Period: Date: 01/ /2017 Name:

**Principles of Design: Proximity**

**Instructions:**

1. **Use the packet to answer the questions below. Write in complete sentences.**
2. **You will create a new page on your website called Principles of Design. In that page you will have multiple sections. Add a header called Proximity, include a definition of Proximity in relation to design, not a dictionary definition, and a Gallery below it.**
3. **You will need to find THREE EXAMPLES, outside of this class, not on the Internet, that uses the Principle of Proximity. You will need to take a picture and upload them to your site underneath the definition of proximity with a title called “Examples”. You will need to add a description to each that explains how it Proximity is used explaining in complete sentences.**

**Proximity Questions (Complete sentences for full credit or 10% off)**

1. What are beginner mistakes?
2. What does the Principle of Proximity state?
3. Why do we use the Principle of Proximity?
4. In Proximity, what does closeness imply?
5. What are the results of using Proximity?
6. What changes need to be made to assist with using Proximity?
7. What is the Basic Purpose of Proximity (in your own words)?
8. How do you achieve Proximity (in your own words)?
9. What should you avoid when using Proximity (in your own words)?

**Grading as follows:**

Each Questions: 3 Points Each (27 Total)

New Page on Website titled Principles of design, with header Proximity on the page, definition, and Gallery (20 Points)

Three Samples of Proximity: 10 Points Each (30 Total)

Three descriptions using the knowledge you gained from the reading about Proximity in full sentences: 10 Points each (30 Total)

​Proximity Link: 15 Points

**DUE ON FRIDAY – Late Projects Lose 50% after Friday**