

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

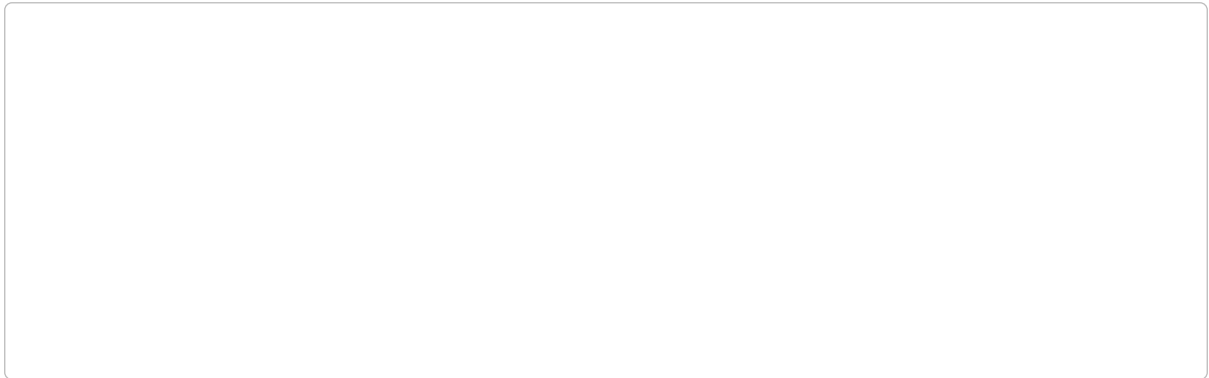
2.2 Explain why a work needs both unity and variety. [2]

2.3 State one technique for creating unity. [1]

3 Studio & portfolio tasks

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

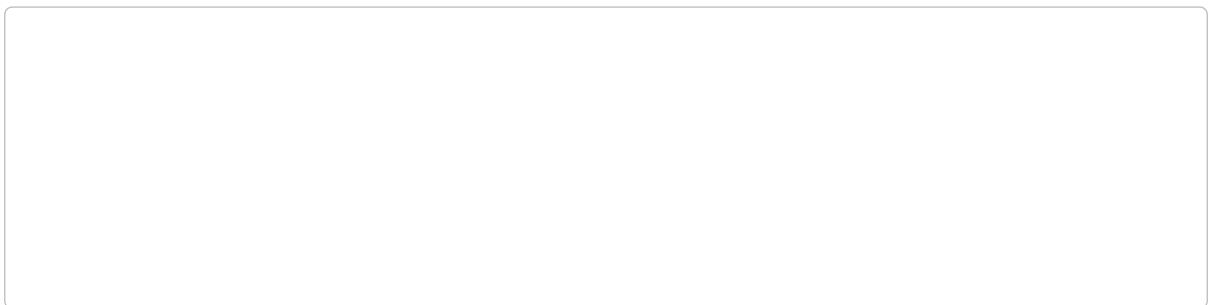
(a) Compose several elements unified by one shared colour or shape, but varied in size.[3]



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]



Solutions

2.1 B. consistency and wholeness = unity.

2.2 only unity is monotonous/dull; only variety is chaotic — both together give an interesting yet coherent work.

2.3 repeat a colour/shape/texture, or group elements by proximity.

3.1 Look for: a clear unifying element (1); deliberate variation that keeps interest without breaking unity (2).

3.2 Look for: first sketch reads as monotonous (1); revision adds variety while a unifying thread remains (2).