

Costuming for the Theatre: Elements of Design

Match the following terms with the most appropriate definition or description.

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| __F__ 1. Unity | A. Refers to changing the monotonous elements of a design to add interest. |
| __C__ 2. Diagonal Line | B. Involves directing the audience's attention to a specific place |
| __Q__ 3. Perspective | C. Most flattering line – combines horizontal and vertical |
| __M__ 4. Psychology of Color | D. The way something "appears" to feel. |
| __T__ 5. Balance | E. One side of an object or costume mirrors the other |
| __K__ 6. Line | F. The stylistic plan to which all parts of a design adhere |
| __D__ 7. Texture | G. Use of dark and light areas to create shape |
| __G__ 8. Highlight & Shadow | H. Deals with the flow or rhythm of an object |
| __N__ 9. Horizontal Line | I. The sense of blending obtained when all aspects of a design fit together. |
| __E__ 10. Symmetrical | J. The harmonious relationship of the parts of a design to each other or the whole. |
| __S__ 11. Shape | K. Establishes the outline or silhouette of an object |
| __I__ 12. Harmony | L. Adds height and length to an object |
| __O__ 13. Contrast | M. The impact a color has on our emotions |
| __A__ 14. Variation | N. Adds width and weight to an object |
| __H__ 15. Movement | O. Created by the juxtaposition of dissimilar design elements |
| __P__ 16. Asymmetrical | P. When two sides of an object or costume seem out of balance |
| __J__ 17. Proportion | Q. Use of lines and vanishing points to develop shape |
| __L__ 18. Vertical Line | R. Type of line that adds movement to an object |
| __R__ 19. Curved Line | S. Adds the three dimensional quality to an object |
| __B__ 20. Emphasis | T. Achieved by arranging the design elements to give a sense of restfulness, stability or equilibrium. |