Visual Unity/Variety

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Instructions: Using only black or white squares (no rectangles), create an abstract image that uses each of following ways to express unity: proximity, repetition, and alignment.
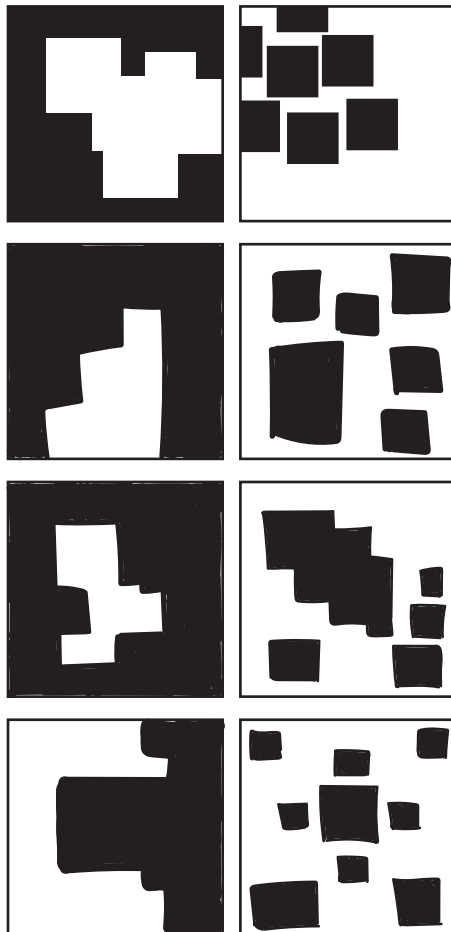
First, create totally unified designs. Then, in the next column, design images that begin to lose their unity. See how far you can go before unity is destroyed.

The first set has been done for you. Make three more sets of sketches for each type of unity in the boxes on this page. Use size, rotation, and position (including the boundries of the enclosing square) to create interesting solutions.

Consider the figure/ground relationship-the negative spaces created "behind" the boxes as well as the "foreground" boxes.
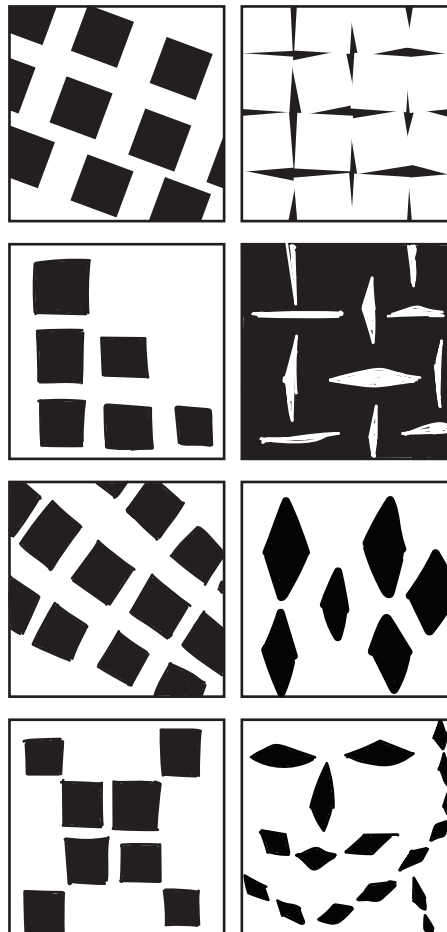
very unified by proximity	less unified by proximity	very unified by repetition	less unified by repetition	very unified by alignment	less unified by alignment