

6. Dimensional Perception Preferences

1. **Figure-Ground Relationship:** What is the value of a designer understanding the difference between figure & ground?
2. Find an example that does not consider **Orientation Sensitivity**. Explain.
3. What is an oblique line?
4. Give a personal account of something that you perceive as **Three-dimensional Projection**. Explain.
5. What is the bias in **Top-Down Lighting Bias**? Explain.
6. Explain how a copier/printer utilizes **Visibility** to make the machine user-friendly.
7. Explain how a web site utilizes **Wayfinding**.

Test Guidelines

- Start with the text book, *Universal Principles of Design*
- Answer according to your understanding of the tested principles
- Refer to text, class notes, and additional research might be required.
- Grades are based on student's ability to demonstrate a thorough understanding of the design principle and not copying definitions from the text or web.
- Each test is worth 100 points and will be graded for accuracy as described in assigned text and referenced materials, and a demonstration of understanding.
- When an original image is requested, this means a photo taken and submitted by the student and not copied from a web page or taken from textbook.

Save completed test with your name & course number as file name and email to scott@utdbox.com for credit. Grades will be posted on UTD Orion. Student is allowed to resubmit test to improve grade.