Chapter 6 Rhythm

Visual Problems on Rhythm

Introduction:

"Rhythm as a design principle is based on repetition. Rhythm, as an element of visual unity, is exhibited in some manner by almost every work of art. However, rhythm involves a clear repetition of elements that are the same or only slightly modified."

—*Design Basics*, Chapter 6

Application:

The following exercises and project are designed to give the student both short-term and long-term experiences in creating visual rhythm. Four individual exercises require students to focus on specific ways of creating rhythm through repetition. One culminating project encourages students to synthesize various important ingredients of rhythm.

Sketchbook/Homework Assignment
1. Using a sheet of the provided graph paper with an underlying grid, draw repetitions of a simple shape in such a way as to create a rhythmic movement.

2. Draw two contrasting shapes, one emphasizing straight lines and one emphasizing curved edges, onto an underlying grid either drawn into your sketchbook or with the provided graph paper. Alternate them, back and forth, in a repetitious, rhythmic fashion across the grid. Then add the element of value, with a light and dark alternation throughout the design.

Chapter Project:

Goal: To emphasize one type of rhythm, either alternating or progressive, in a finished design. Choose one of the five senses (e.g., sound, touch, taste, smell), besides visual, and create a kinesthetic rhythm. Select a word such as jumpy, crackling, sliding, harsh, rough, sweet, etc. as a starting point. Then express its emotional content through visual rhythm.

Materials:

Bristol board—approximately 11"x14".
Black drawing ink or black, white, or grey paint.
Tracing paper for refining and tracing image down to rendering surface.
Black core mounting board for final presentation-2"X2"X2"X3" area around image

Guidelines: Choose one type of rhythm to express-Alternating OR Progressive.
1. A sense of movement should be created by stressing either alternating or progressive rhythm.
2. Project may exhibit a second type of rhythm as long as it does not compete with the main rhythm being emphasized.
3. Project should be rendered with line and shape utilizing mainly black and white values. Black ink is used for the former, white of the board's surface is used for the latter.
4. Project may include values of grey and/or progressions of grey in the final rendering of the rhythm design.
5. Project must be mounted onto black core matting board for critique.