

2.7 Unity and Variety

Name: _____ Class: _____ Date: _____ **Total: 10 marks**

KEY WORDS unity 统一 • variety 变化 • proximity 邻近 • balance 平衡 • composition 构图

Objective

Build the skills to balance **unity** 统一 and **variety** 变化.

You must be able to:

- define **unity** 统一 and **variety** 变化
- create unity through repetition, palette, or proximity
- add variety to avoid monotony
- explain why both are needed together

1 Worked examples

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

■ Unity and variety

Unity makes a work feel whole and consistent; **variety** adds difference and interest. Great work balances both.

■ Creating unity

Repeating a colour, shape, or texture, or grouping elements close together (**proximity**), ties a composition together.

■ Adding variety

Changing size, colour, or shape adds **variety**. Too much unity is dull; too much variety is chaotic — aim for unity *with* variety.

2 Practice

2.1 A work that feels consistent and whole has strong [1]

- A

B

C

D
- A variety
B unity
C contrast only
D negative space

2.2 Explain why a work needs both unity and variety. [2]

2.3 State one technique for creating unity. [1]

3 Studio & portfolio tasks

3.1 Create a **unity-with-variety** thumbnail.

(a) Compose several elements unified by one shared colour or shape, but varied in size.[3]

3.2 Diagnose a composition.

(a) Sketch a version that is too uniform (monotonous). [1]

(b) Add variety to fix it without losing unity. [2]