of the parts and in the amounts used. A design composed entirely of straight lines can become a compelling unit if the spaces between the lines are considered as another element and treated with the same importance as the lines. Varying the widths of the lines will add a new impact to the design and if color is used still another effect will occur.

The range of design possibilities is endless; one new discovery leads to other experiments in the same direction. Nothing is ever finished; there is always some other way in which a design problem can be solved. Using the elements in countless experiments will give one a thorough understanding of their properties just as experimentation with materials gives knowledge of their uses.

Illusion

The trompe de 1° oeil, the fooling of the eye occurs frequently through accidental means. While one looks intently at a black and white design one can suddenly become aware of a shifting in the parts of the design, that is, the eye sees one part become first positive and then negative. Perhaps the best known example of illusion is the railroad track that seems to merge to a point on the horizon line. Our mind knows that actually the tracks are parallel to one another but our eye sees them gradually come together in the distance. Intentional illustron in a design can put a point across to the observer in a more forcible way if it is treated with comprehension. Actually it adds the quality of motion to static forms, by parts seeming to move visually or to become