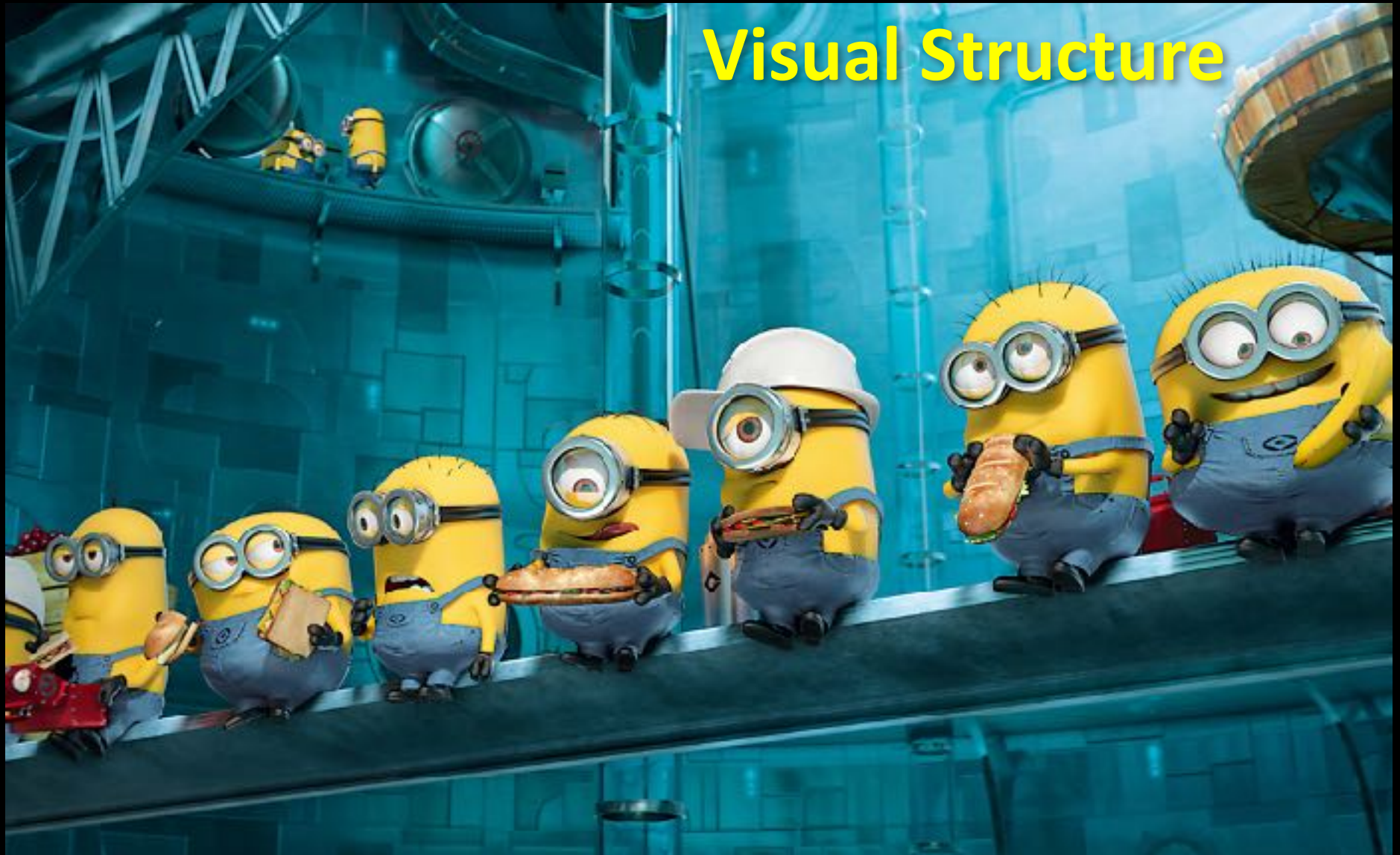


Visual Structure



Today...



LINE...



SHAPE...



MOVEMENT...

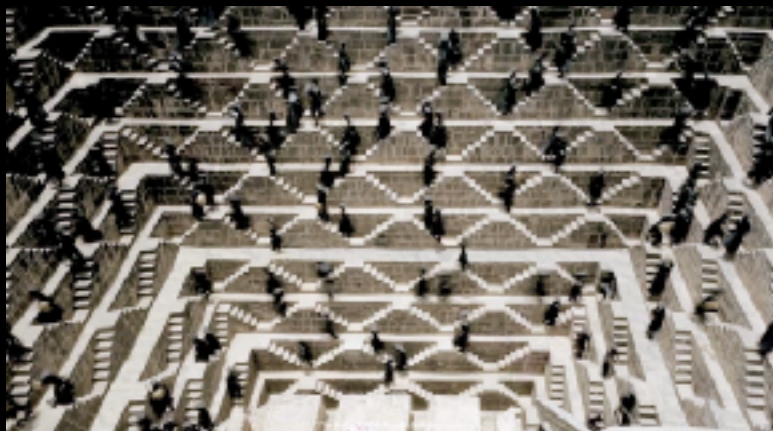


Selfies













Tops

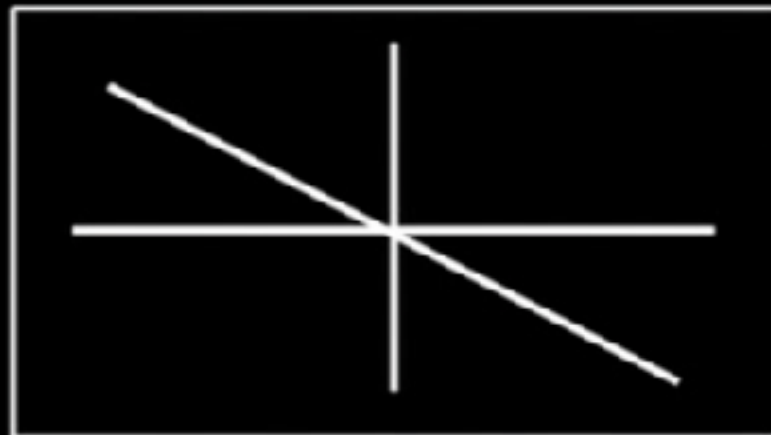
Charles & Ray Eames (1969)
Music by Elmer Bernstein

- Story structure?
- Point-of-view?
- Basic visual components?

Tops

- Story structure?
- Point-of-view ?
- Visual components?

LINE



LINEAR MOTIF

AN IMAGE REDUCED TO SIMPLE LINES / SHAPES



"Punch Drunk Love" ©2002 Columbia Pictures

CASE STUDY IN LINEAR MOTIF:



LINES AND INTENSITY

LINES AND INTENSITY



HORIZONTALS TEND TO BE THE LEAST INTENSE

LINES AND INTENSITY



HORIZONTALS TEND TO BE THE LEAST INTENSE



VERTICALS ARE MORE INTENSE

LINES AND INTENSITY



HORIZONTALS TEND TO BE THE LEAST INTENSE



VERTICALS ARE MORE INTENSE



DIAGONALS TEND TO BE THE MOST INTENSE



"Funny People" ©2009 Universal Pictures

"FUNNY PEOPLE"

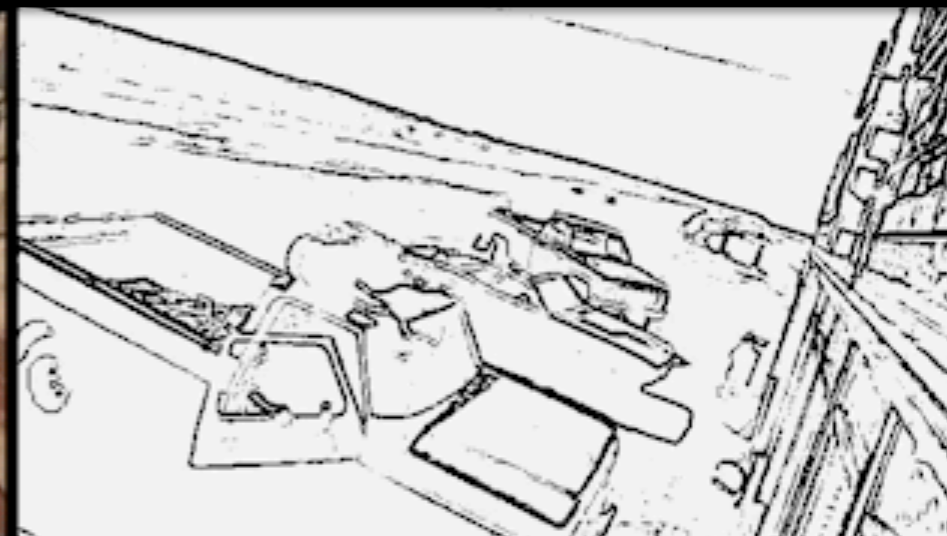


"Funny People" ©2009 Universal Pictures

CASE STUDY: CONTRAST OF LINE







Today...



LINE...



SHAPE...

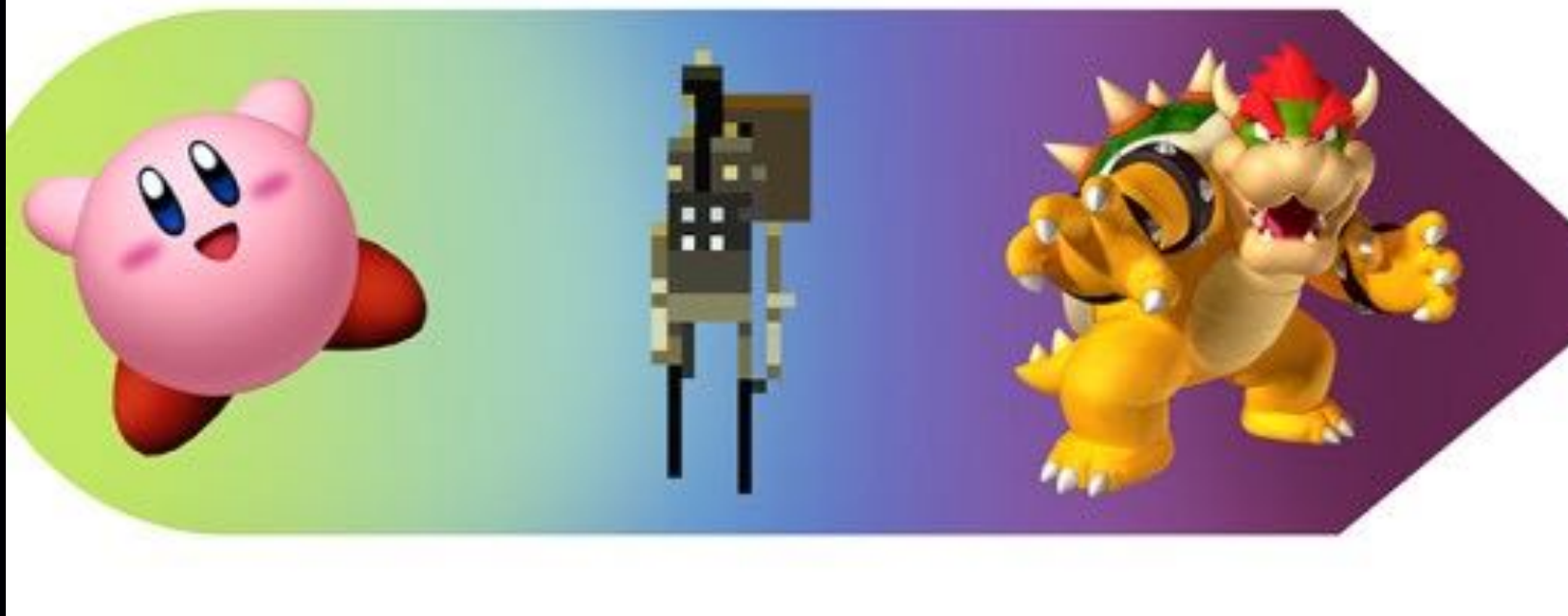


MOVEMENT...

SHAPE



Psychology of Shapes





Psychology of Shapes



Disney



ELLE

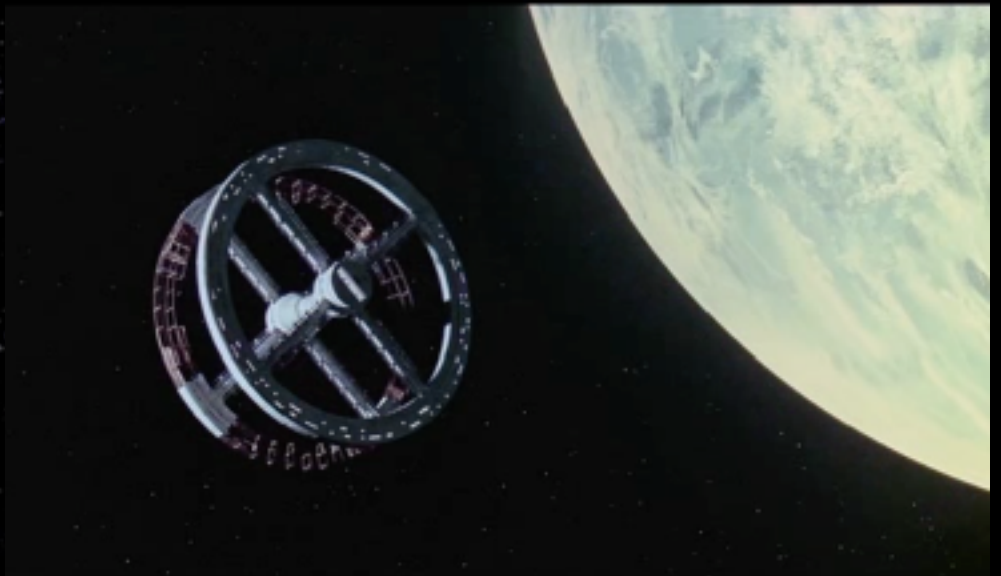


ANTHRAX





"The Empire Strikes Back" ©1980 Twentieth Century Fox



"2001" ©1968 Warner Bros

CASE STUDY: CONTRAST OF LINE / SHAPE



CASE STUDY: CONTRAST OF LINE / SHAPE



MUSIC
BOX
FILMS

Today's agenda...



LINE...

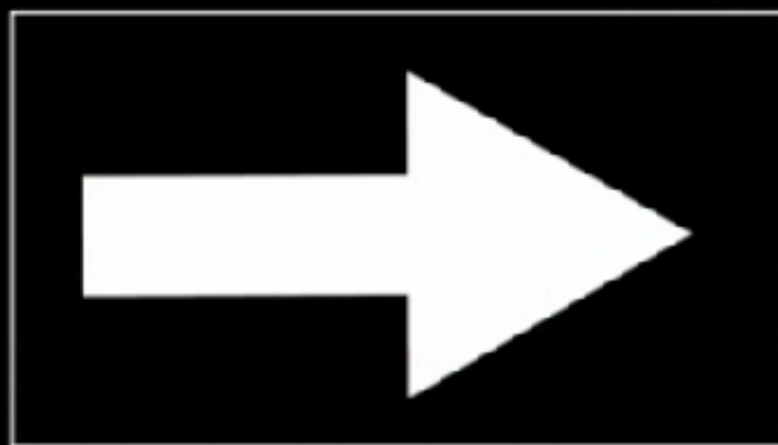


SHAPE...



MOVEMENT...

MOVEMENT



3 TYPES OF MOVEMENT

Object

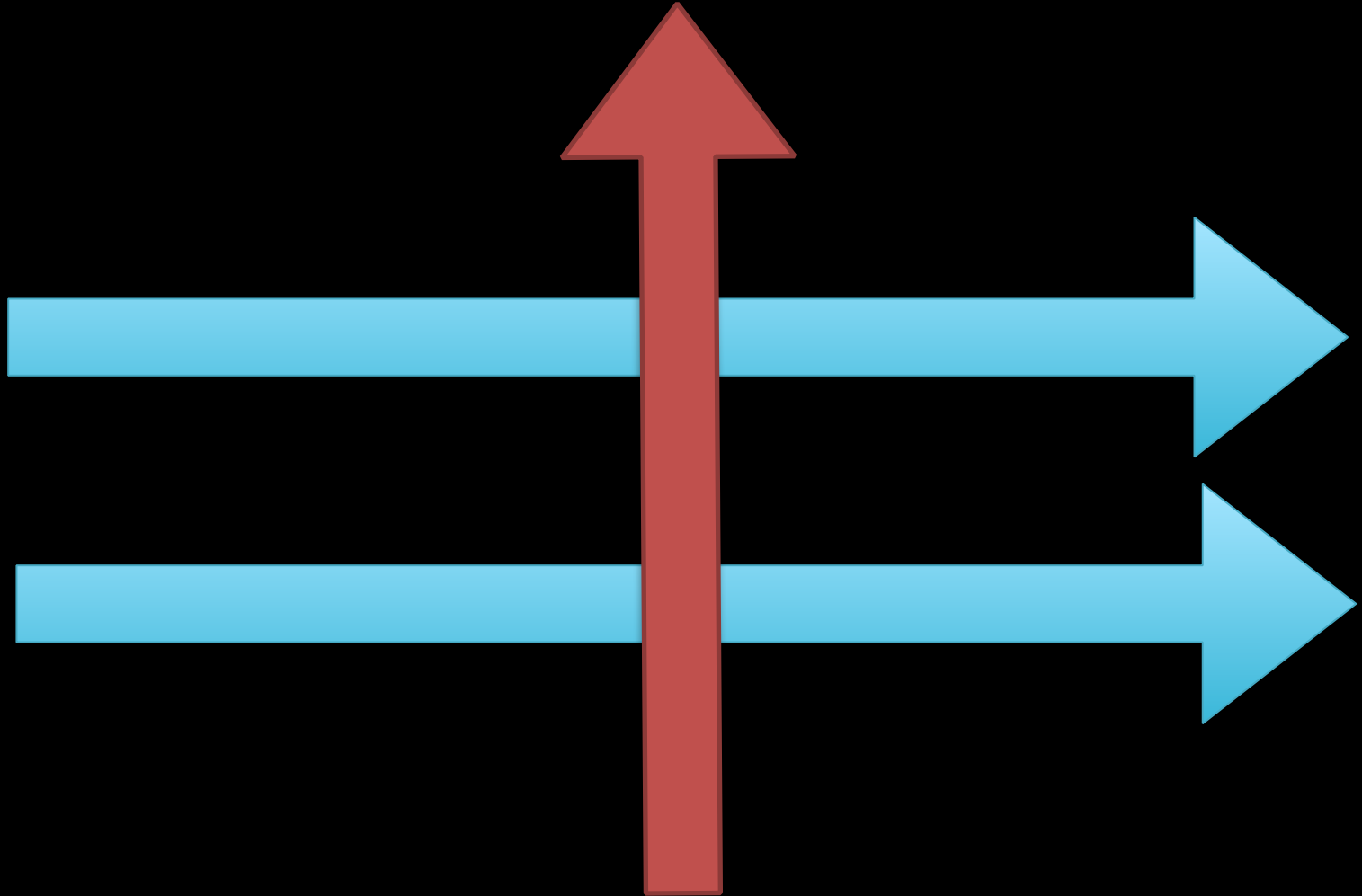


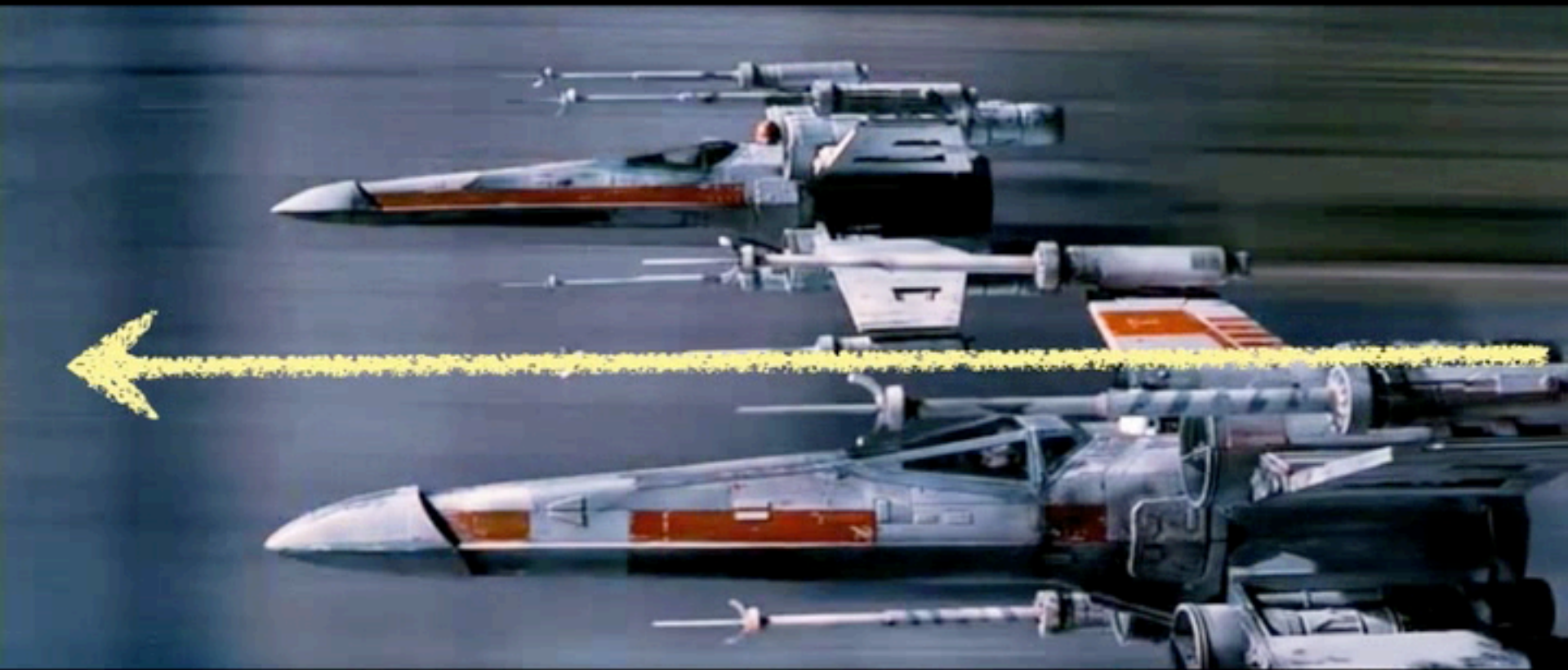
Object



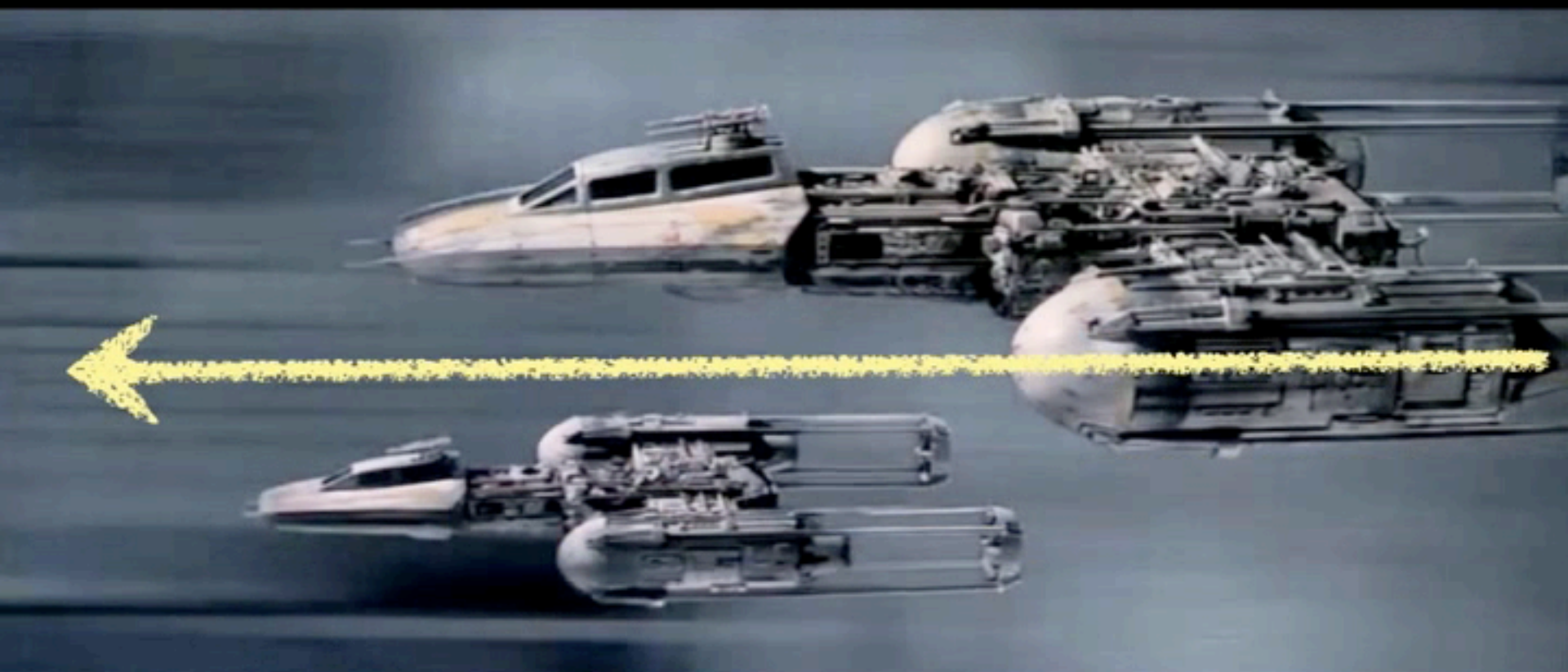
Affinity of Movement

Contrast of Movement

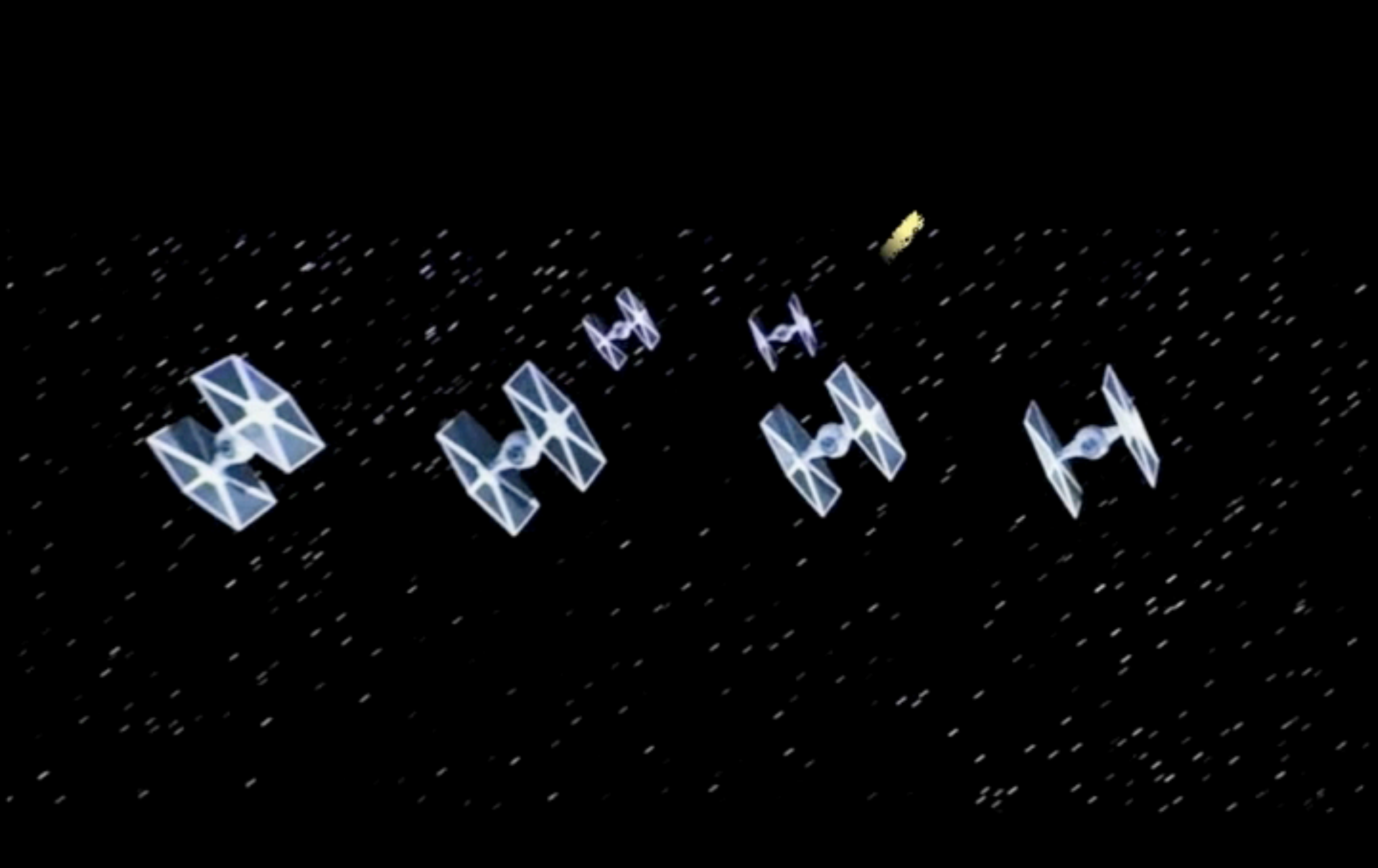




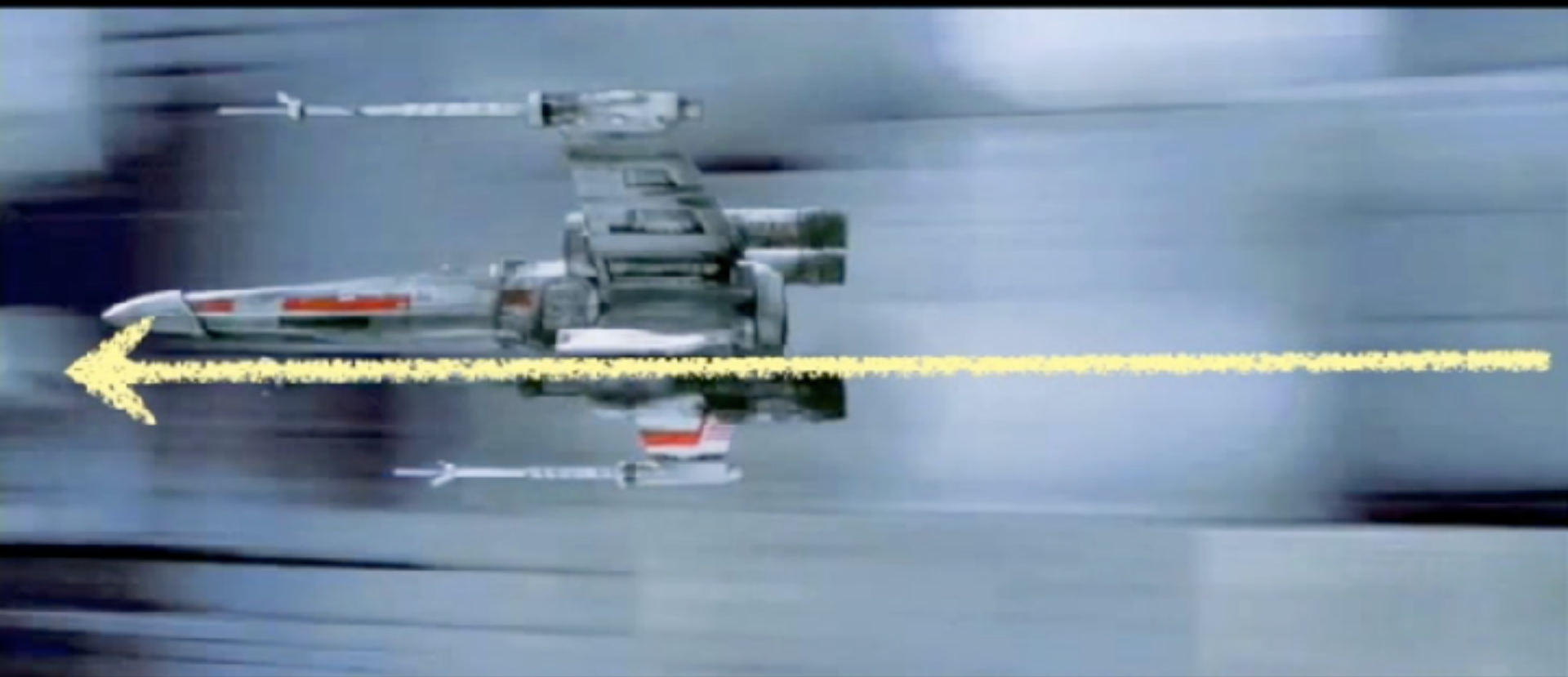
"Star Wars" ©1977 20th Century Fox



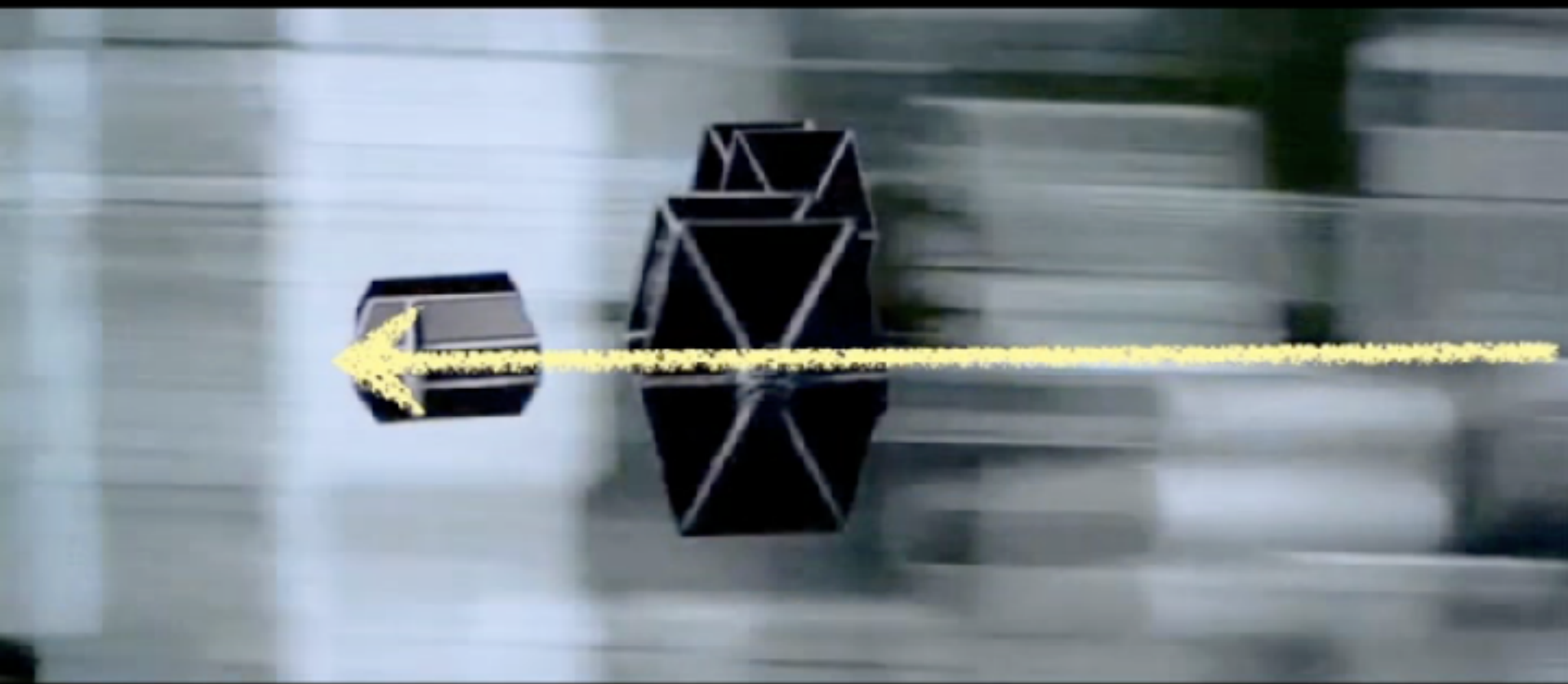
"Star Wars" ©1977 20th Century Fox



"Star Wars" ©1977 20th Century Fox



"Star Wars" ©1977 20th Century Fox



"Star Wars" ©1977 20th Century Fox



"Star Wars" © 1977 20th Century Fox



"Star Wars" ©1977 20th Century Fox

② CAMERA MOVEMENT

STATIC SHOT = LEAST INTENSE

③ POINT OF ATTENTION

WHERE IS THE AUDIENCE LOOKING?

Satoshi Kon





Individual Assignment

- 10 (or more) slide PowerPoint
- Many video game critiques analyze game play and storytelling when reviewing games. Not many address the visual components and how they may or may not increase ones engagement, other then referring to them as great graphics.
- Pick a video game or film or animation and discuss the visual components. Show and analyze if they work or don't work as to whether they help tell the story or enhance the game play.
- Make distinctions between using visual imagery to tell the story versus simply pretty, high-quality graphics.
- Use the concepts of CONTRAST&AFFINITY, SPACE, LINE, SHAPE, MOVEMENT from in-class lectures to inform your observations.
- The deliverable is a PPT of 10 pic/screenshots and brief text to tell us what components they represent.
- We will randomly pick someone to show their stuff in class.