

Texture:
 Texture refers to surface quality. Texture can be real or simulated - real texture can be seen and touched, simulated texture can't be interpreted by touching, it can only be seen.

Form:
 Form occurs when a 3-dimensional quality has been achieved in a shape. Form may be implied by the use of tone and or shadow, or it may be actually three dimensional

Shape:
 Shape describes a 2-dimensional area that is defined in some way. Shapes may be open or closed, positive or negative, and free form or geometric

Line:
 Line is a path that leads the eye through space and records movement. Line can enclose a shape. Line can express emotion

Color:
 Color (or hue) is the way the human eye perceives reflected light. A color wheel can explain the relationships that colors possess. Colors have a variety of attributes, including intensity, value and hue.

Value:
 Value refers to the light or darkness of a color.

Space:
 An illusion created through the use of overlapping, vertical location relative to horizon, value, amount of detail, size, use of vanishing points.

Elements of Art
 The elements form the basic vocabulary of visual design.