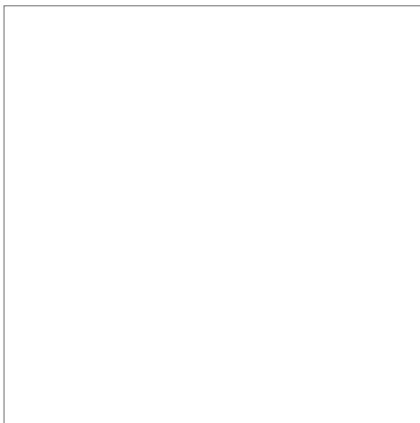
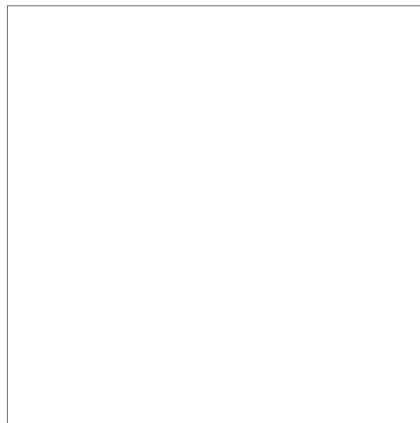

NAME THE LINE:

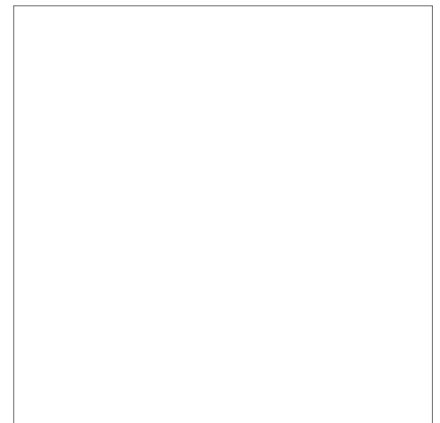
1. Below are three boxes. Create a different type of line for each box.
2. In the blank under the box come up with a name for that line that describes it.



1. Name that line



2. Name that line



3. Name that line

COLOR WHEEL:

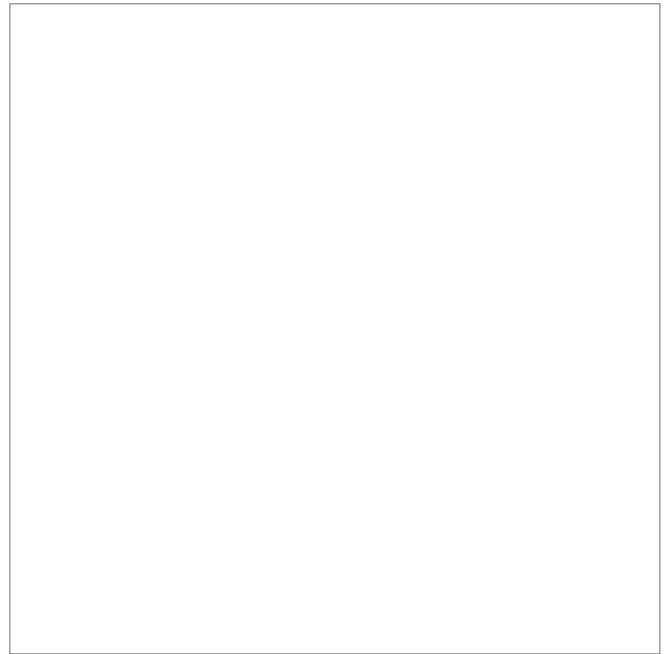
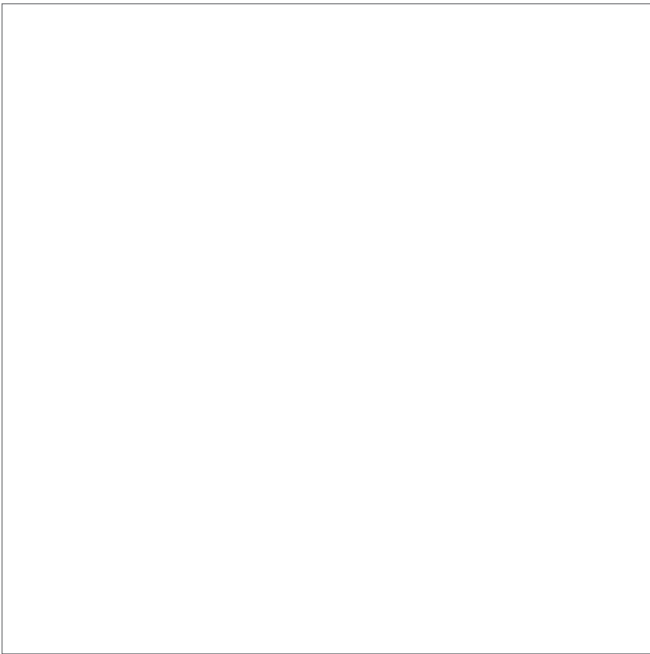
Create a color wheel. Be sure to include the primary, secondary and intermediate colors.



CREATE A SHAPE:

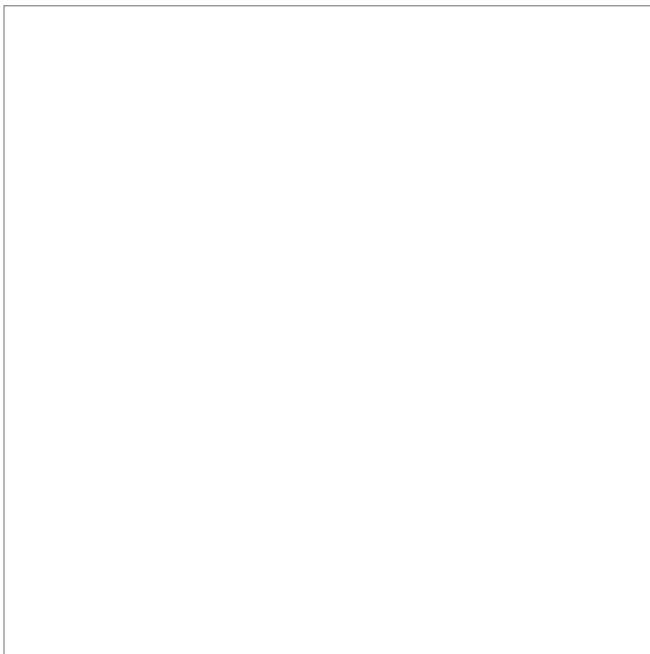
In box 1 create a design with Geometrical Shapes

In box 2 create a design with Organic Shapes

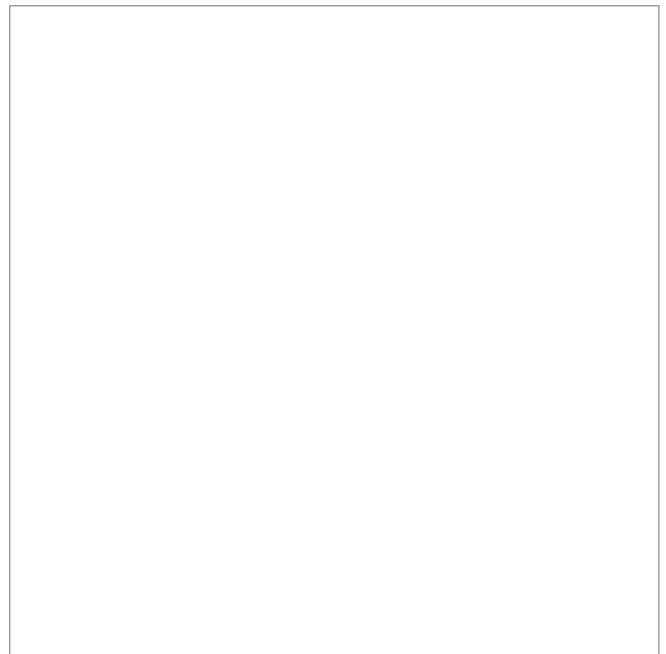


CREATE TEXTURE:

Create different types of textures in the boxes below. Explain what the texture is at the bottom of each box.



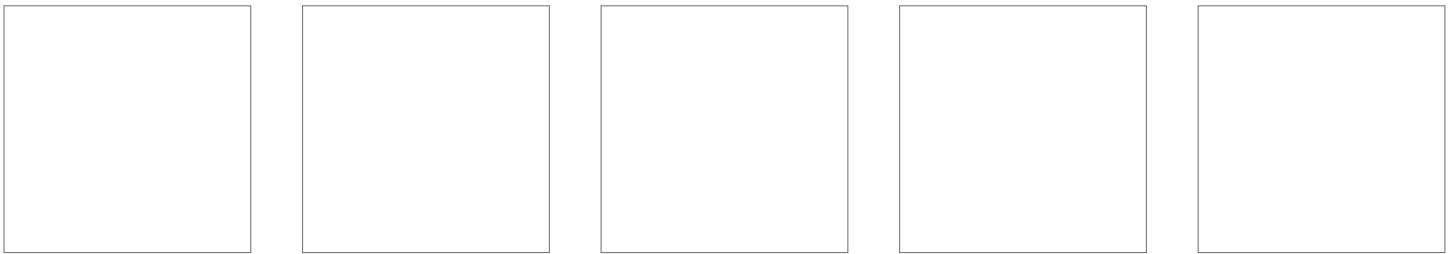
1. Describe your texture



2. Describe your texture

CREATE A 5 VALUE, VALUE SCALE:

Beginning with the box on the right leave it blank, it will be the lightest value of the value scale. The box on the far left will be the darkest value, so shade it in completely black. The three remaining shade in to show a gradual change from the lightest to the darkest.



Five empty square boxes are arranged horizontally, intended for shading to create a value scale from darkest (left) to lightest (right).