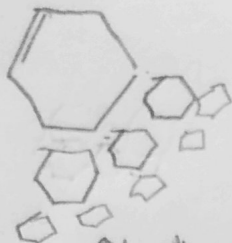
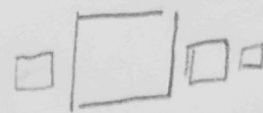


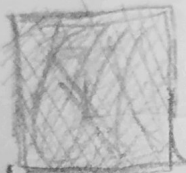
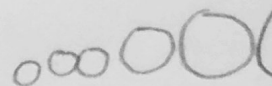
Point, line, Plane



Rhythm & Balance



Scale



texture

Blues



color

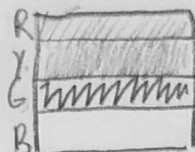
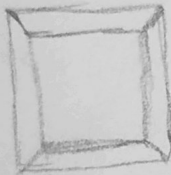
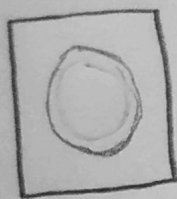
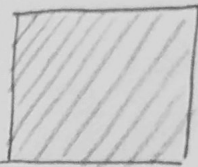
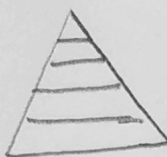


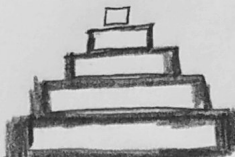
Figure & ground



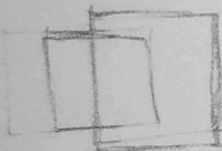
Framing



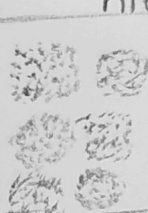
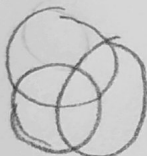
hierarchy



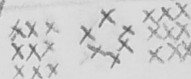
Layers



transparency



modularity

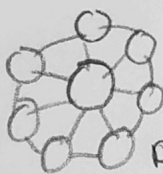
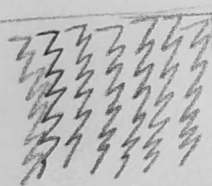


Grid

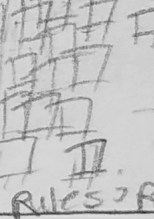
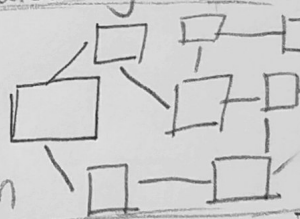


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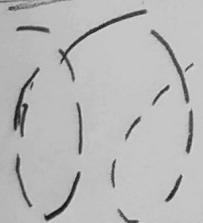
Pattern



Diagram



Rules & Randomness



time & motion

