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Dr.P.Shivaranjani

Academic Coordinator,

Department of Graphics & Creative Design

2D Graphics Editing features

What are 2D Designs?

2D computer graphics are mainly used in applications that were originally developed upon **traditional printing and drawing technologies**, such as typography, cartography, technical drawing, advertising, etc..

2D Graphics Techniques

2D graphics models may combine

- 1) Geometric models (also called **vector graphics**),
- 2) Digital images (also called **raster graphics**),
- 3) Text to be typeset (defined by content, font style and size, color, position, and orientation), mathematical functions and equations, and more.

These components can be modified and manipulated by **two-dimensional geometric transformations** such as translation, rotation, scaling.

Concepts of 2D design

Concepts of 2D design are used between many art disciplines:

- ✓ Drawing
- ✓ Painting
- ✓ Illustration
- ✓ Photography
- ✓ Video
- ✓ Graphic design

Elements of 2D Design

Visual communication serves as a **means to communicate ideas, information, and emotions** to a viewer. The 2D design is widely used in [digital art](#).

All designs are composed of these principal elements:

- ✓ Line
- ✓ Color
- ✓ Shape
- ✓ Texture
- ✓ Space

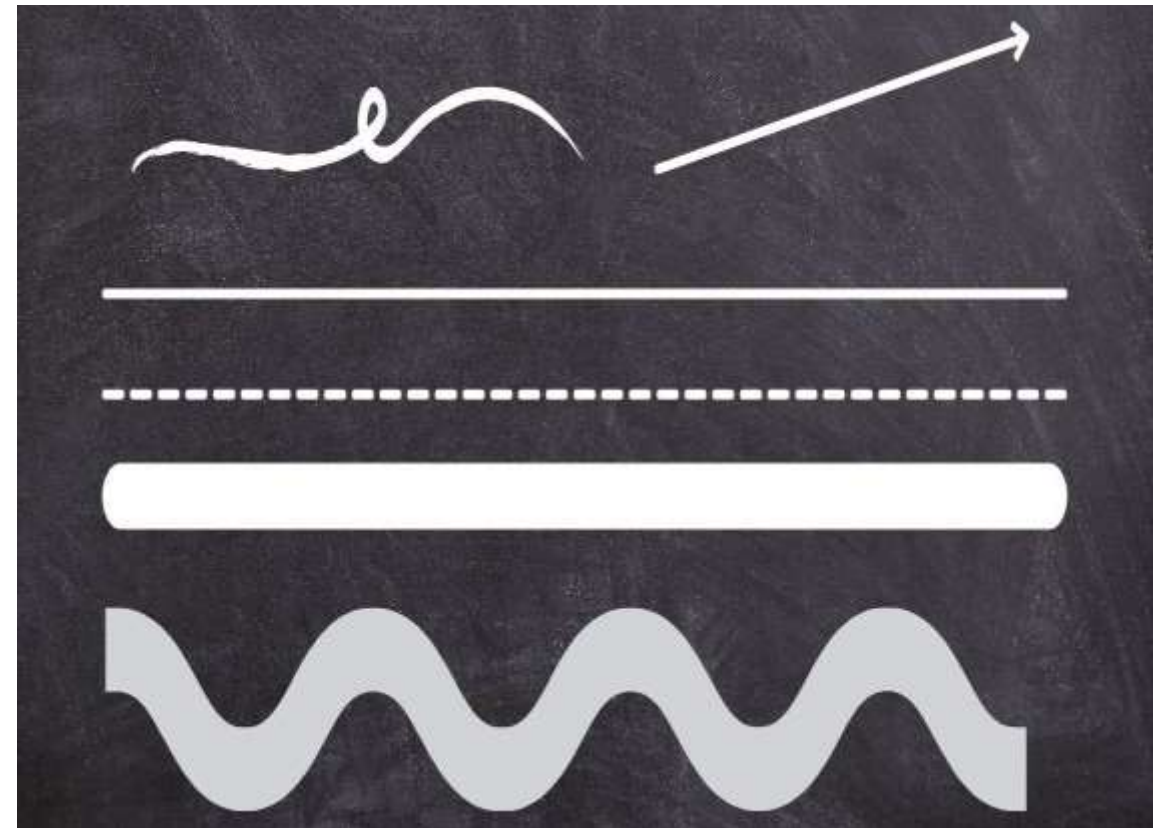
Elements of 2D Design- Line

The line is a **powerful element** that can form a dominant emotion in the observer.

Lines can be **straight or curved, thin or thick, continuous or broken,**

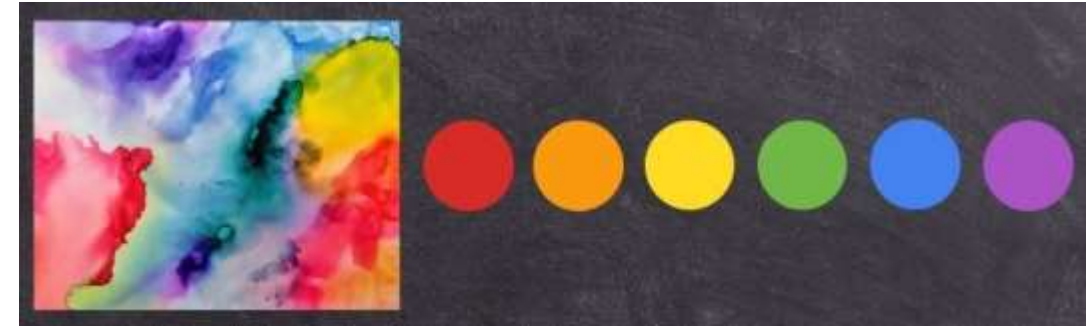
vertical/diagonal/horizontal.

Lines define edges and space, create a sense of weight and volume, etc.



Elements of 2D Design-Color

- ✓ **Color stimulates both mental and physical responses** in the viewer. There are some responses associated with warm colors (red, yellow, and orange) and cool colors (blue, purple, and green).
- ✓ In general, **warm colors are associated with active and exciting emotions while cool colors usually create passive and calming responses.**

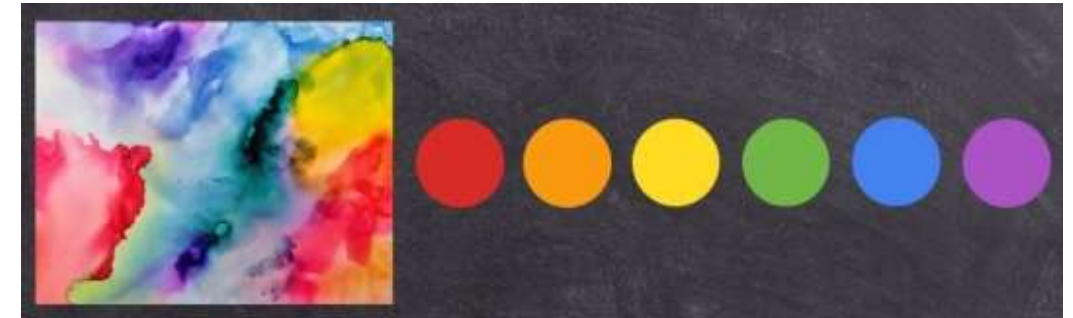


Color has **3 different properties:**

- ✓ Hue,
- ✓ Saturation (chroma), and
- ✓ Value (lightness or darkness).

Hue describes the **wavelength** of the color. There are colors classed as “pure hues”: red, orange, yellow, green, blue, and violet.

When you add saturation and value to a pure hue, you will create new tints, tones, and shades of a color.

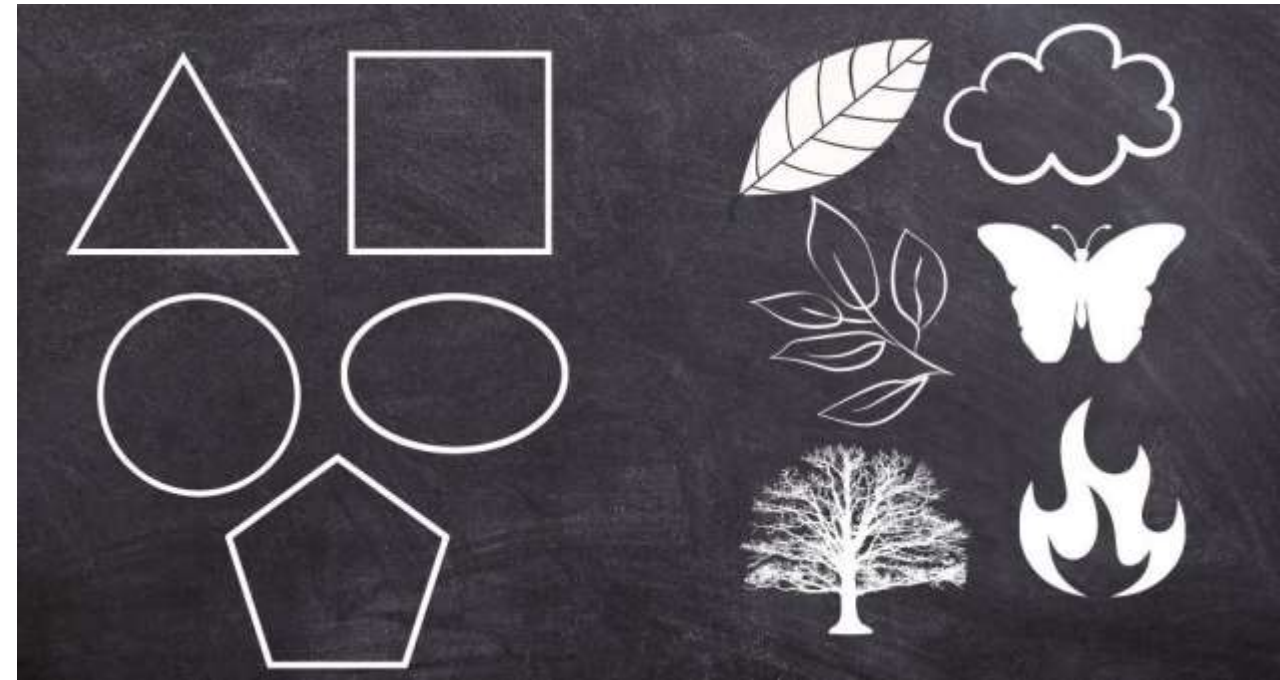


Elements of 2D Design-Shape

A shape is enclosed two-dimensional space. The basic profile of a shape can consist of **straight lines, curved lines,** or a **combination of both.**

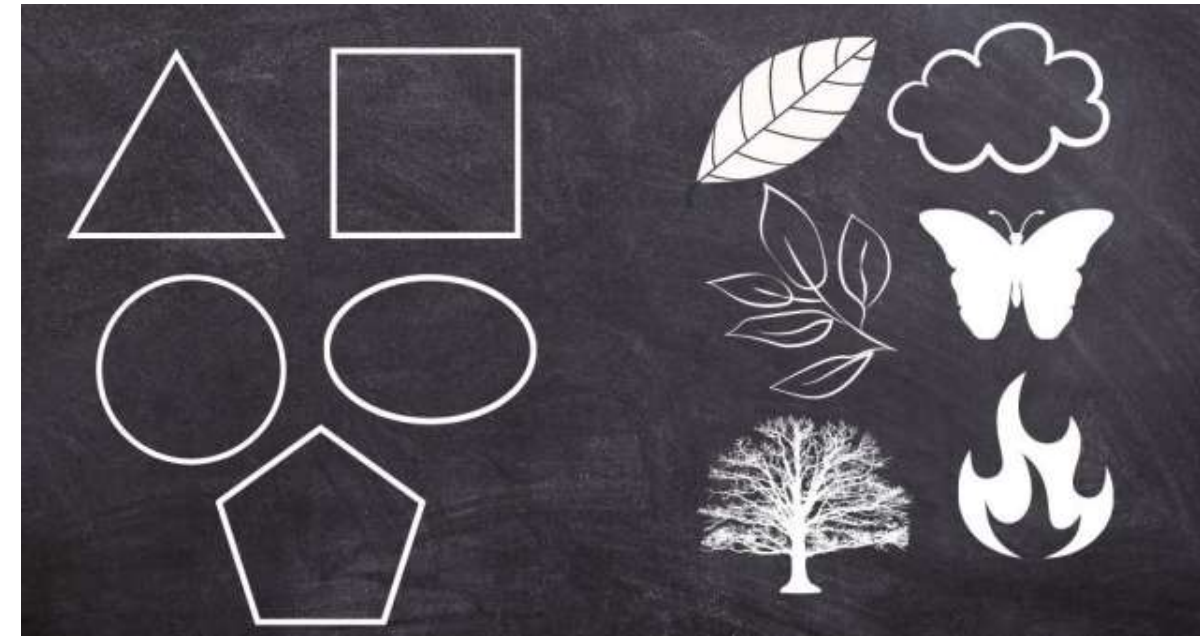
There are 2 general categories for shapes:

1. **Geometric shapes.**
2. **Free-Form shapes.**



Elements of 2D Design-Shape

- 1. Geometric shapes** are regular and can be described in mathematical terms. Some of the examples are triangles, squares, circles, ellipses, pentagons, etc.
- 2. Free-Form shapes** are more difficult to define because they are irregular and uneven. Some examples of Free-Form shapes are clouds, butterflies, leaves, trees, rocks, fire...



Elements of 2D Design-Texture

Texture refers to the feeling or looks of the surface (how the surface feels or the way it is perceived to feel).

Tactile texture is a texture that you can feel by touch. Designers in 2D design use the second type – Visual texture.

Visual texture is made on a flat surface and it's basically the illusion of tactile texture.

The texture of an object can feel or look rough, smooth, soft, hard, silky, shiny, pebbly, and so on.



Elements of 2D Design-Space

Space is the area around, above, below, or behind an object.

In the 2D design, space is about creating the illusion of a third dimension.

For example, in a two-dimensional setting space can be created by shadows, sizes, overlapping, or color different from the background.

Example: You can use size to create the illusion of larger objects appearing closer and smaller seem to be more distant.

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Principles of 2D Design

The principles of a good 2D design are **guiding designers through a design process**. These principles relate to the use of **elements** (line, color, shape, texture, and space).

The principles of 2D design are:

Unity – providing a sense of cohesiveness

Balance – balance can be symmetrical (2 halves of composition seem identical) or asymmetrical

Rhythm/repetition – repeating of the visual elements

Harmony – combining similar or related elements

Emphasis – determining the most important visual center

Contrast – comparing one extreme to another

Proportion – one shape in relation to the size of another shape.

- ✓ [Adobe Photoshop](#)
- ✓ [Sketch](#)
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- ✓ [Adobe InDesign](#)
- ✓ [CorelDRAW Graphics Suite 2019](#)
- ✓ [Eagle](#)
- ✓ [Xara Designer Pro X](#)

- ✓ [Visme](#)
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