Across
3. Actual texture.
5. Colors directly across from each other on the color wheel.
7. Two-dimensional enclosure of space.
8. Three-dimensional enclosure of space.
10. The visual path of a moving point.
11. Colors of three hues placed at equal distance around the color wheel.
15. The use of an element over and over again.
16. The surface quality of an object.
17. Balance where separate identical parts spread out from a central hub.
18. Visual movement of the eye throughout the design.
21. Too much or too many.
22. Colors of the four hues positioned at the quarter points around the circumference of the color wheel.
23. Lightness or darkness of a hue.
25. Balance that is not created by duplicating mirror image halves.
26. Use of multiple elements, no two are alike.
27. Central place of visual interest within a design.

Down
1. Color scheme using values of one hue.
2. The 'size'; 'fit' relationship of parts to the whole within the design.
4. Balance that is created by mirror images.
6. Expanse of a space that is filled or occupied.
9. Brightness or dullness.
13. Expanse of space that is not filled or occupied.
14. Colors that are adjacent on the color wheel.
19. Size compared to something constant in our world.
20. The name of a color.
24. Can be radial, symmetrical or asymmetrical.