1. Name five elements of design:
	1.
	2.
	3.
	4.
	5.
2. A line is a shape that **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**. It can be \_\_\_\_\_\_, \_\_\_\_\_\_, \_\_\_\_\_\_, or \_\_\_\_\_\_\_\_\_\_\_—the list goes on. Every possibility gives the line a slightly different feel.
3. Lines appear frequently in design; for example, in \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ and \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_. They're also common in **graphic elements**, like \_\_\_\_\_\_\_\_\_\_, \_\_\_\_\_\_\_\_\_\_\_\_, and \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.
4. When working with lines, pay attention to things like **\_\_\_\_\_\_\_\_\_\_\_**, **\_\_\_\_\_\_\_\_\_\_\_\_\_**, **\_\_\_\_\_\_\_\_\_\_\_\_**, and **\_\_\_\_\_\_\_\_\_\_\_\_\_**. These subtle qualities can have a big impact on the way your design is perceived.
5. A shape is **any \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** with a recognizable boundary. This includes \_\_\_\_\_\_\_\_\_, \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_, and \_\_\_\_\_\_\_\_\_\_\_\_\_\_.
6. Shapes fall into two distinct categories: **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** (or regular) and **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** (where the shapes are more free form).
7. When a shape **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**, we call it a form.
8. However, forms don't have to be three-dimensional shapes. They can also be implied through **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**, using techniques like light, shadow, and perspective to create the illusion ofdepth.
9. Texture is the **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**.
10. Or it can be **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** through illustration, suggesting that it *would* have texture if it existed in real life.
11. Balance is the **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** (more specifically, how much any one element attracts the viewer's eye). Balance can be affected by many things, including **\_\_\_\_\_\_\_\_\_\_**, **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**, **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**, and **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**.
12. **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** designs are the same or similar on both sides of an axis. They feel balanced because each side is effectively the same (if not identical).
13. **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** designs are different, but the weight is still **evenly distributed**. The composition is balanced because it calls attention to the right things.
14. Many people, including designers and photographers, use a strategy called the  **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**. This imagines your work area divided into a **3x3 grid**. The focal point of the image is placed on or near one of the **grid lines**, creating visual balance with the rest of the space.