Gestalt Principles:

Proximity:
The images in the slider are grouped together horizontally at distance that makes us aware of the fact that they are related yet independent. The two links on my Home page are also listed under one another in close proximity- allowing the user to know intuitively that there are two pages this pages can take you two.

Similarity:
I do not believe I maximized my use of this principle in my design. However, although my home buttons as well as my other 2 links are the same font and color. Giving the user the indication that they can click on the button to get some sort of effect.

Continuity:
The use of the slider we implemented in class is a good example of continuity. We perceive all the small images to be connected to one slider full of images instead of independent photos that we can move around.

Closure:
I do not believe I used an example of closure. Perhaps if I used two rectangle shapes behind one another as an icon for picture preview: that would be an example of closure where we “stack images behind each other”.

Symmetry:
The slider part, sliding over the big images, gives us an extra dimension to the page. We don’t look at the page. We brake the images down in our head as a rectangle running across a square.

Figure/Ground:
In my experience, I saw the small images on the slider before I focused on the big image in the background (or at least what I perceive to be the background). Also I believe that this technique is used when clicking on a new images and it loads up in the background- taking your focus to the new image instead.

Common fate:
The only moving parts on our web app is the slide. The common fate principle states that if entities move together we place them and group them together in our mind. So I guess these images group together in my mind as relating to some trip or someone (i.e. the images are related to one another in some way...)