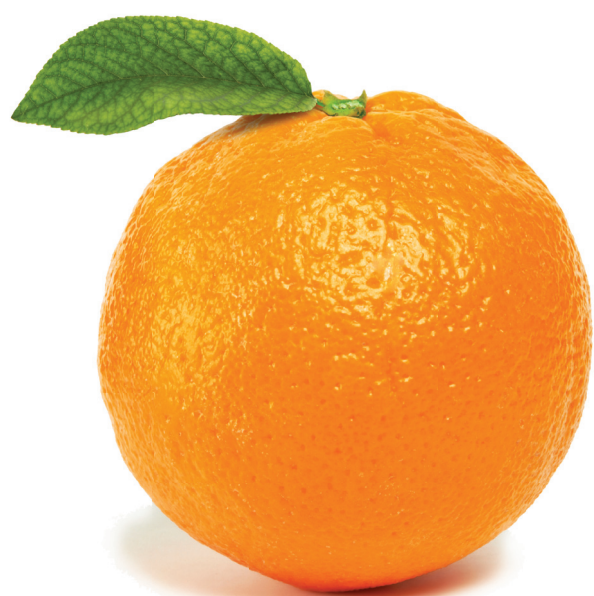


Texture

The way a surface feels, or looks as if it feels



REAL

The way something actually feels, e.g., rough, smooth, furry.

SIMULATED

The way something looks as if it feels. The impression that a flat surface is 3-dimensional, e.g., the surface looks as if it is rough, but it is really flat.

Line

A path created by a moving point such as a pencil



DIRECTION

Diagonal, vertical,
horizontal, curved



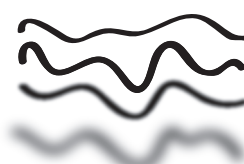
WIDTH

Thick, thin,
heavy, light,
big, small



LENGTH

Long, short



FOCUS

Sharp, distinct,
blurry, fuzzy



TEXTURE

Bumpy, smooth,
rough

