

Skills for Living

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Topic 20-2

Choosing Clothes That Look Good on You

- In this topic, you will learn about choosing clothes to enhance your appearance, as well as
 - ❖ **Color**
 - ❖ **The other design elements**
 - ❖ **Consider the principles of design**

Choosing Clothes That Look Good on You

Objectives for Topic 20-2

After studying this topic, you will be able to

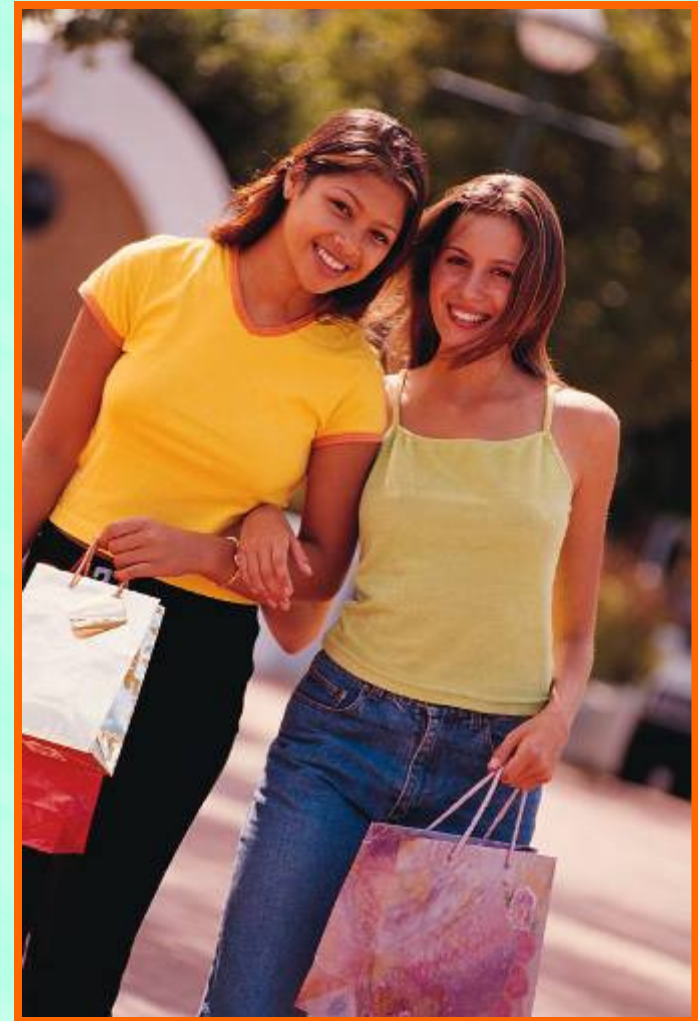
- identify the colors that look best on you
- explain how line, texture, and form can affect the way clothes look on you
- apply the elements and principles of design to clothing selection

Topic 20-2 Terms

- ❖ elements of design
- ❖ hue
- ❖ value
- ❖ intensity
- ❖ color wheel
- ❖ primary colors
- ❖ secondary colors
- ❖ intermediate colors
- ❖ neutrals
- ❖ line
- ❖ texture
- ❖ form
- ❖ principles of design
- ❖ balance
- ❖ proportion
- ❖ rhythm
- ❖ emphasis

Color

- The *elements of design* are factors that affect the appearance of a garment
- In clothing, color
 - ❖ is the most exciting design element
 - ❖ reveals something about your feelings and moods
 - ❖ can enhance your best features



Color Characteristics

- *Hue* is the name given to the color
- *Value* is the lightness or darkness of the color
 - ❖ Adding black to a color creates a *shade*
 - ❖ Adding white to a color creates a *tint*
- *Intensity* is the brightness or dullness of a color

The Color Wheel

- *The color wheel* is a tool that shows how colors relate to one another
 - ❖ *Primary colors* cannot be created from other colors
 - ❖ *Secondary colors* result from mixing equal amounts of two primary colors
 - ❖ *Intermediate colors* are produced from equal amounts of one primary color and one secondary color

The Color Wheel

■ Color schemes

- ❖ Using different values of the same hue creates a *monochromatic color scheme*
- ❖ Combining adjacent colors on the color wheel creates an *analogous color scheme*
- ❖ Combining two colors that are directly across from each other on the color wheel creates a *complementary color scheme*

Warm and Cool Colors

- *Warm colors* are those colors related to red, orange, and yellow
 - ❖ These are also called *advancing colors* because they visually stand out
- *Cool colors* are those colors related to blue, green, and violet
 - ❖ These are also called *receding colors* because they seem to move away
- Black, white, and gray are *neutrals*; they are not true colors but are used as colors in design

Choosing Your Best Colors

- When choosing colors, consider your
 - ❖ skin tone
 - ❖ eye color
 - ❖ hair color
 - ❖ body shape

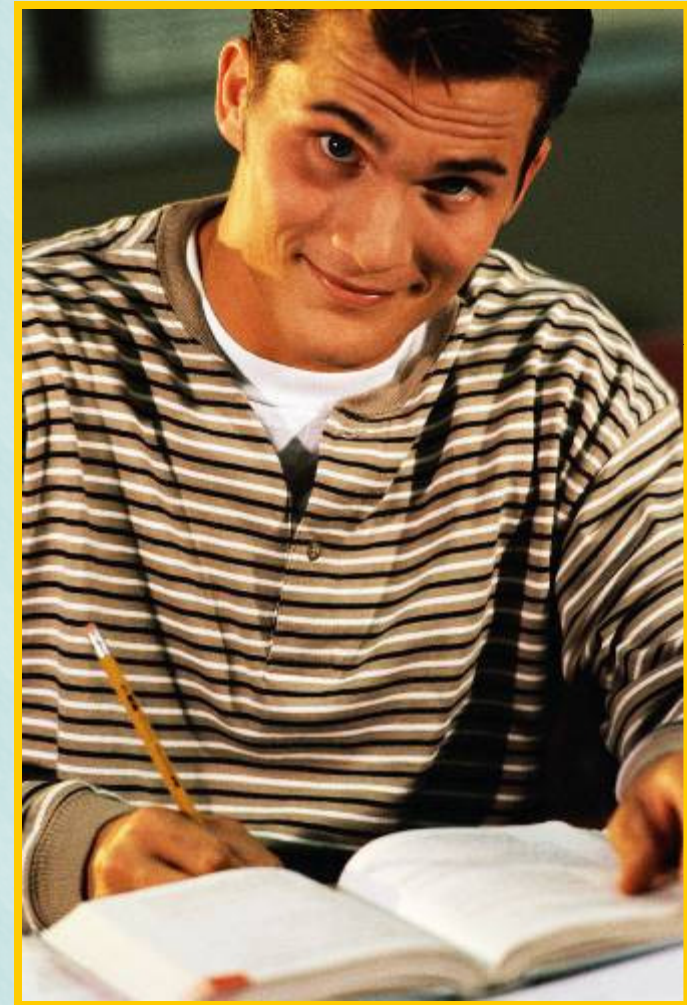


Choosing Your Best Colors

- Avoid colors that overpower your skin or make you look pale
- White, bright, and light colors tend to make the body look larger
 - ❖ Use these colors for areas you want to emphasize
- Black and dark colors tend to make the body appear smaller
 - ❖ Use these colors for areas you want to hide
- Dress in one color to make yourself look taller

The Other Design Elements

- ***Line*** is the element that gives direction to the design
- ***Texture*** refers to the way the fabric looks and feels
- ***Form*** is the shape of an object
 - ❖ Your body outline and the clothes you wear create your form



Line

- Vertical lines move the eye up and down
- Horizontal lines carry the eye from side to side
- Curved lines add softness
- Diagonal lines give a feeling of motion
- *Structural lines* are seams, which hold a garment together
- *Decorative lines* are those added to the fabric or garment to make it visually appealing

Texture

- Some fabrics slenderize a figure
 - ❖ Soft and silky fabrics
 - ❖ Dull textures
 - ❖ Small plaids and patterns
- Others make a body look larger
 - ❖ Crisp and stiff fabrics
 - ❖ Shiny textures
 - ❖ Bold color
 - ❖ Large plaids and wide stripes

Form

- Full forms make the body appear larger and heavier
- Tubular forms make the figure appear taller
- Bell-shaped forms flatter most figures

Consider the Principles of Design

- *The principles of design* are the guidelines for combining the elements of design
- When the four principles are used correctly, harmony in the design is created



Balance

- ***Balance*** is equal visual weight on both sides of a central point
- ***Formal balance*** creates a centered balance, so both sides are the same
- ***Informal balance*** means the design is unequally balanced from the center

Proportion

- *Proportion* is the spatial relationship of the parts of a design to each other and to the whole design
- All parts of an outfit should be in scale with the other parts

Rhythm

- *Rhythm* creates a feeling of movement in the design
- Rhythm is achieved through
 - ❖ repetition
 - ❖ gradation
 - ❖ radiation

Emphasis

- *Emphasis* is the center of interest in the design
- Emphasis can be used to draw attention to or away from an area



Summary for Topic 20-2

- Choose colors that flatter your skin tone as well as your hair and eye color
- Use line, texture, and form in clothing design to complement your body shape
- Apply principles of design to create well-coordinated outfits that enhance your appearance