



Principles of Design		
Pattern		A regular arrangement or repeated elements (line, shape, colours) or motifs.
Contrast		An arrangement of colours, images and elements. For example light V's dark, smooth V's rough.
Emphasis		A certain part of the artwork that stands out, creating a focal point
Balance		A balance of images that have been arranged to create equality in weight or importance.
Scale		The relationship between objects with respect to size, number and so on.
Harmony		Arrangement of elements to give the viewer the feeling that all parts of the piece form a whole.
Rhythm/Movement		Regular repetition to create interest
Unity		All parts of the image work together to be seen as a whole.
Variety		Using different elements in an image to create visual interest.



Because of the dung beetle's significance in ancient Egypt, the scarab beetle came to represent the eternal cycle of life. Like the dung beetle's revolving ball, the scarab became a symbol of birth, life, death, and resurrection.

<b>CLAY</b>	<b>Clay comes from the ground, usually in areas where streams or rivers once flowed,</b>	
<b>SLAB</b>	A flat rolled out piece of clay.	
<b>SLIP</b>	Watered down clay that is used as a clay glue	
<b>COIL</b>	Clay rolled into a long worm like shape. Can be used to build forms and for decoration.	
<b>SCORE</b>	Scratch the surface of clay before adding slip and attaching another piece of clay	
<b>HIGH RELIEF</b>	Method of building up a design so it is raised from the surface.	
<b>LOW RELIEF</b>	Method of carving or removing from the design so it is lower than the surface	
<b>KILN</b>	Type of oven, that produces very high temperatures to fire the clay	