year: 13

Strand	HEC 13. 3 Clothing & Textiles
Sub strand	HEC 13.3.5 Patterns /Designs
Content Learning Outcome	HEC 13.3.5.1 Develop detailed styles for the different figure types using the requirements for designing.

PRINCIPLES AND ELEMENTS OF DESIGN

ELEMENTS OF DESIGN

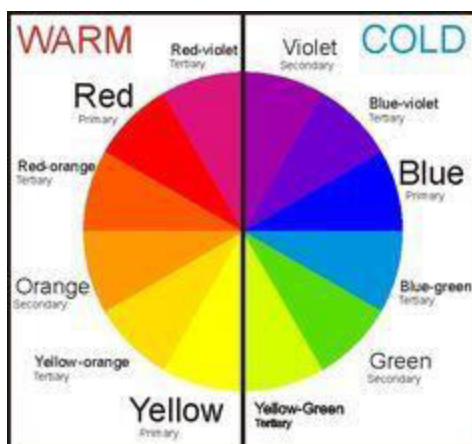
Colour

Colour is perhaps the most influential element of design and can produce illusions.

- **Two primary colours** combine with equal parts forming a secondary colour, for example- orange, green, and purple – are created.
- Tertiary colours are formed when two secondary colours are combined.

Colour Scheme

- Colour provides individuals the opportunity to express feelings, create illusions in appearance, and can bring overall excitement to a personal wardrobe.
- Colour can change the perception of the person wearing the garment, example appear taller, thinner, rounder, etc.
- There are three characteristics of color that can be described using the following terms:
 - A. **Hue** separates one colour from another and is the name given to each u on the colour wheel.
 - B. **Value** is seen as the lightness or darkness of a colour. White and black are added to change the overall value (lightness or darkness) of each colour. When black is added, a shade is created; whereas, the result of adding white to a colour is a tint.
 - C. **Intensity** describes the brightness or dullness of a colour. With colour, the possibilities are endless.
- Monochromatic (mono=one, chroma = colour).
- Analogous (or related) colour scheme are made from colours that are adjacent or side by side on the colour wheel.
 - Complementary (or contrasting) colours found directly opposite each other on the colour wheel, for example red- orange and blue green.
- Triad (tri=three) is a combination of three colours of equal distance apart on the colour wheel. For example yellow, red and blue. Consumers can choose from a variety of colour palettes and schemes to create a specific look or illusion with their dress.



Texture

- Texture refers to the surface quality of an object.
- The texture of a fabric is its surface appearance and is divided into two categories:
 - tactile, the feel of the fabric, whether it is rough or soft, hard etc.
 - visual, the look of the fabric, whether it is shiny, dull or bright.
- Texture has a definite effect on altering the appearance of size. A shiny fabric makes the body appear larger as it reflects a great deal of light; one with dull or matt finish is more slimming as it tends to minimize size.
- Texture is important for its effect on the figure and for its suitability to the style. For example, toweling would not be appropriate for evening wear but it is fine for beachwear. The best way to gauge the effect of texture and colour is to drape a length of fabric over your body and then view it in a fulllength mirror.

Texture	Effects
Rough/ Tactile	<ul style="list-style-type: none"> • Rough textured fabrics tend to appear bulkier than they are and will increase the size of the figure in proportion to their roughness. • Informal mood is generally created by the use of rough or dull fabrics
Smooth/ Visual	<ul style="list-style-type: none"> • Smooth textures, if not shiny, will not affect the appearance on the figure. • A formal mood can be created in dress by the use of shiny, smooth and crisp fabrics.




THE PRINCIPLES OF DESIGN

- are concepts used to organize or arrange the structural elements of design
- Balance The restful effect obtained by grouping shapes and colour maintains a feeling of equal attraction from side to side, front to back, top to bottom. Balance is achieved when there is equilibrium of forces on both sides of a central axis, both in the horizontal and vertical direction.

- Balance means that when people look at a garment, it has equal visual weight on both sides.

- Balance must be equally visually interesting on either side of an imaginary line.
- This must be achieved with colour, line, form and or texture. • These imaginary lines occur vertically down the centre of the body and horizontally at the waist.

There are three types of balance: a) Symmetrical b) Asymmetrical and c) Radial

Types of Balance	Description	Illustration
Formal or Symmetrical	<ul style="list-style-type: none"> • One side of a garment mirrors the other. • This is commonly applied in conservative tailored professional clothing and casual garments. 	
Informal or Asymmetrical	<ul style="list-style-type: none"> • When the line through the center of a garment leaves one side different from the other. • Informal balance is popular in evening wear as it is more striking and alluring. 	
Radial	<ul style="list-style-type: none"> • describes a repeated pattern used around a centre point. 	

ACTIVITY

1. Describe the following colours: **(3 marks)**
 - a. Monochromatic -

 - b. Analogous -

 - c. Triad -

2. Discuss the term texture with an example. **(2 marks)**

3. Identify the type of balance in the description given below **(2 marks)**
 - a. Patch Pocket on both sides of a shirt. _____
 - b. In- seam pocket on right hand side of a skirt - _____
4. Define Principle of design. **(1 marks)**

5. Describe how a tertiary and secondary color formed with 2 examples. **(2 marks)**

