



Rhythm

in Fashion

1. Rhythm

- How attention is led around the garment or the outfit.
- Achieved when the elements of design are arranged to lead the view's eye easily from one part of the garment to another.



2. Gradation

- Gradual change in lines, shapes, color values or textures within the design.
- The degree of change must be **SMALL** or a jumpy, choppy effect will result.



3. Opposition

- Direct contrast created by perpendicular lines, black and white, or complementary colors placed next to each other.
- The design elements are opposite or contrasting.



4. Radiation

- Radiation of lines, shapes, colors, or textures outward from a central point or area.



5. Repetition

- Repetition of line, shape, color, texture or pattern within the design.
- Examples: row of buttons, same color used several times, a pattern repeated throughout the garment, etc.



6. Transition

- Created by curved lines that lead from one area of a design to another.
- Examples: princess seamlines, contrasting piping around a collar, etc.

