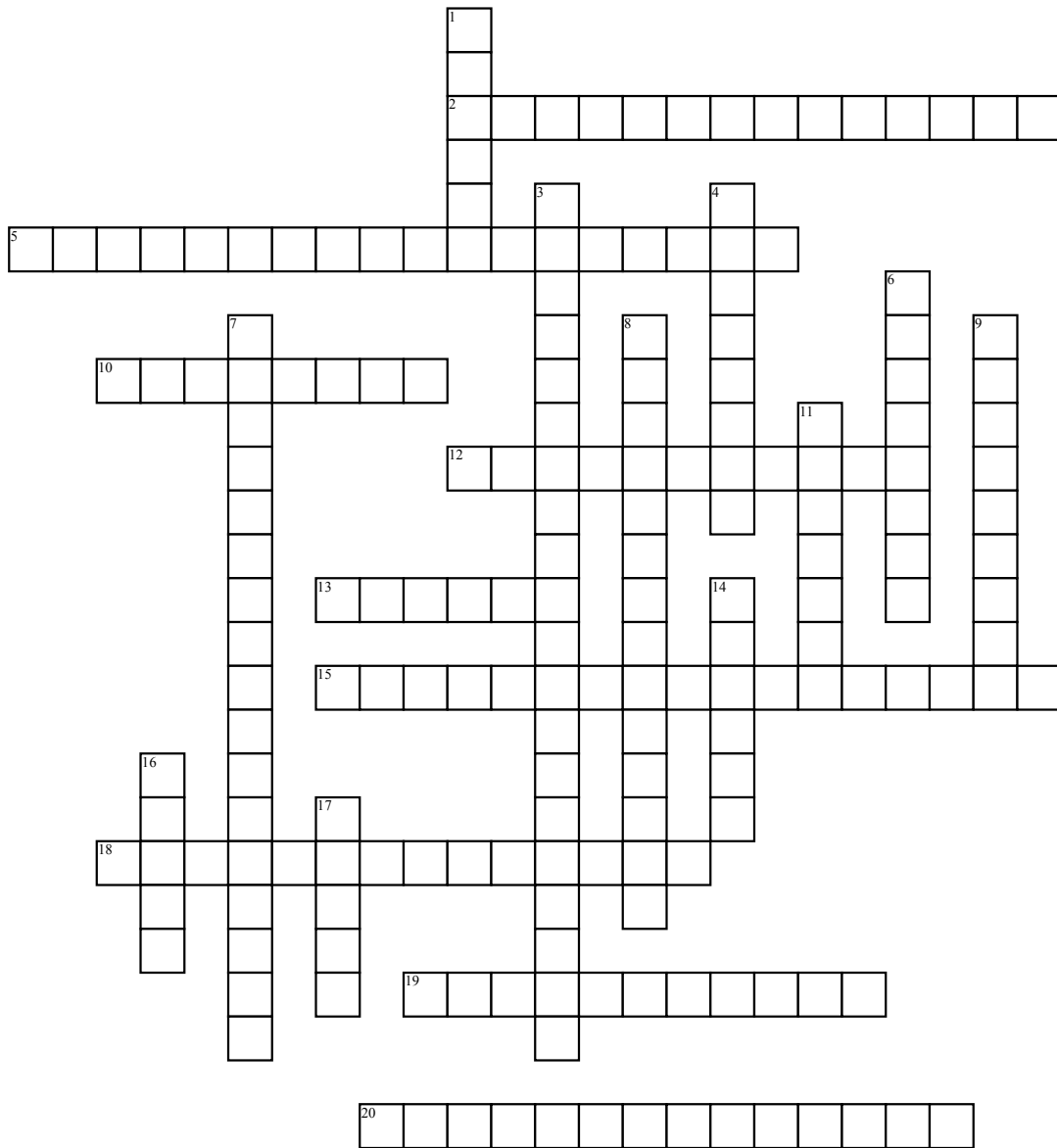


Graphic



Across

2. Message-Send-Recieve and understand
 5. Printing without taking contact with the substrate
 10. The mechanical transfer of an image to a substrate usually requiring a image carrier
 12. computer graphics images
 13. The directional flow of an graphic image
 15. Quick way to record your ideas
 18. Stencil image carrier

19. Printing from a flat surface/ image carrier

20. Printing from raised areas of the image carrier

Down

1. a simulation of the product
 3. The exchange of information in a visual form
 4. Printing from a lowered or sunken area of the image
 6. The most basic form of matter
 7. A series of steps that help you to think of ideas and develop them into useful products or solutions

8. Printing through openings in the image carrier

9. simple experimental model of a proposed solution used to test or validate ideas

11. Elements are positioned in a way that they appear to be balance

14. What we can see

16. Creating a point of emphasis within a graphic image

17. When elements look like they belong together