

## Composition Techniques

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## Computer Graphics & Design 1

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## Composition Techniques

Contrast/ Harmony

Stability/ Instability

Symmetry/ Asymmetry

Regularity/ Irregularity

Simplicity/ Complexity

Unity/ Fragmentation

Economy/ Luxury

Understatement/Exaggeration

Predictability/ Spontaneity

Activeness/ Stasis

Subtlety/ Boldness

Neutrality/ Accent

Transparency/ Opacity

Consistency/ Variation

Accuracy/ Distortion

Flatness/ Depth

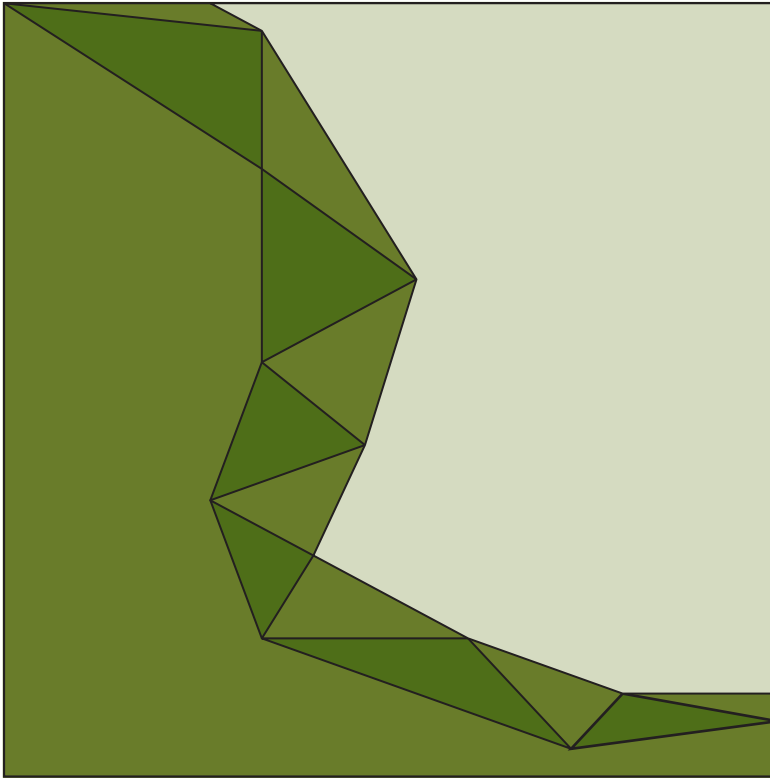
Singularity/ Juxtaposition

Sequentiality/Randomness

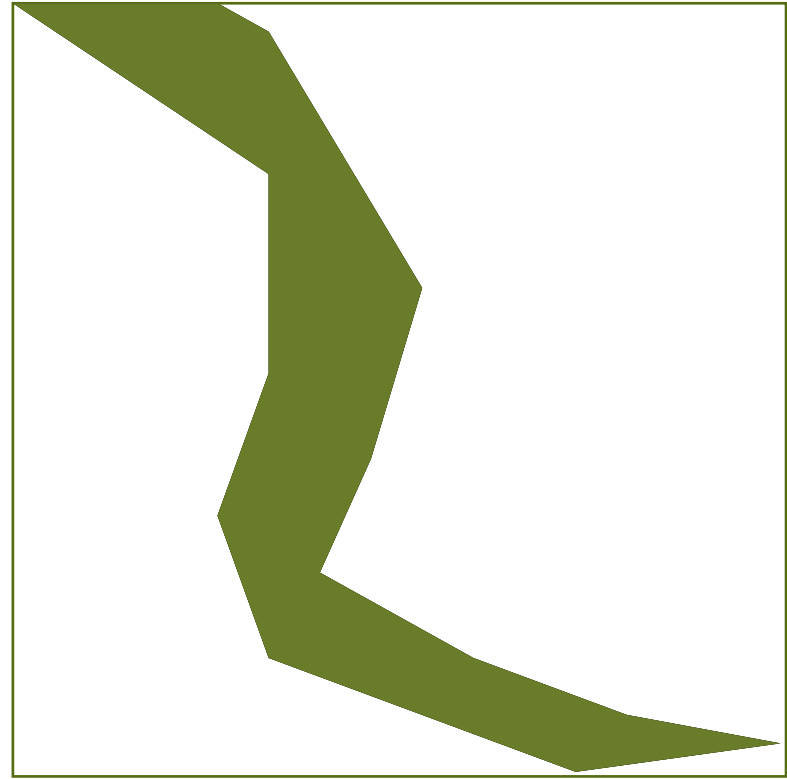
Sharpness/ Diffusion

Repetition/ Episodicity

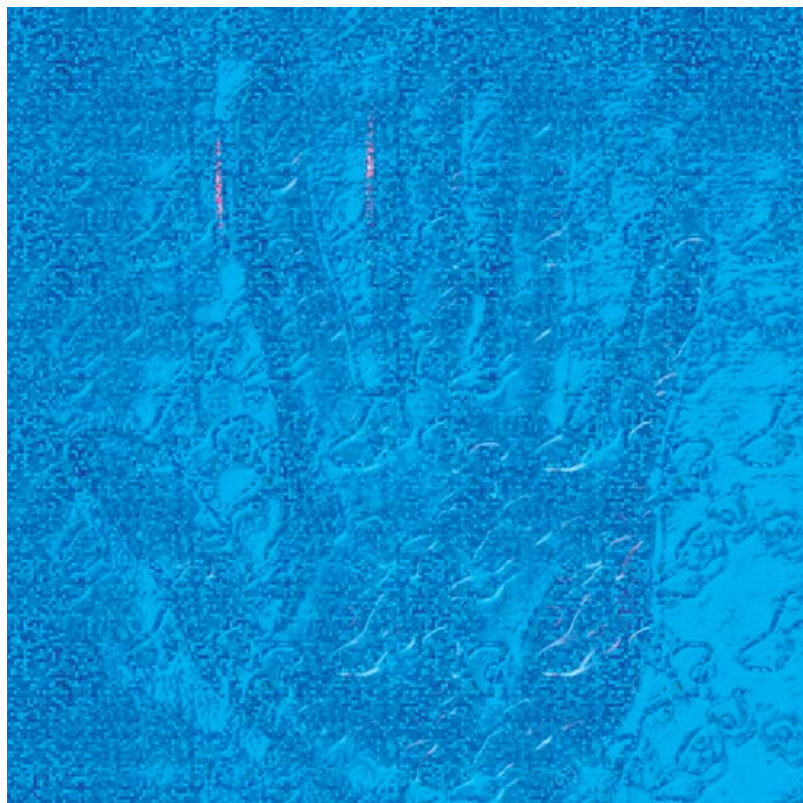
## Subtlety/ Boldness



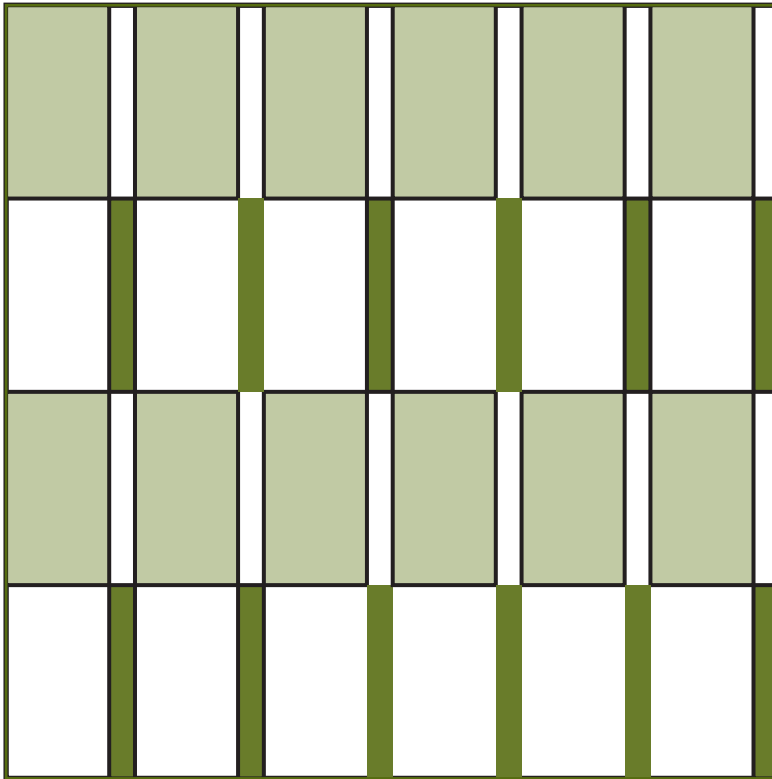
elusive, obscure, refined (conceptual edge, hidden structure)



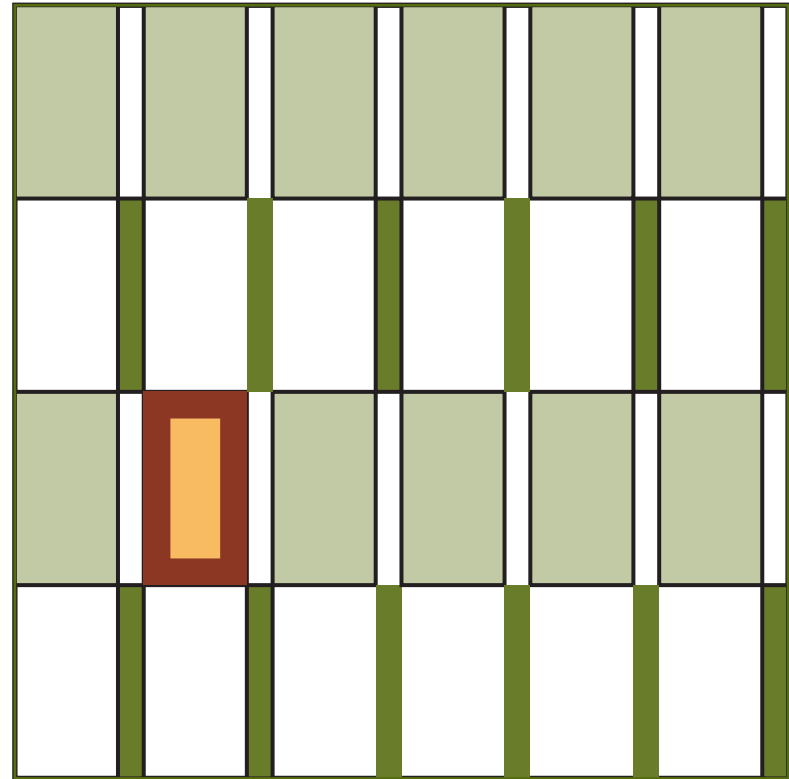
confident, daring, adventurous (defined edge, element thickness/density)



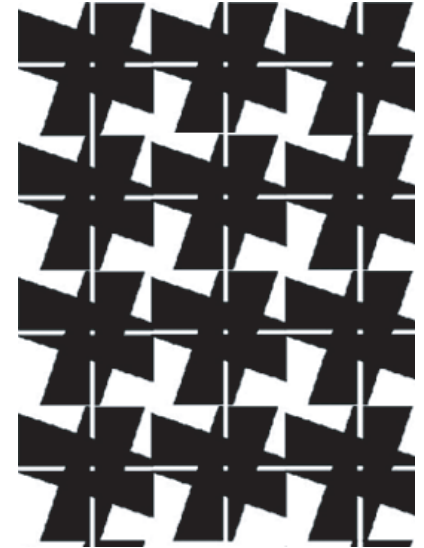
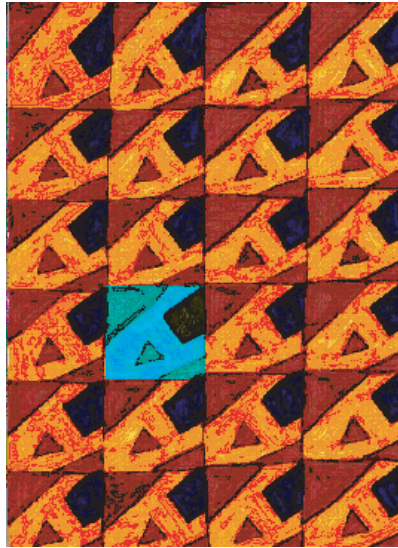
## Neutrality/ Accent



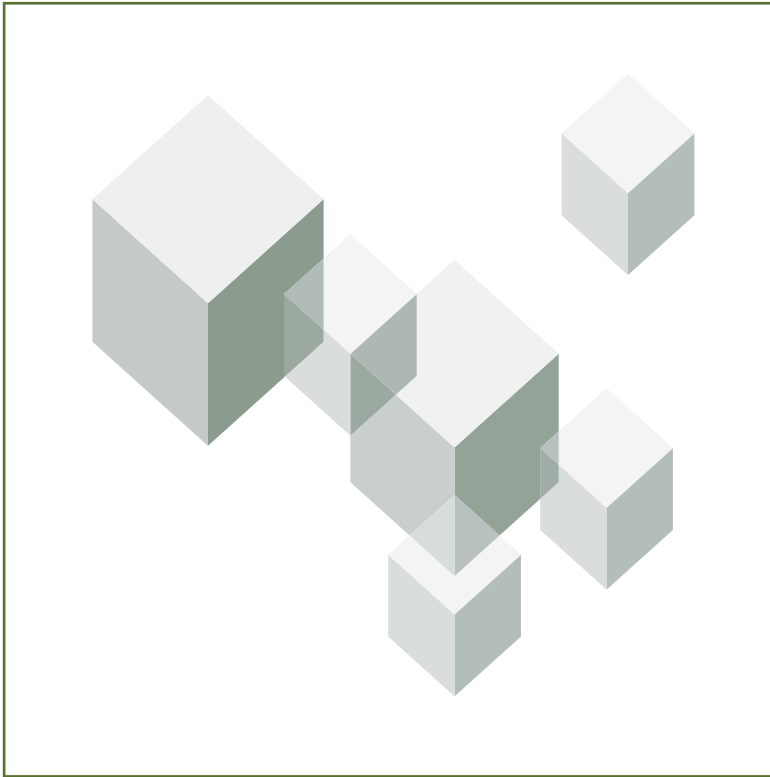
Neutrality: indifferent, common  
(harmony of visual/relative elements)



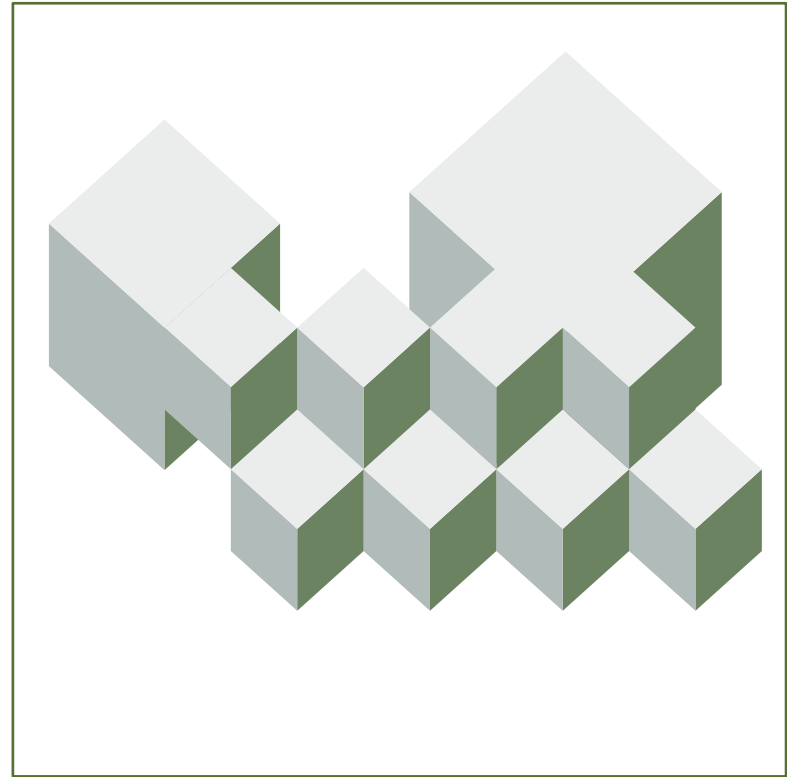
Accent: emphasis, mark, pronounced  
(focal point, contrast)



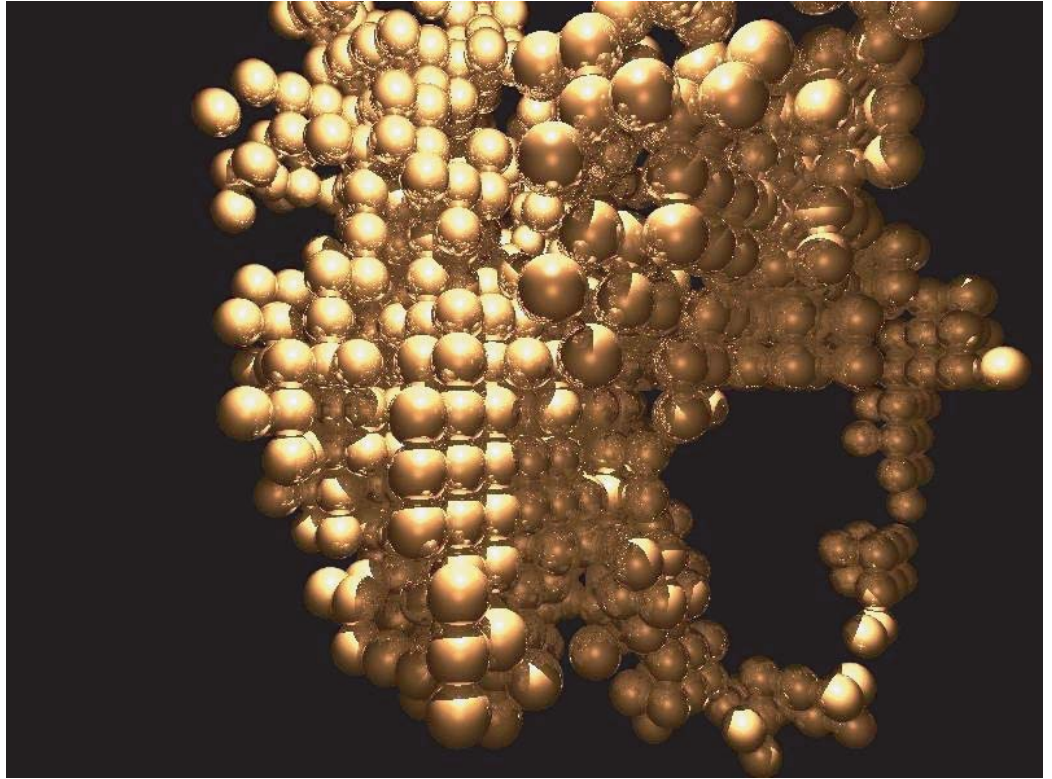
## Transparency/ Opacity



Transparency: see-through (conceptual elements, layering)

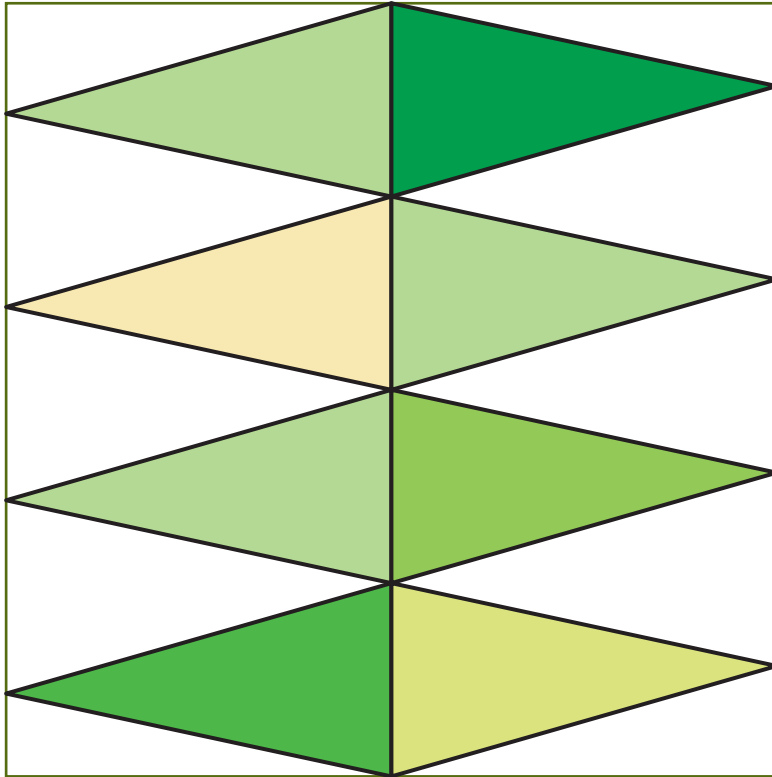


Opacity: obstructing, solid (foreground/background, overlapping)





## Consistency/ Variation



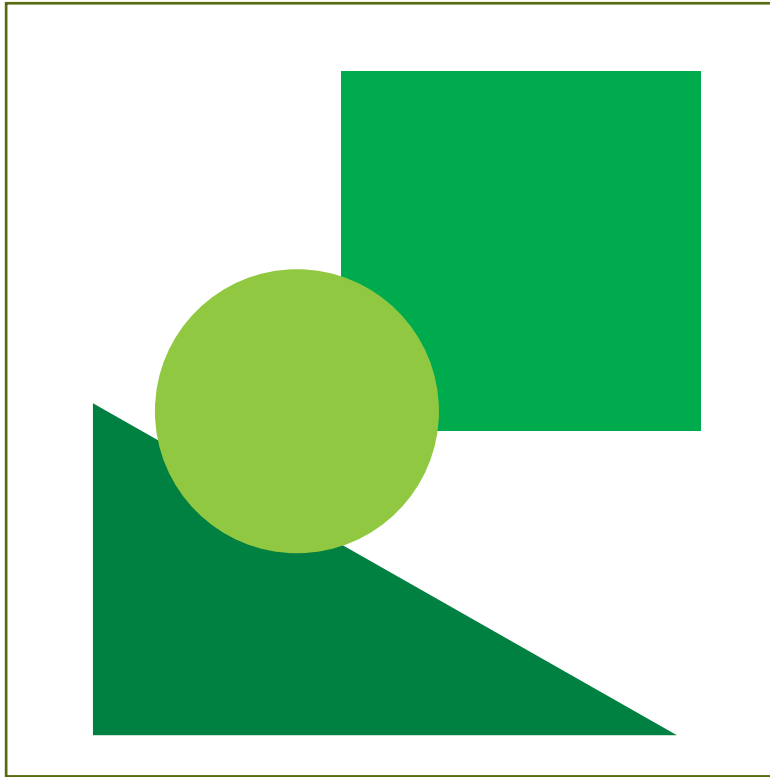
Consistency: continuity, steady (calm, harmonious)



Variation: assortment, different (maintain some structure, change property of every element)



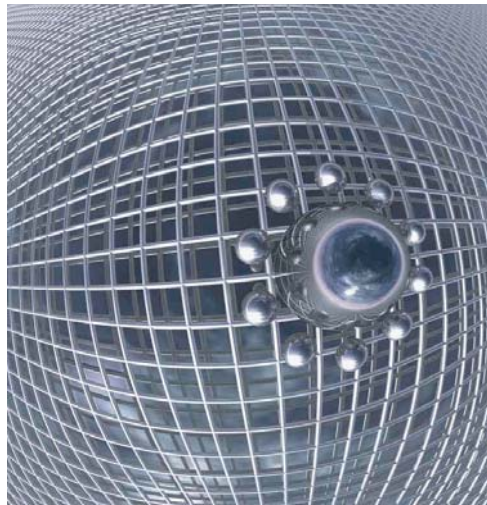
## Accuracy/ Distortion



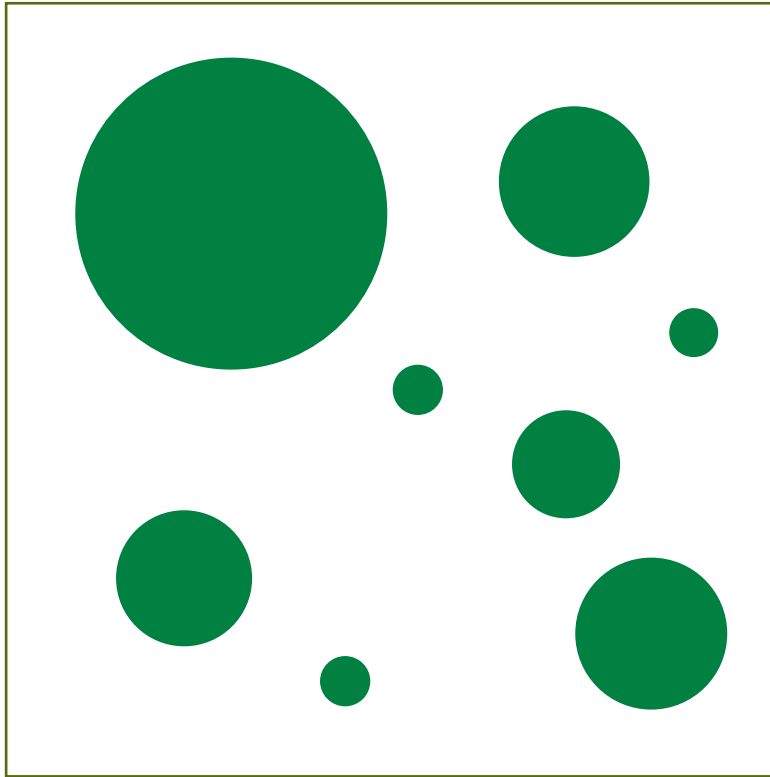
Accuracy: exact, correct, complete  
(natural/geometric shapes, logical  
structure)



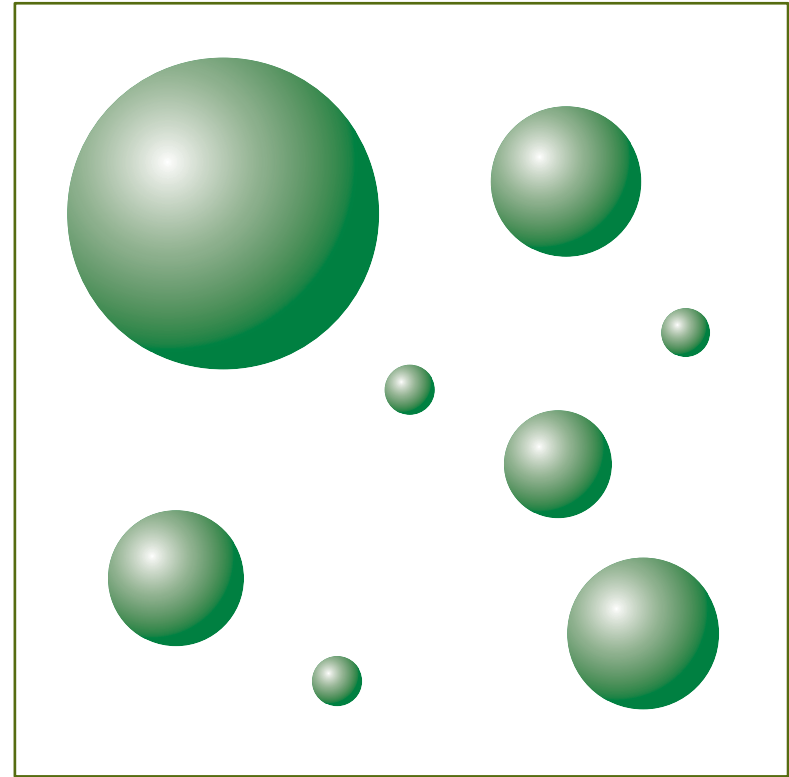
Distortion: twist, deform (deform  
elements in composition, leave trace of  
original shape)



## Flatness/ Depth



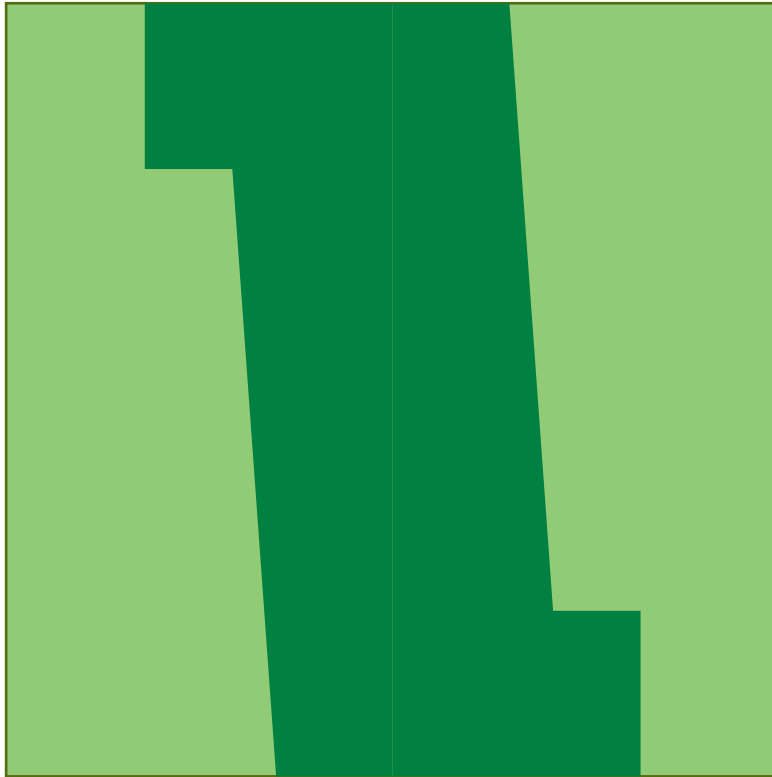
Flatness: level, surface, shallow (planar, layering)



Depth: deep, volumetric, distance (shade/shadow, perspective)



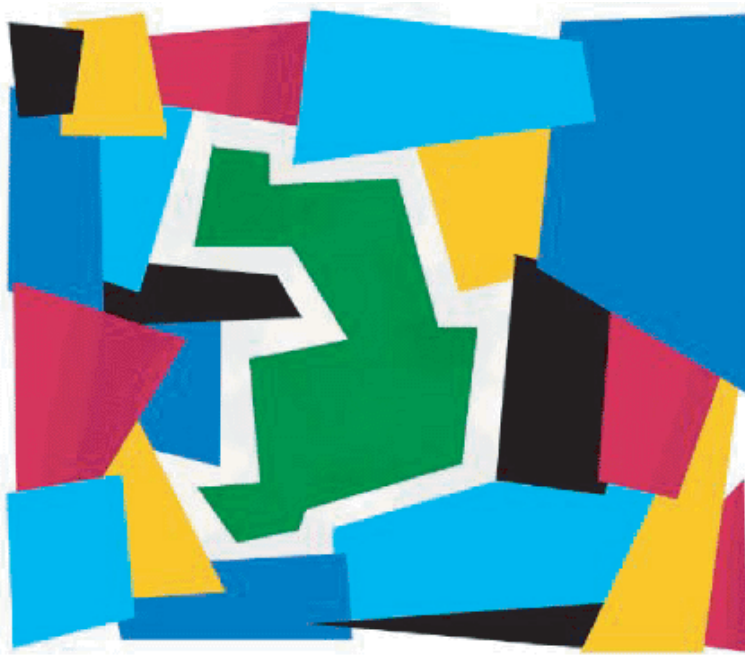
## Singularity/ Juxtaposition



Singularity: one, whole, combined  
(single focal point, supporting background)



Juxtaposition: side by side, duality (dual focal points, competing sides)

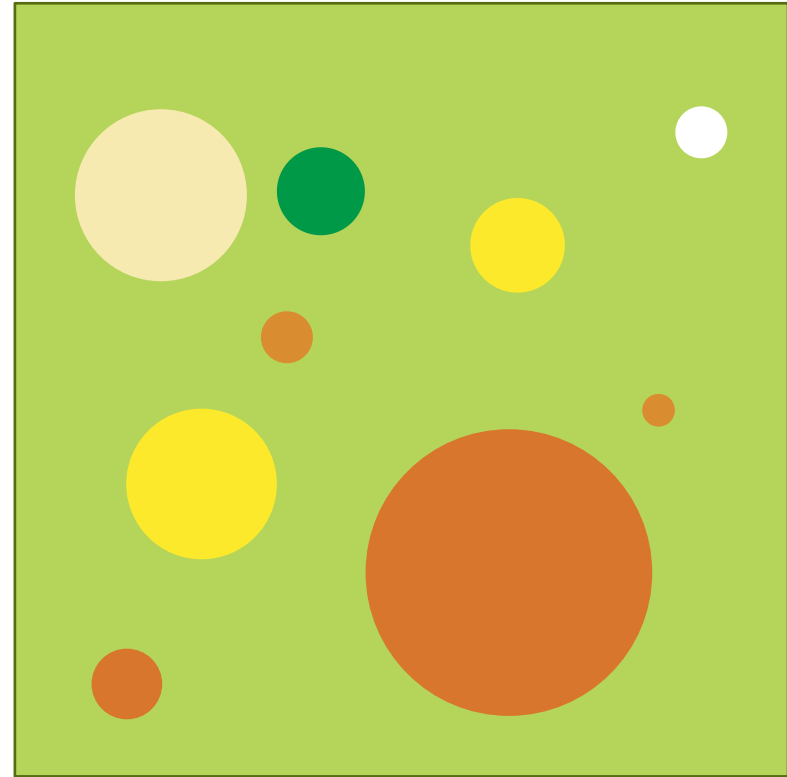




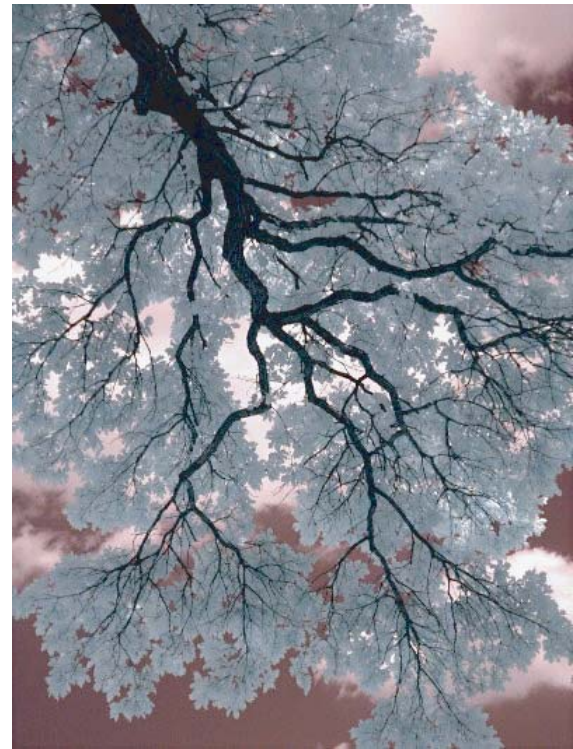
## Sequentiality/ Randomness



Sequentiality: serial, continuous  
(perspective, scaling, continuous path)



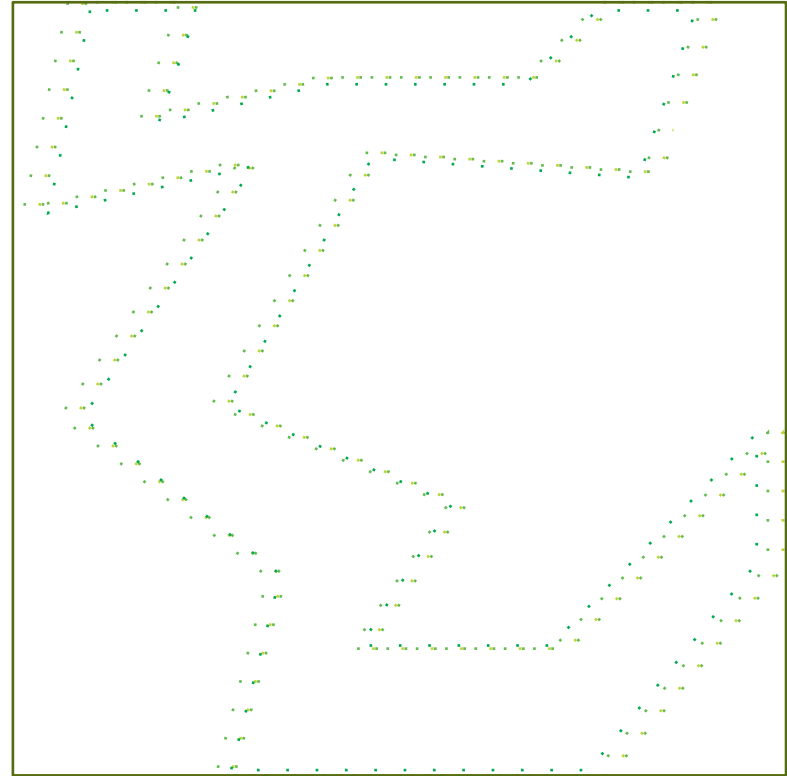
Randomness: unsystematic, haphazard  
(unrelated structure/positioning)



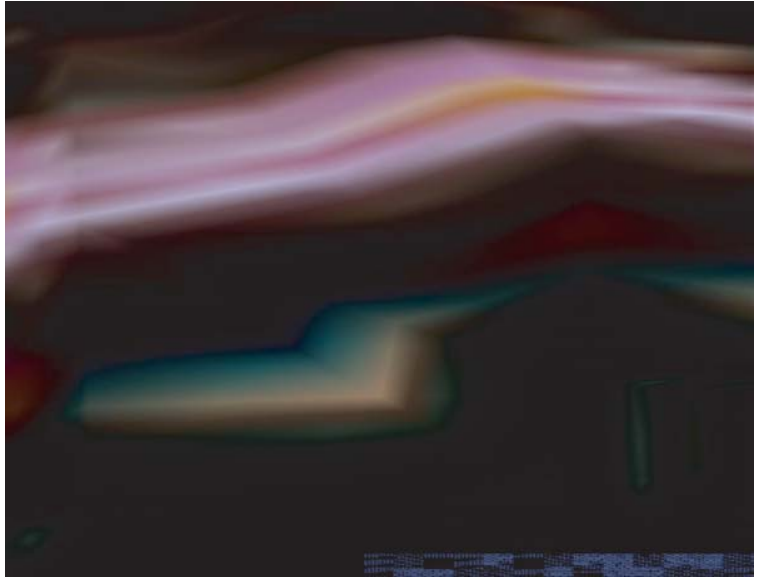
## Sharpness/ Diffusion



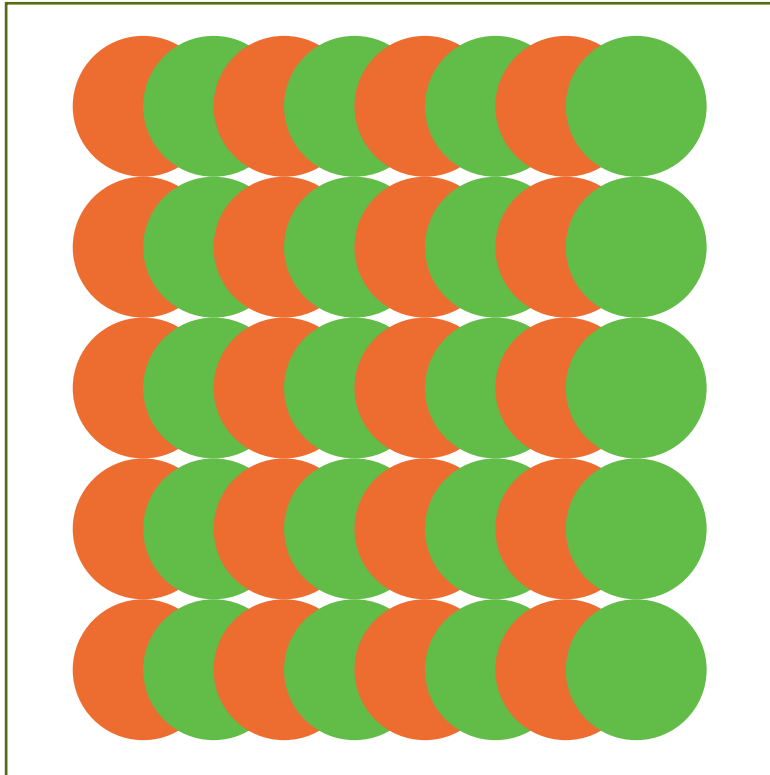
Sharpness: distinct, clear (overall composition w/ well-defined visual elements)



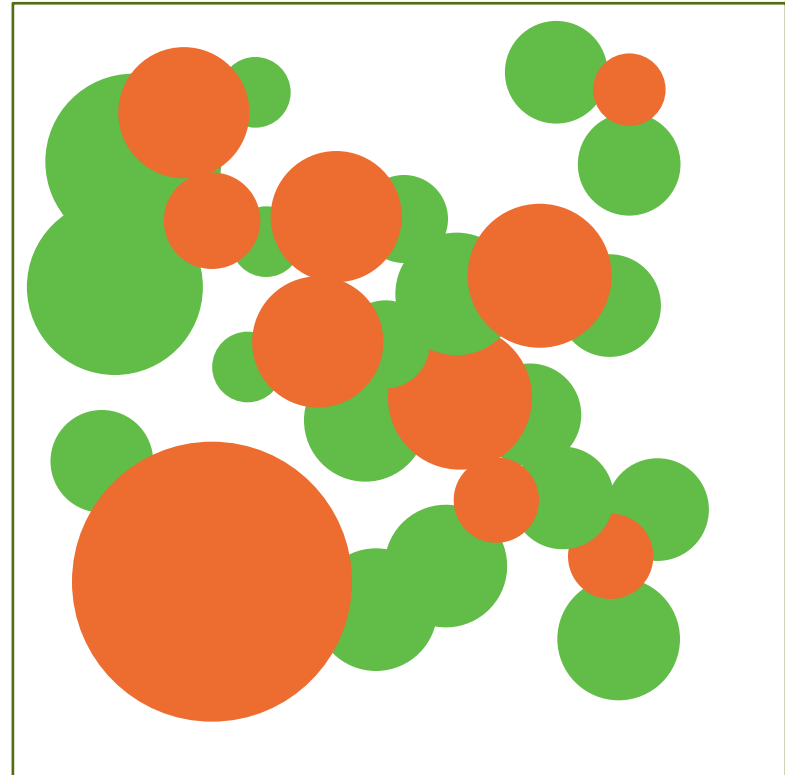
Diffusion: spread, scatter (blurry-edged conceptual elements)



## Repetition/ Episodicity



Repetition: duplication, reiteration  
(unified pattern)



Episodicity: periodic, intermittent,  
disruption (maintain some  
structure/element properties, group  
similar elements)



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? [redacted] Complexity

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? [redacted]/Exaggeration

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