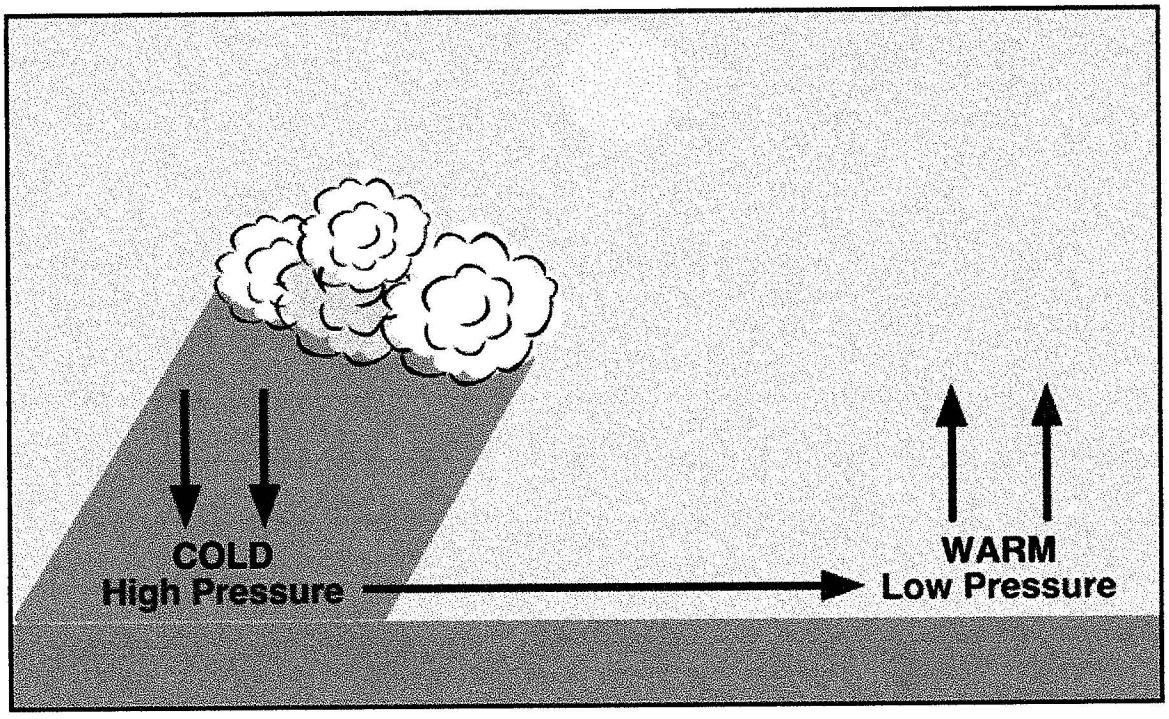
WIND

A big layer of air called the atmosphere surrounds the Earth. The air within this layer moves from place to place when it warms up or cools down. This moving air is known as wind. Winds move moisture and heat around the world and also produce much of our weather.

As equatorial areas are heated most, the air above them warms and rises as it becomes lighter than the surrounding air, causing an area of low pressure. In cooler areas, the air sinks because it is heavier and results in an area of high pressure. Winds will blow as air is squashed out by the sinking cold air and drawn in under the rising warm air. Any difference in temperature like this will always cause a difference in air pressure – and therefore winds will blow. A good expression to remember is that: "winds blow from high to low" (ie: from high pressure to low pressure).



So How Do Weathervanes Work?

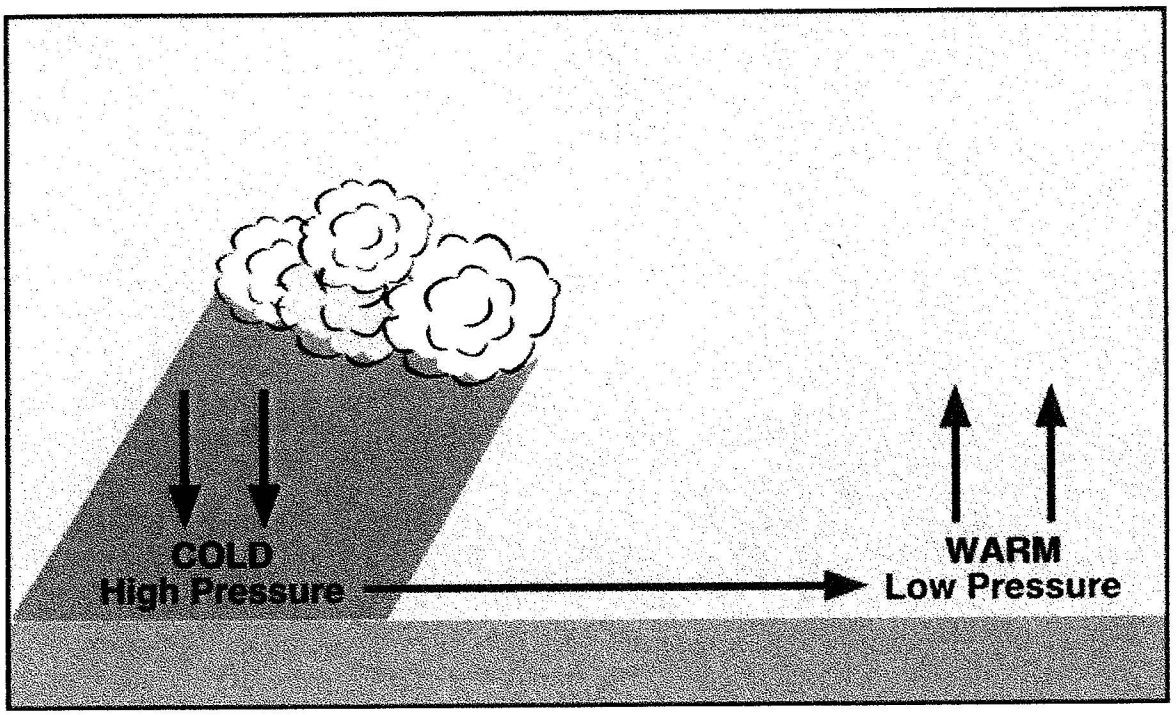
A traditional weathervane comes in two sections. The lower-half of a weathervane is fixed and this is the section where the four points of the compass are aligned to their correct positions. The upper section is the part of the vane that rotates and thus indicates wind direction. This section can be as ornate as you wish, and the decorations often reflect the building the weathervane is adorning - images can include Old Father Time, Mother Nature, Crucifixes, Crescents etc. A weathercock is also a weathervane, it just has an effigy of a rooster as its decoration. The only rule governing the upper section is that 'the greatest amount of mass is on one side of the spindle' or, it has to have unequal areas either side of the spindle.

The inequality of mass mentioned above causes resistance for the oncoming wind and hence forces the section with greater mass to the back and forces the pointer (the lighter end) to face the wind. For example, if the weathervane is pointing towards 'S', it means that the wind is coming *from* the south.

WIND

A big layer of air called the atmosphere surrounds the Earth. The air within this layer moves from place to place when it warms up or cools down. This moving air is known as wind. Winds move moisture and heat around the world and also produce much of our weather.

As equatorial areas are heated most, the air above them warms and rises as it becomes lighter than the surrounding air, causing an area of low pressure. In cooler areas, the air sinks because it is heavier and results in an area of high pressure. Winds will blow as air is squashed out by the sinking cold air and drawn in under the rising warm air. Any difference in temperature like this will always cause a difference in air pressure – and therefore winds will blow. A good expression to remember is that: "winds blow from high to low" (ie: from high pressure to low pressure).

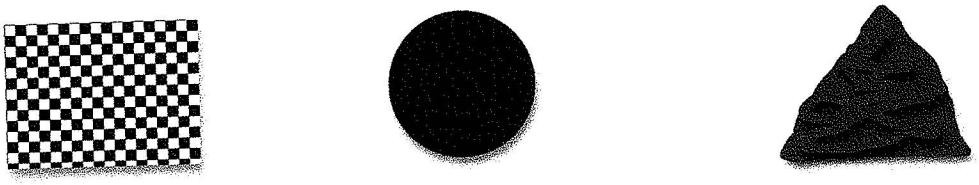


Beaufort Code	Speed Miles per Hour	Speed Kilometers per Hour	Description	Effects on the Environment
0	< 1	< 1	calm	smoke rises vertically
1	2 - 3	1 - 5	light air	smoke drifts slowly
2	4 - 7	6 - 11	light breeze	leaves rustle, wind can be felt, wind vanes move
3	8 - 12	12 - 19	gentle breeze	leaves and twigs on trees move
4	13 - 18	20 - 29	moderate breeze	small tree branches move, dust is picked up from the ground surface
5	19 - 24	30 - 38	fresh breeze	small trees move
6	25 - 31	39 - 51	strong breeze	large branches move, telephone and

6	25 - 31	39 - 51	strong breeze	large branches move, telephone and power overhead wires whistle
7	32 - 38	51 - 61	near gale	trees move, difficult to walk in the wind
8	39 - 46	62 - 74	gale	twigs break off from trees
9	47 - 54	75 - 86	strong gale	branches break off from trees, shingles blown off roofs
10	55 - 63	87 - 101	whole gale	trees become uprooted, structural damage on buildings
11	64 - 74	102 - 120	storm	widespread damage to buildings and trees

What is Unity in Art

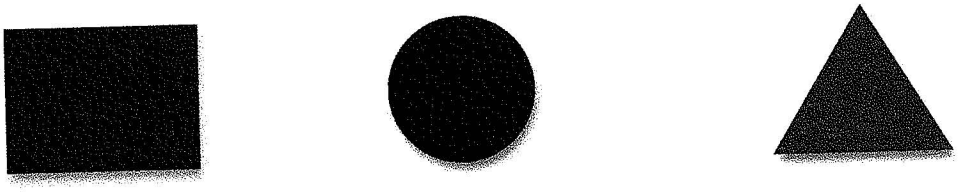
These three shapes are NOT unified...



- The shapes have variety, but they don't seem to belong together.
- They are three separate shapes with no repetition.
- They are separated, so they look like three different things.

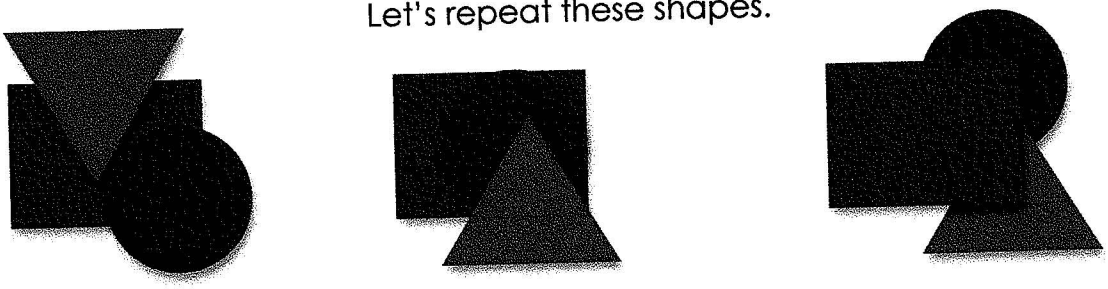
Let's try and change these shapes into a unified work of art.

Unity is created through a common style.
Let's change the shapes into a common style.



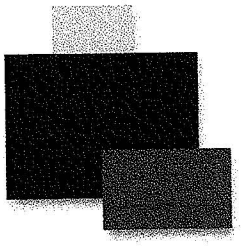
That's better, but it is still not unified.

Unity is created through repetition.
Let's repeat these shapes.

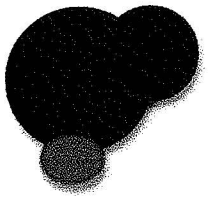


That's better, but it is still not unified.

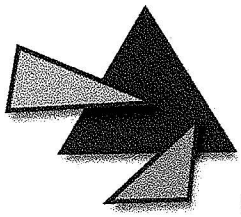
Unity is created through repetition WITH VARIETY



Change the color a little.



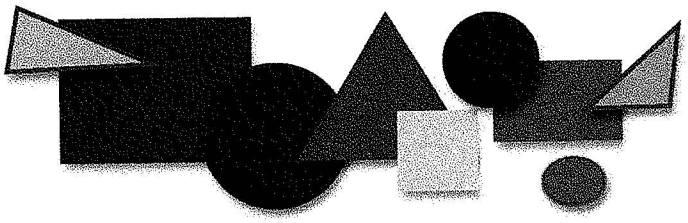
Change the shape a little.



Change the size a little.

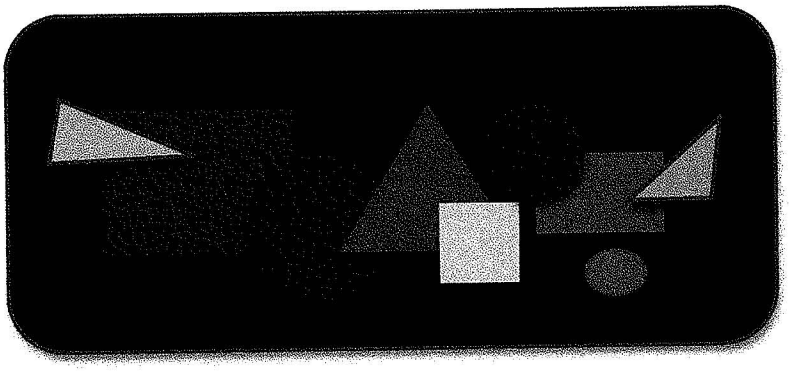
We're getting close, but it is still not unified.

Unity is created through proximity.
Let's bring these shapes close together (proximity).



That's pretty good, but there is still one more thing we can do.

Unity is created through a common background.



- A similar style
- Repetition of color and shape WITH variety
- Proximity (overlapping objects and placing them close together)
- A common background

All help to create Unity in Art!