

# HANDOUT

## MOVEMENT

Movement in art allows the viewer's eye to move smoothly from one area of design to another. This can be accomplished by creating an invisible pathway of color, shape, lines, and edges that gives flow and order to the design. The viewer's eye is directed by a feeling of movement or rhythm to the point of emphasis.

Movement can be created by

*Anticipated movement* (a figure in action)

*Action* (such as people dancing or diving)

*An arrow or pointing finger*

*Invisible pathway*: an implied line that leads the eye from one shape to another

*Optical illusions* created by repetition

*Blurry outlines* that convey motion such as those seen in photos

*Diagonal lines* can create movement

*Similar shapes* can connect and overlap

*Flow* moves the eye to the focal point, around the composition, and back to the focal point



Drawn after Diego Rivera, 1886–1957.

## RHYTHM AND REPETITION

Repetition is the use of color, line, or shape in more than one place in a composition. Repetition such as that seen in a checkerboard or wallpaper pattern can be boring unless relieved by some variation in color or emphasis is given to one area. Pattern is created by the repetition of the elements of design and can be used to give an implied texture to a composition. Rhythm can be established in a composition through the repeated or alternate use of an element or motif in much the same way it exists in music.



Drawn after *Les Femmes d'Alger* (O.J. no. 1455), 1907, Pablo Picasso, 1881–1974.

### Definitions

*Pattern*: the systematic use of line or motif

*Random pattern*: groups of similar motifs arranged randomly

*Rhythm*: the use of pattern to create movement

*Tessellation*: the interlocking of shapes in an overall pattern to apply rhythm