

2.1 Balance

Name: _____ Class: _____ Date: _____

Total: 11 marks

Objective

Build the skills to control **balance** 平衡 in a composition.

You must be able to:

- distinguish **symmetrical** 对称平衡, **asymmetrical** 非对称平衡, and **radial balance** 辐射平衡
- explain **visual weight** 视觉重量
- achieve asymmetrical balance with unequal elements
- choose a balance type to match a mood

1 Worked examples

Study these first. Each one shows the method for a task used later.

■ Types of balance

Symmetrical balance mirrors both sides (formal, calm). **Asymmetrical** balance uses different elements of equal **visual weight** (dynamic). **Radial** balance radiates from a centre.

■ Visual weight

Large, dark, saturated, or detailed areas carry more **visual weight**. Balance is felt when weight is distributed comfortably.

■ Choosing balance

Symmetry suits dignity and order; asymmetry suits energy and interest. The choice shapes the viewer's feeling.

2 Practice

2.1 A composition where different-looking elements still feel evenly weighted shows [1]

- A symmetrical balance
- B asymmetrical balance
- C radial balance
- D no balance

2.2 Define visual weight and name one thing that increases it. [2]

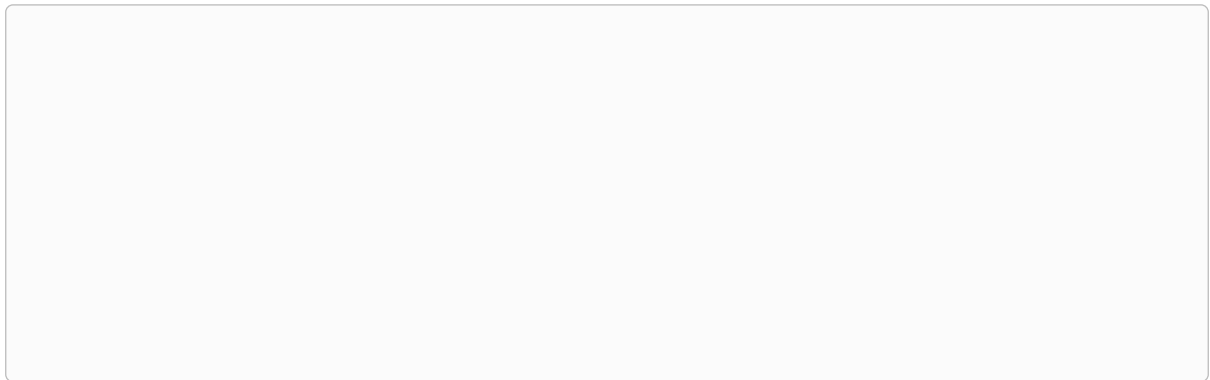
2.3 State a mood suited to radial balance. [1]

3 Studio & portfolio tasks

3.1 Create two thumbnails of the **same subject** with different balance.

(a) One **symmetrical**. [2]

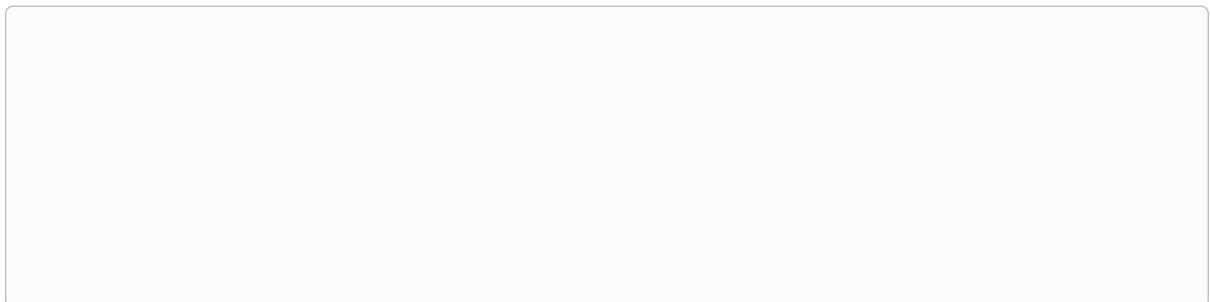
(b) One **asymmetrical** but still balanced. [2]



3.2 Plan balance for a portfolio piece.

(a) Choose a balance type and justify it by the mood. [1]

(b) Thumbnail marking the heaviest visual element. [2]



4 Go further

- work through the **2.1 Balance** lesson on the **Learn** page;

- read the **Principles of Design** section of the AP 2-D Art and Design handout on the **Know** page.

Solutions

2.1 B. unequal elements of equal weight = asymmetrical balance.

2.2 the apparent 'heaviness' of an element in a composition; increased by large size, dark value, high saturation, or detail.

2.3 energetic, focused, or hypnotic —drawing the eye to the centre.

3.1 Look for: symmetrical version mirrors evenly (2); asymmetrical version uses unequal elements yet feels balanced by visual weight (2).

3.2 Look for: balance type justified by intended mood (1); thumbnail's weight distribution supports the chosen balance (2).