

Visual Unity/Variety

Your name here: NOAH EVANS

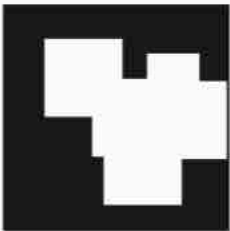
Instructions: Using only black or white squares (no rectangles), create an abstract image that uses each of following ways to express **unity: proximity, repetition, and alignment.**

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.

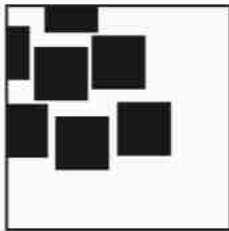
The first set has been done for you. Make three more sets of sketches for each type of unity in the boxes on this page. Use size, rotation, and position (including the boundaries of the enclosing square) to create interesting solutions.

Consider the figure/ground relationship-the negative spaces created "behind" the boxes as well as the "foreground" boxes.

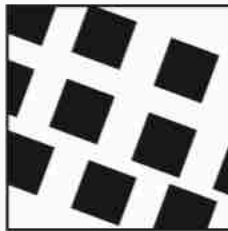
very unified
by proximity



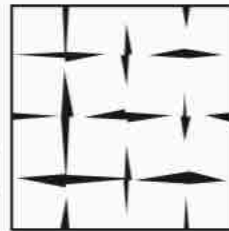
less unified
by proximity



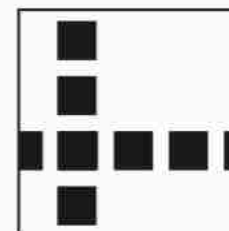
very unified
by repetition



less unified
by repetition



very unified
by alignment



less unified
by alignment

