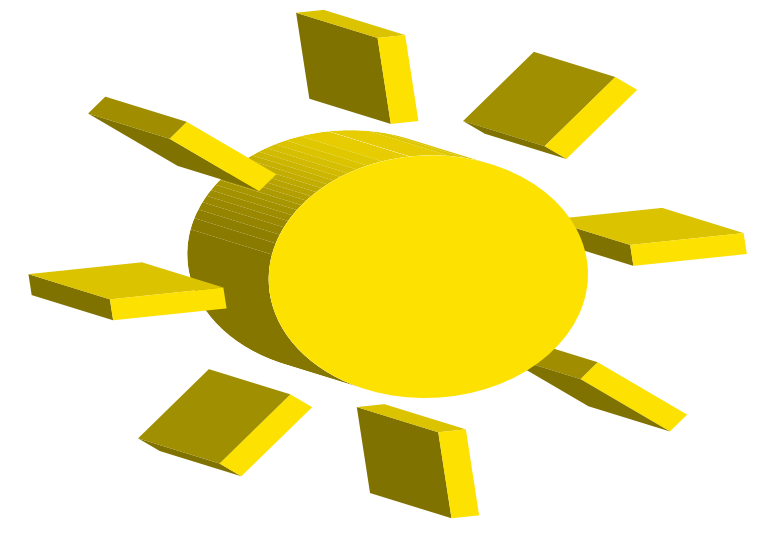
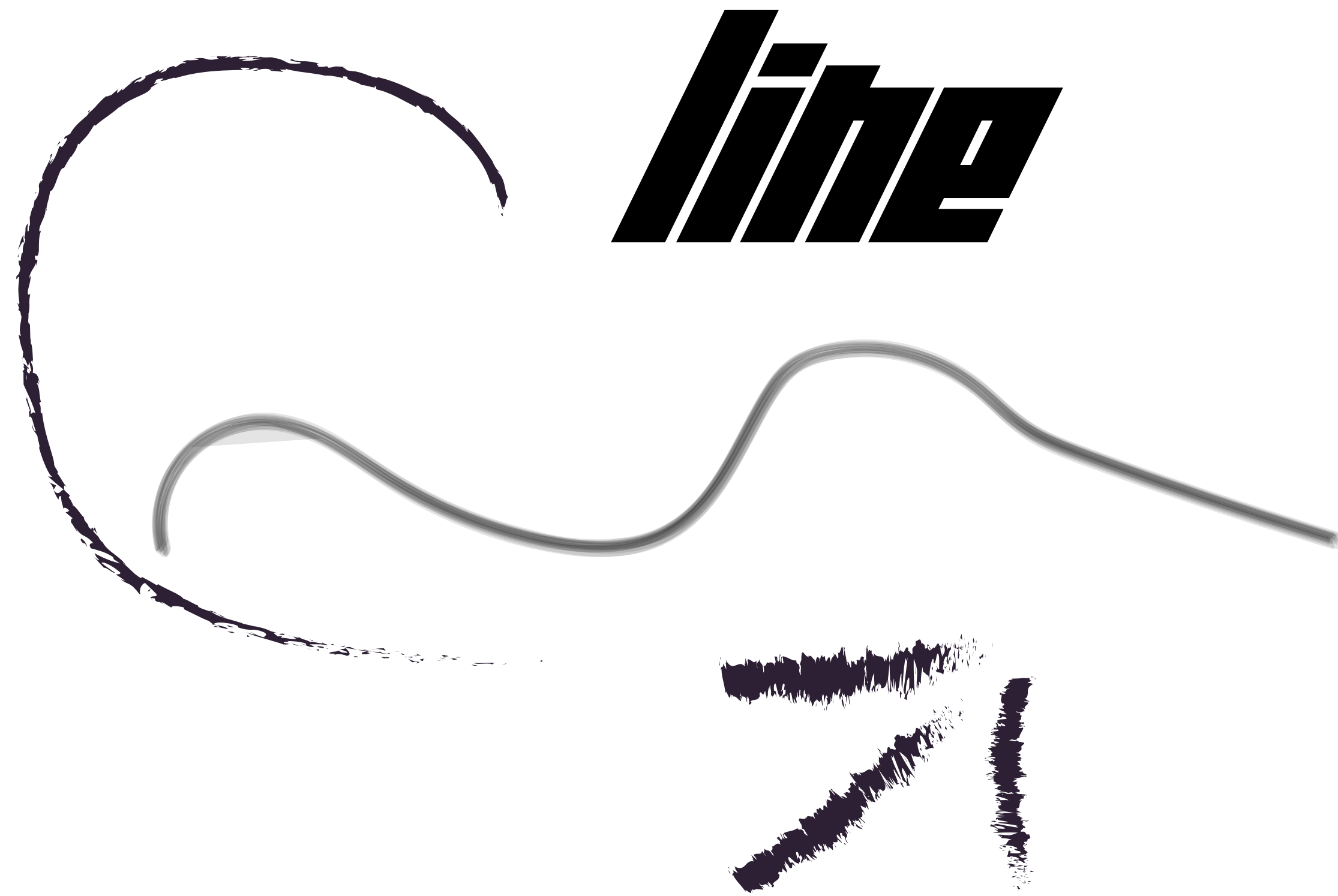
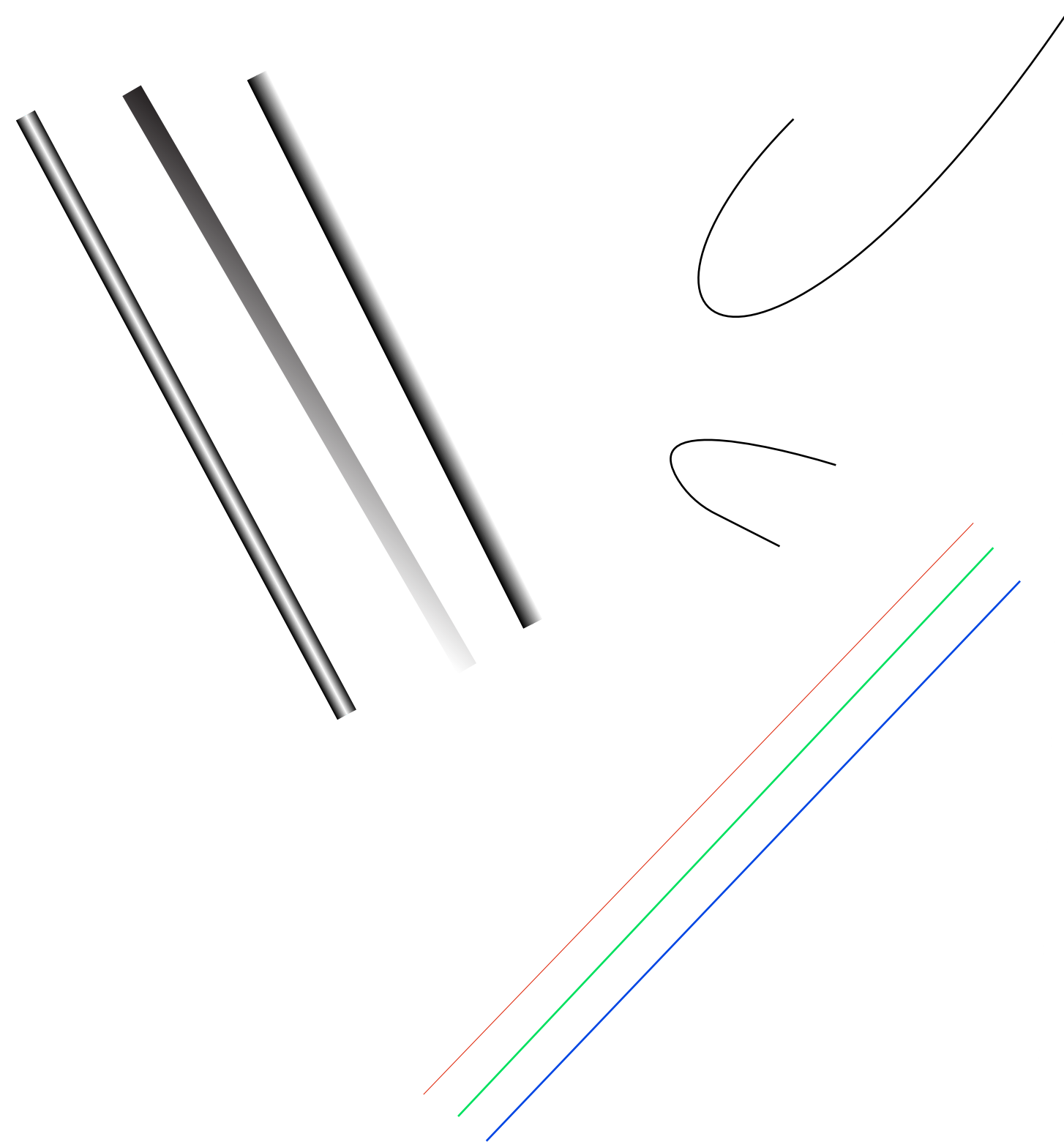


**design** is a **sense**  
of purpose or an **IDEA** of total



***line***



***line***

**PEN**

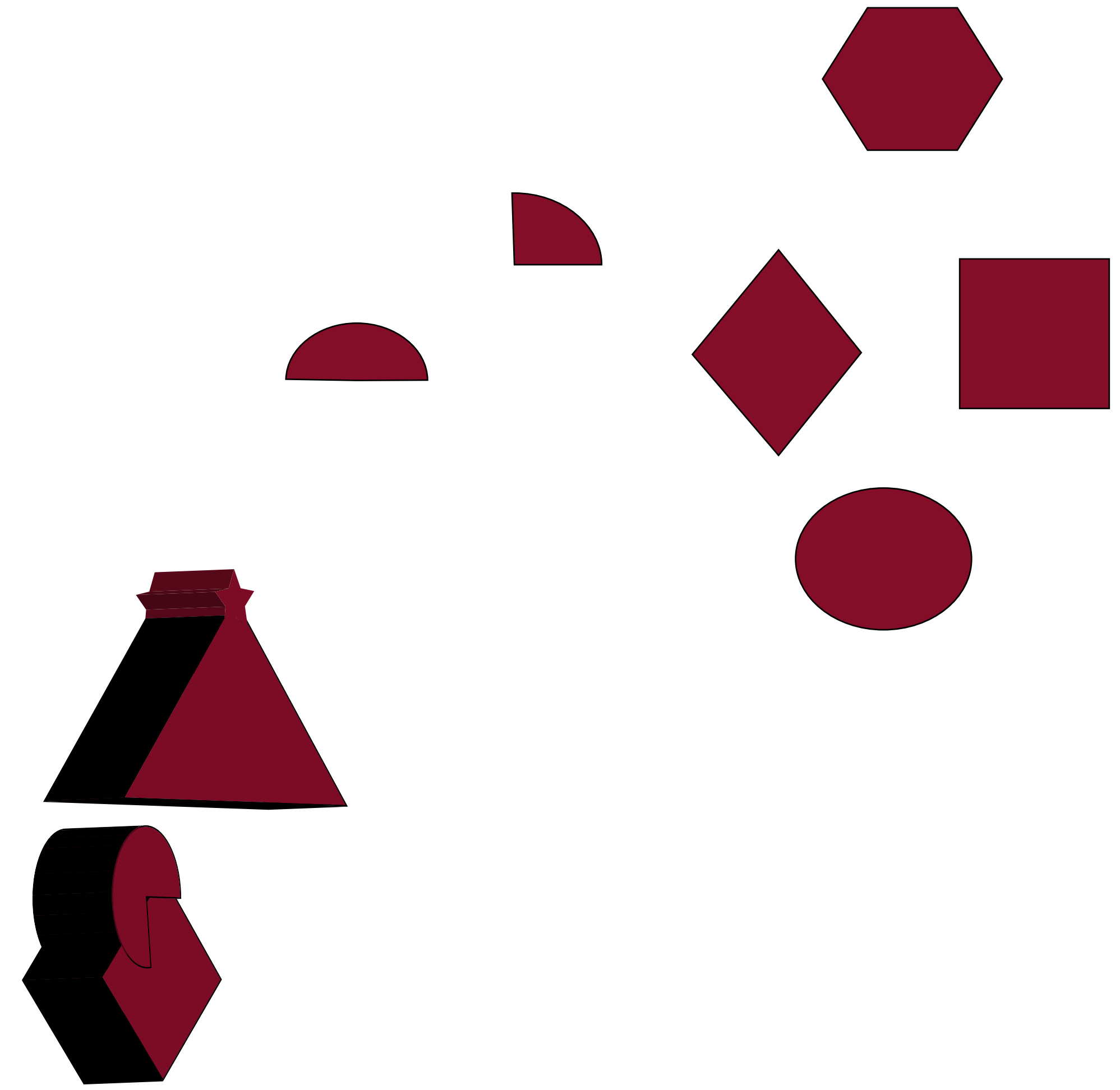
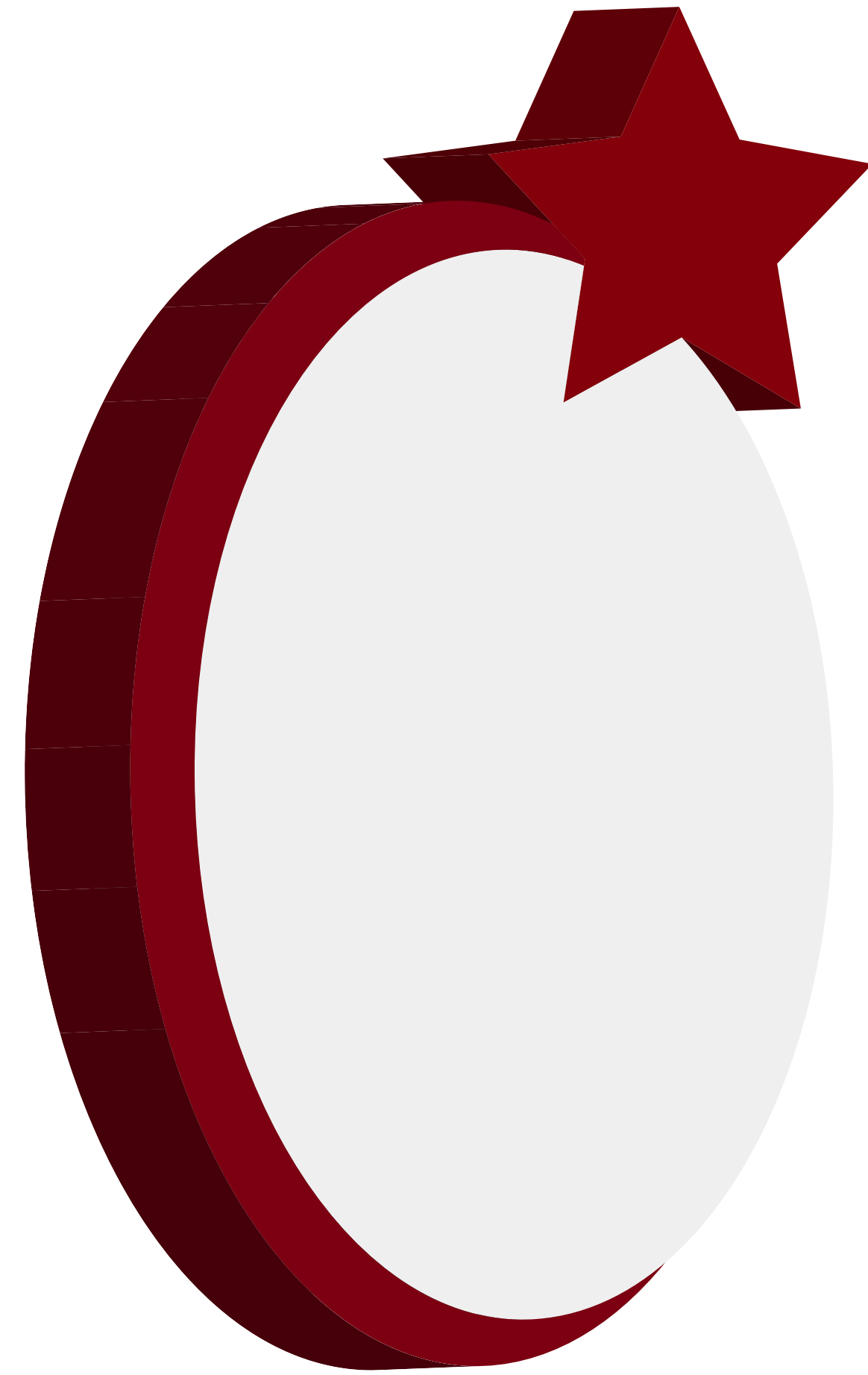
***diagonal***  
***horizontal***  
***vertical***  
***curved***  
***wavy***

Oscar Correa

**the paint brush is a freeform tool.**



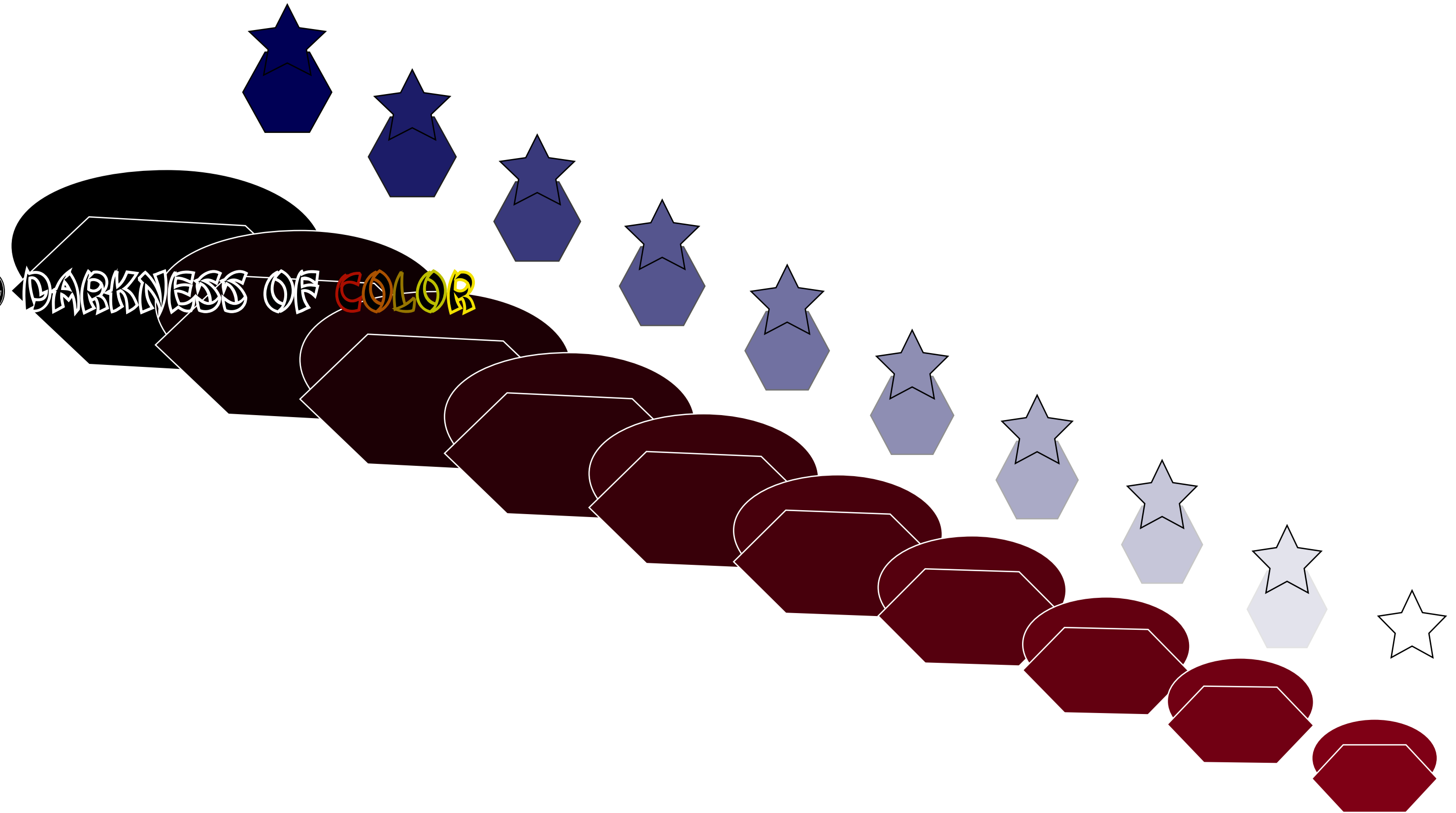
# SHAPE AND FORM.



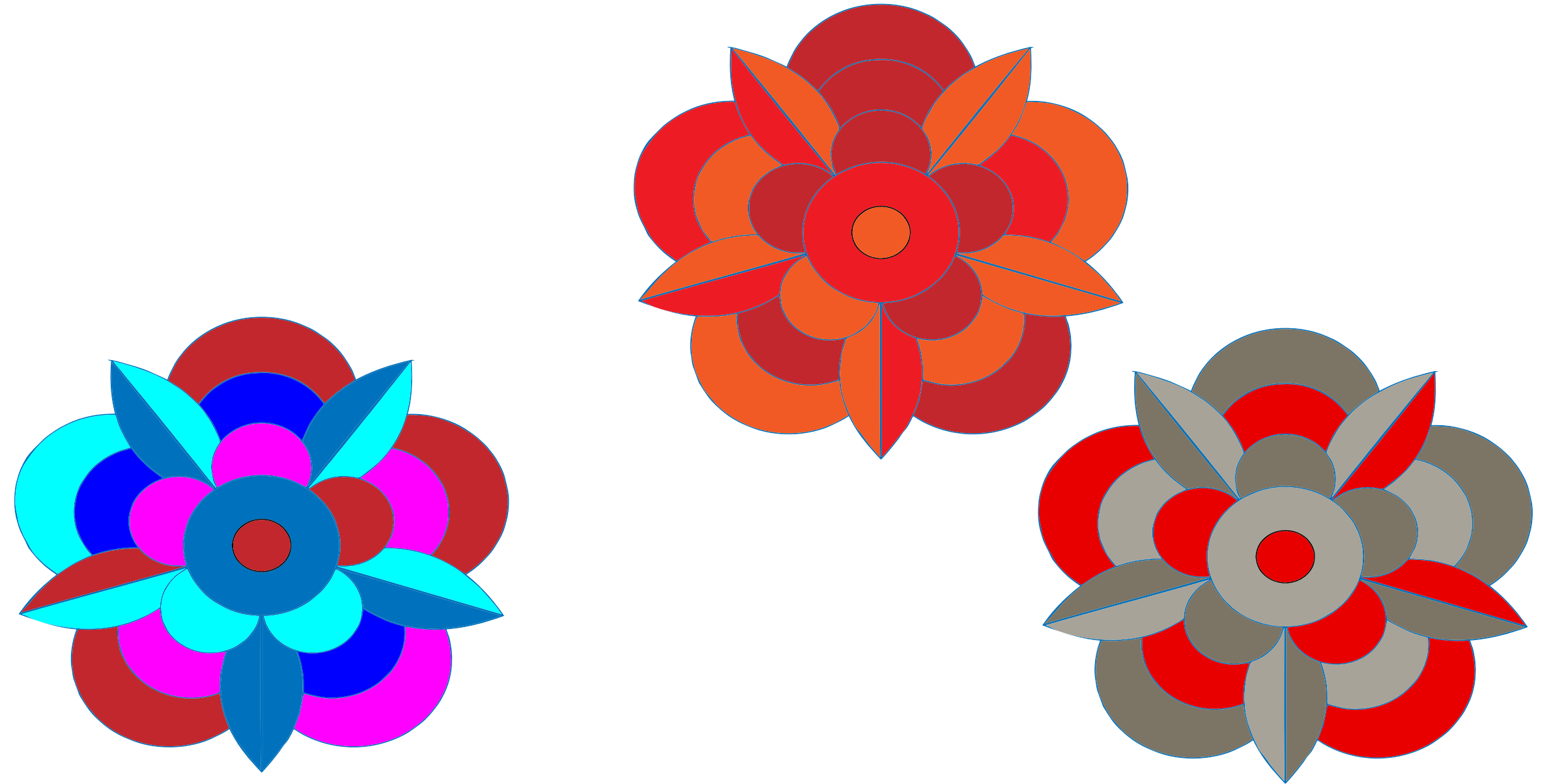
*geometric* - any shape with dimensions  
*organic* - is any closed path  
shape is 2d width+ height... form is 3d

# VALUE

VALUE IS THE LIGHTNESS, AND DARKNESS OF COLOR



# Color



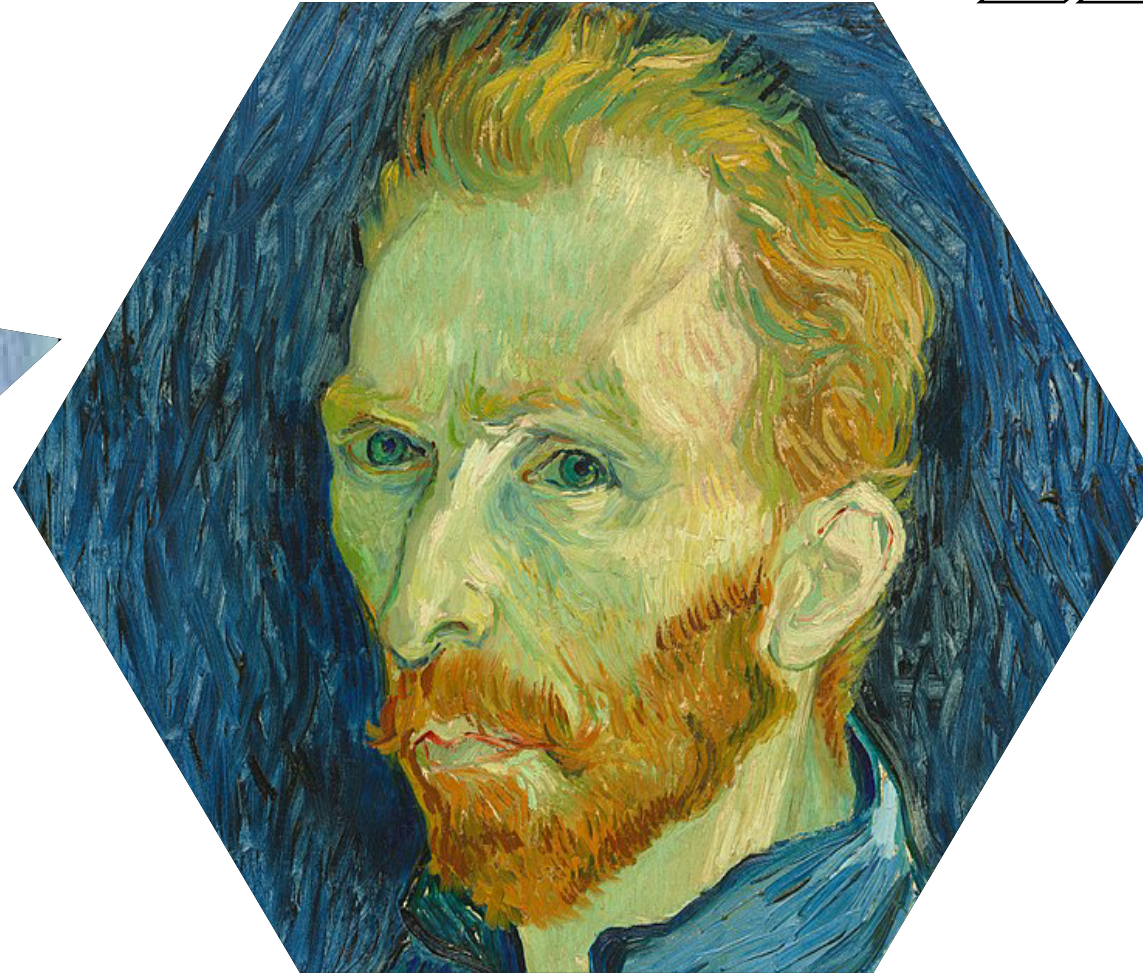
hue - location in spectrum

value - lightness and darkness of color

intensity - prescense of light in color

**VALUE**

*Texture.*



**THESE ARE VAN GOH'S PAINTINGS, HE IS KNOWN AS 'THE MASTER OF TEXTURE.'**

***types of texture,***

real- photography, scale models, anything you can touch

implied- computer generated. simulated

SPURE!

