**Space**

The area around, inside or between shapes or forms

- **Foreground**
  - The space that seems closest to the viewer.
  - Objects higher on picture plane seem farther away.

- **Background**
  - The illusion of depth on a flat surface. It has foreground, middle ground and background.

- **Middle Ground**
  - The space that seems far away from the viewer.
  - Objects that are closest to viewer are bigger than those in back.

**Texture**

The way a surface feels, or looks as it feels

- **Real**
  - The way something actually feels, e.g., rough, smooth, furry.

- **Simulated**
  - The way something looks as if it feels. The impression that a flat surface is 3-dimensional, e.g., the surface looks as if it is rough, but it is really flat.

**Line**

A path created by a moving point such as a pencil

- **Direction**
  - Diagonal, vertical, horizontal, curved

- **Width**
  - Thick, thin, heavy, light, big, small

- **Length**
  - Long, short

- **Focus**
  - Sharp, distinct, blurry, fuzzy

- **Texture**
  - Bumpy, smooth, rough