Design Principles Assignment

Based on Milton Glaser.

CREATE 5 designs based on work of MIlton Glaser.
IN 5 design principles: Emphasis, Hierarchy, Repetition/Pattern, Proximity Balance,

Each 5" by 5"
Any technique, pen, pencil, paint, computer program, collage.
Think about the color theory we had learned-implement that.

Choose ONE DESIGN and base all your designs on that project. Use a part of it, or just some design elements of it, and design all the 5 projects.
All in all the objective is to capture the style of the Milton work.
By looking at your design, I should recognize the Milton Glaser work.

Have fun! Use your creativity, remember all the rules and use them.

https://www.dezeen.com/2020/07/01/milton-glaser-graphic-design-roundup/