

Amy Good Job! your baseline shift and horizontal scale are off but everything else looks good. 16/20

S<sup>pace</sup>

space

- kerning .

h<sup>i</sup>g<sub>h</sub> h<sub>l</sub>i g<sup>h</sup>t

baseline shift

Space available

wide load

limited space available

horizontal scale

-Tracking.

Tall

A different *SLANT*

Short

skew

vertical scale