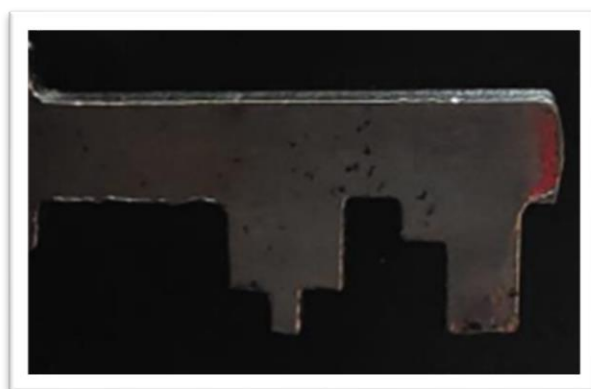
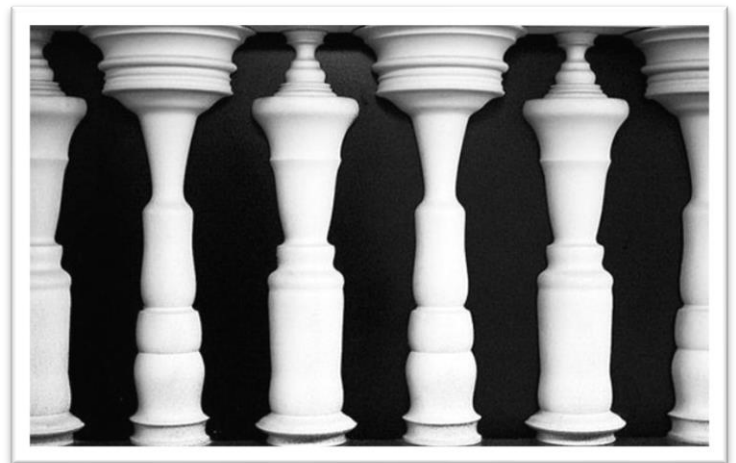
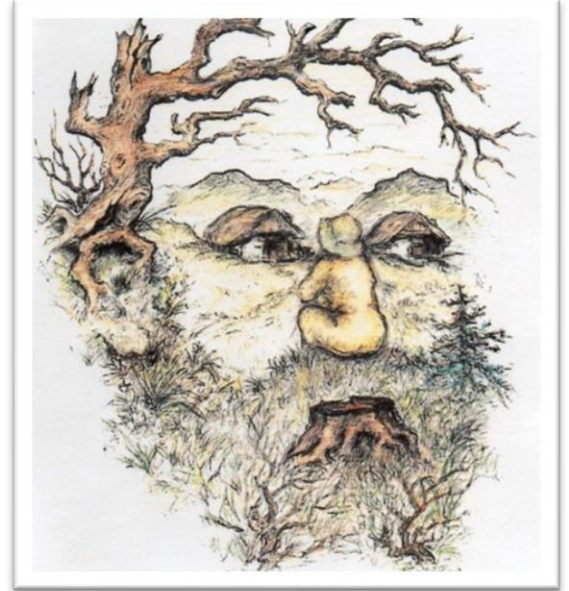


- 1) **FIGURED - GROUND:** For the relating to or denoting the perception of images by the distinction of objects from a background from which they appear to stand out, especially in contexts where this distinction is ambiguous.

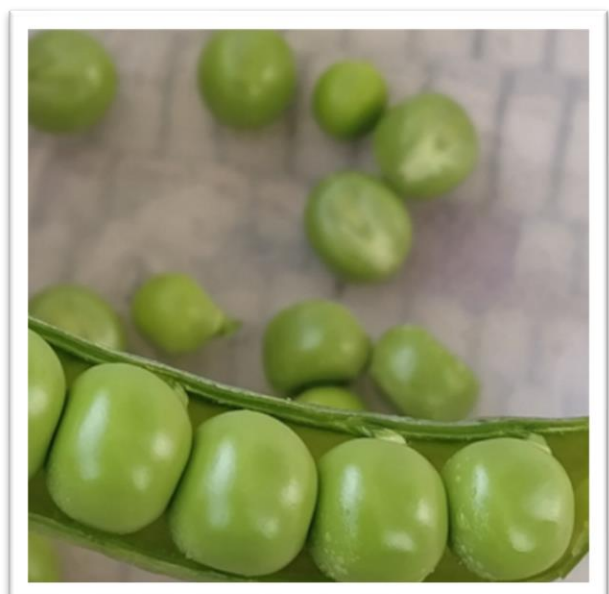


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2) **CLOSER:** This characteristic describes how we frequently mistakenly see incomplete or segmented objects as full or whole.



- 3) PROXIMITY:** The simple act of ensuring that related design elements are put close to one another is the principle of proximity. Items that are not related should be separated. A layout can be organized or given structure by placing elements close to one another, which shows that they are connected or have a relationship to one another and form one visual unit.



- 4) **SIMILARITY:** The simple definition of the principle of similarity is that when two objects share a visual trait, it is presumed that they are somehow linked. To be viewed as belonging to the same group, the items don't even need to be identical; they only need to share at least one distinguishing feature, like a similar colour, size, or form.

