length (1D size)		colour hue	
angle	//_	texture density	
curvature)))	texture pattern	₩ # /// 🕸
shape	+ ● ■ ▲	position (2D)	
area (2D size)	* * * *	depth (3D position)	
volume (3D size)		motion	.
lightness black/white		blur/sharpness	
colour saturation		containment	• •
transparency		connection	7.