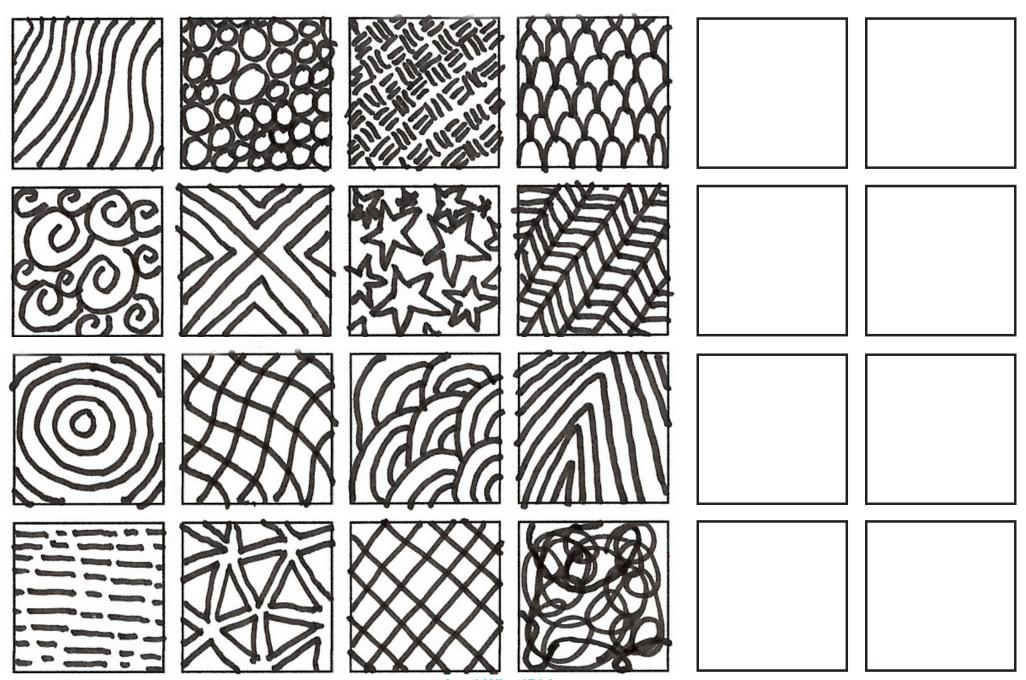
## **DOODLE PATTERNS**

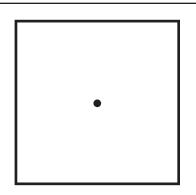
Create patterns using dots and lines. Add fill, colors, and shading.



LookWhatlDid.org

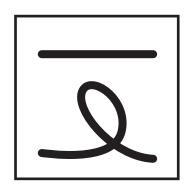
#### **BASIC PRINCIPLES OF DESIGN**

Six building blocks of 2-dimensional design: point, line, shape, texture, value and color.



#### **Point**

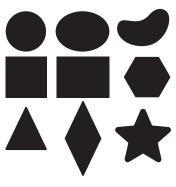
A point is the most basic mark. It can be a dot or pixel. Once it's placed, a dialogue begins with the surrounding space. For dot patterns, they can be the same size or not, aligned or varied.



#### Line

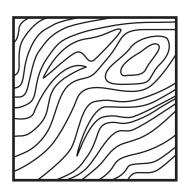
A line can be seen as a point in motion, a series of adjacent points, or a connection between two points.

Lines can be straight or curved.



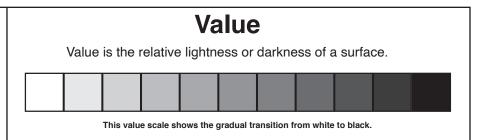
#### **Shape**

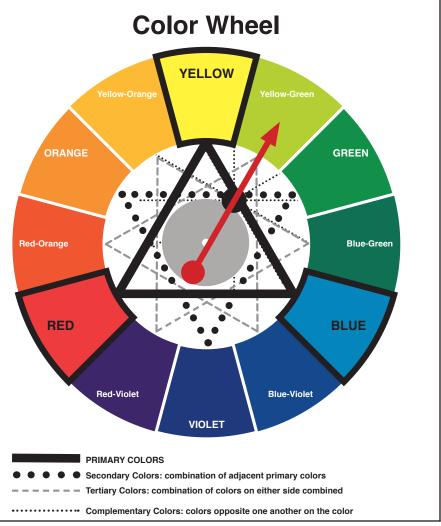
Shape is a flat, enclosed area. They can be regular or irregular. They can be symmetrical or asymmetrical.

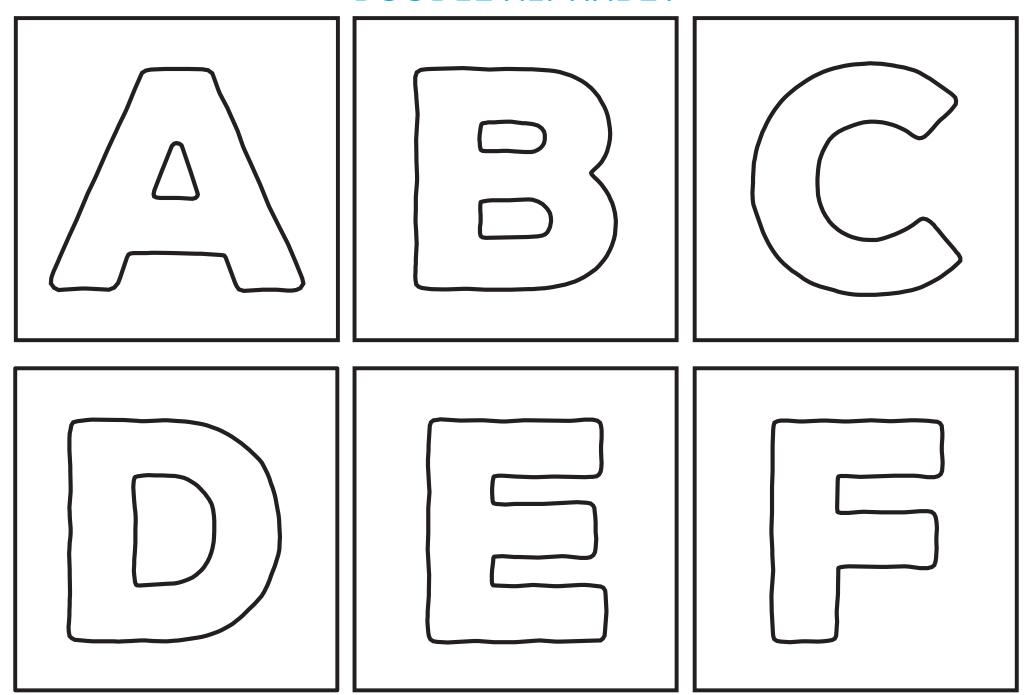


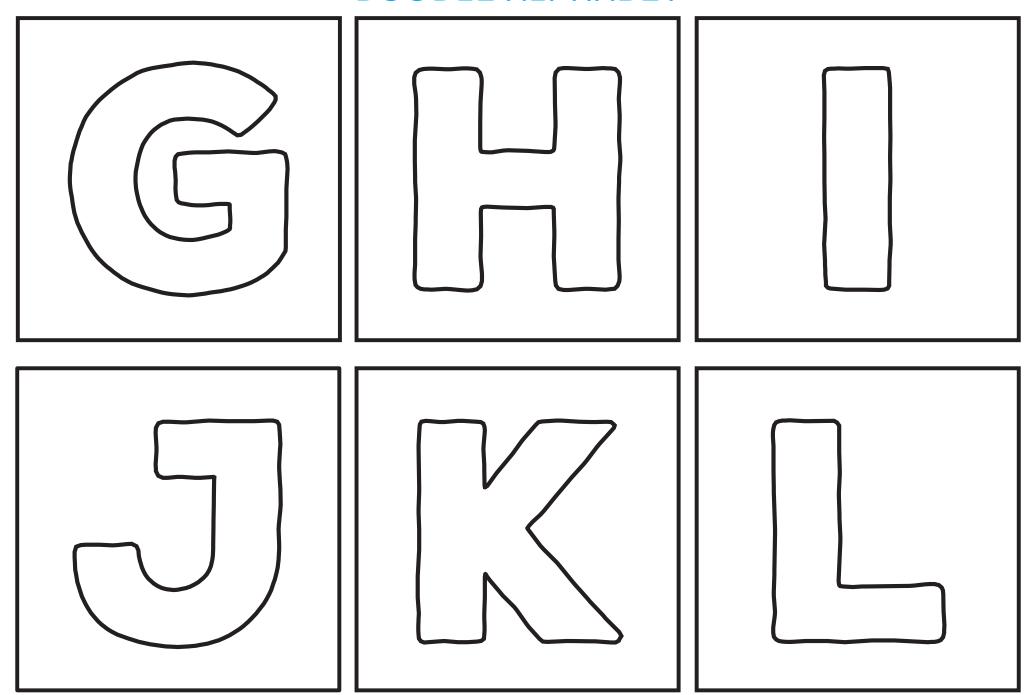
#### **Texture**

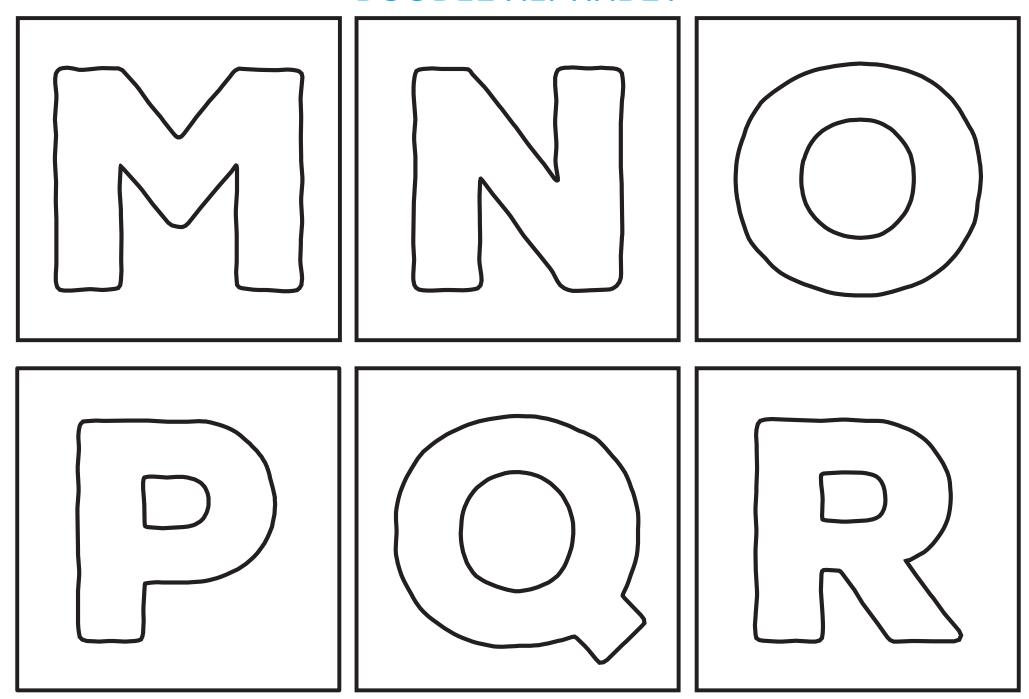
Texture is the tactile quality of a form. Giving a sense of the quality of a surface, it can be expressed with a variety of marks. Textures can be hard, soft, rough, smooth, woven, shiny, fuzzy, bumpy, or ridged.

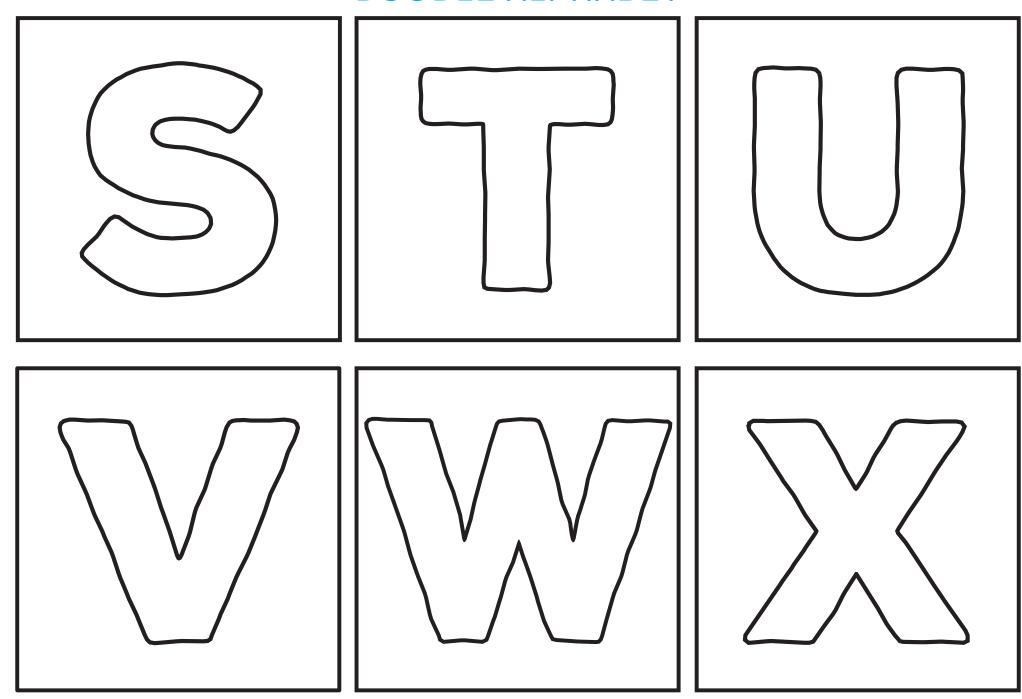


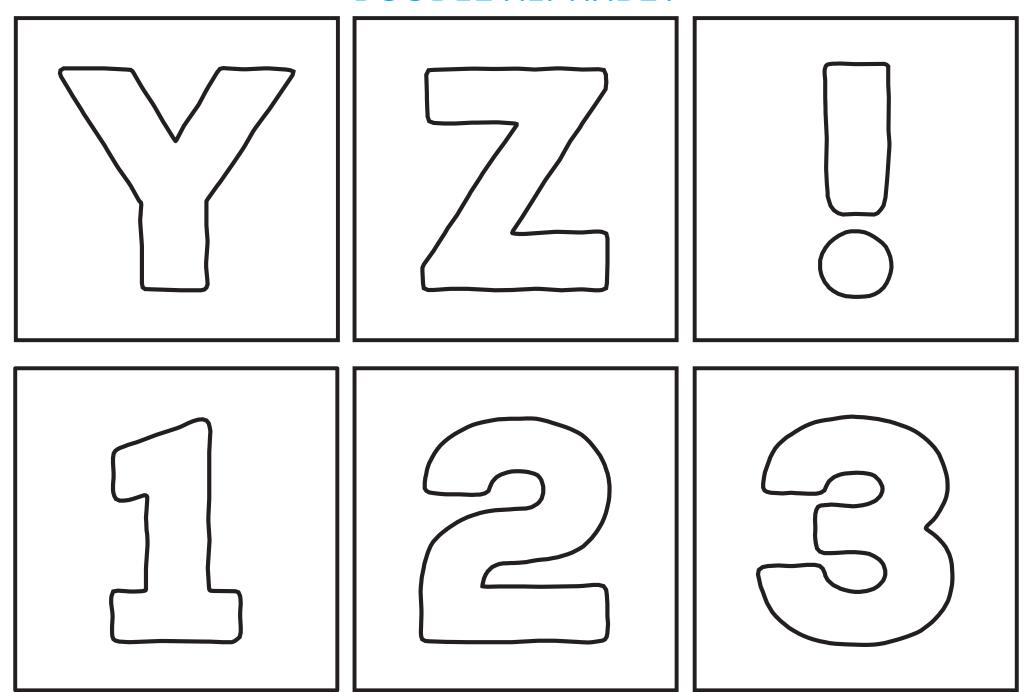


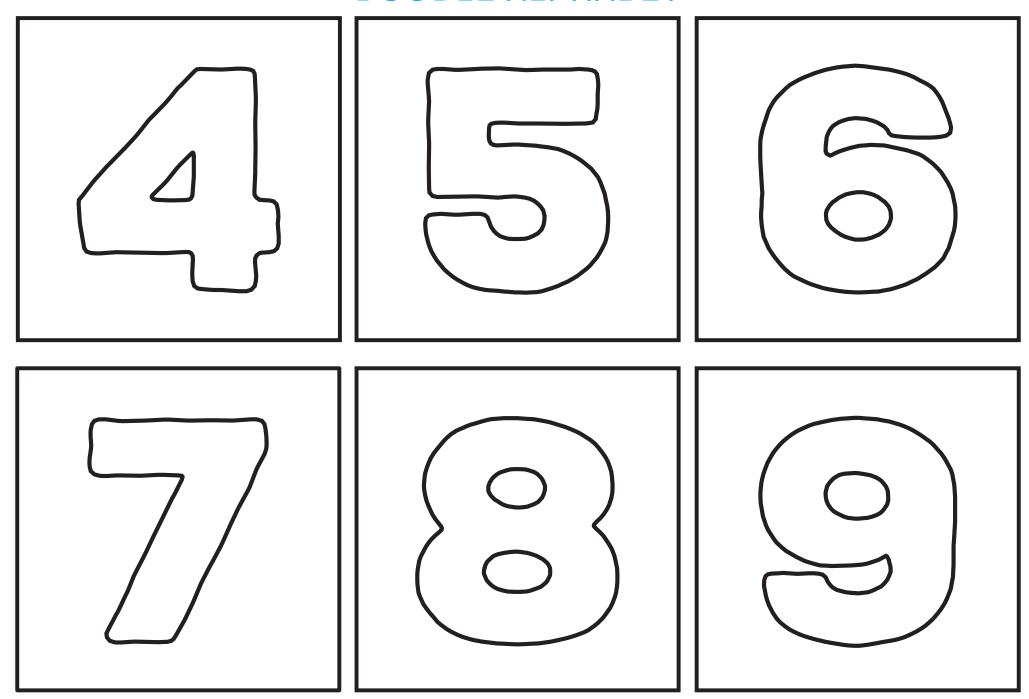


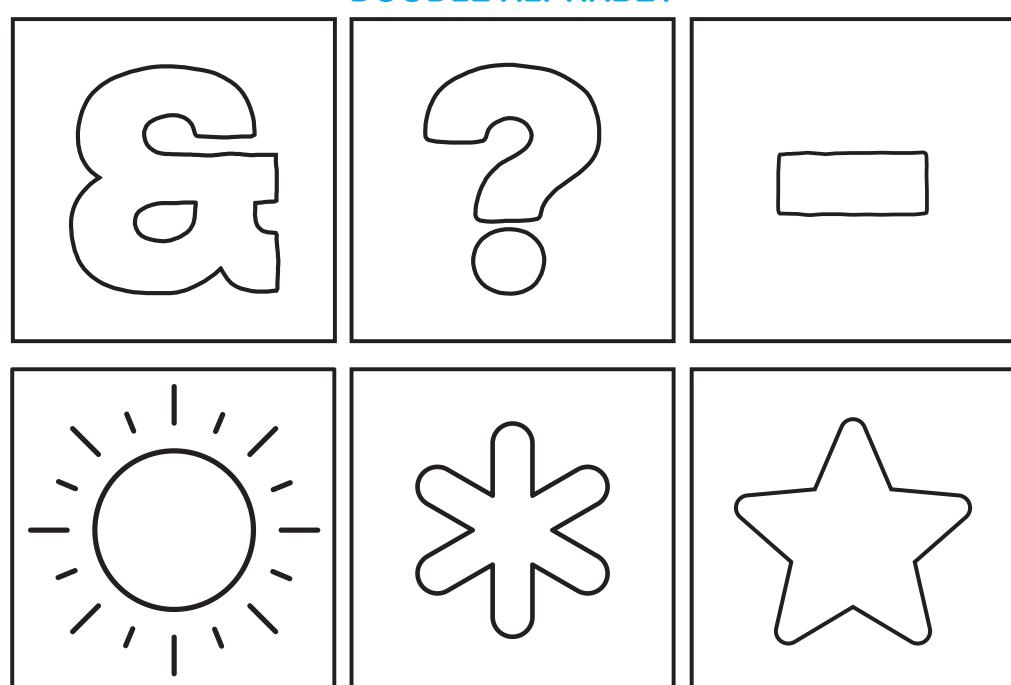












#### **DOODLE ALPHABET - DESIGN YOUR OWN!**

