

Visual Language Basics & Spatial Order

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Winter 2008

Language & Syntax

JGXT YQAL
ANAGRAM

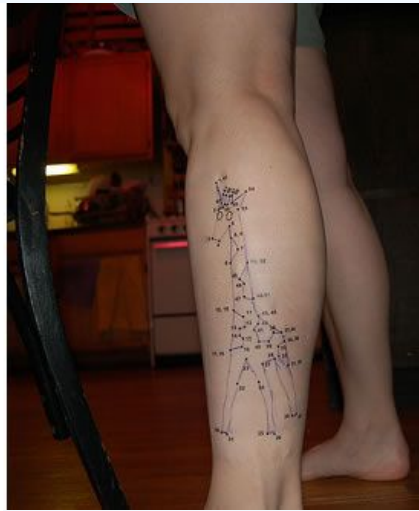
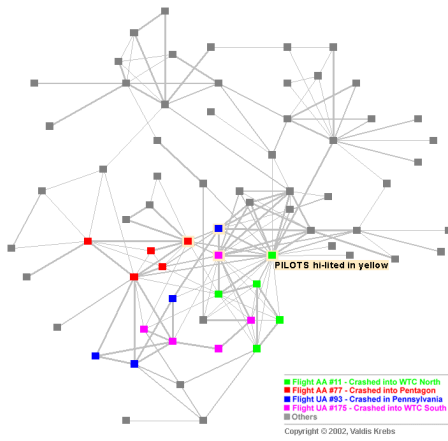
DOG
HOUND
CANINE

WHAT'S UP
DOC?
ARE YOU
THERE?

- **Language** consists of discreet units, organized according to rule-based structures
- **Text basic unit**: the **char**, a symbolic, abstract system, represents designated sounds
- Combination of chars and their sounds, organized into **words** (cultural & learned)
- **Syntax**: The organization of elements according to sets of rules defined through usage
- **Verbal literacy**: One learns the common syntax to establish limits of construction

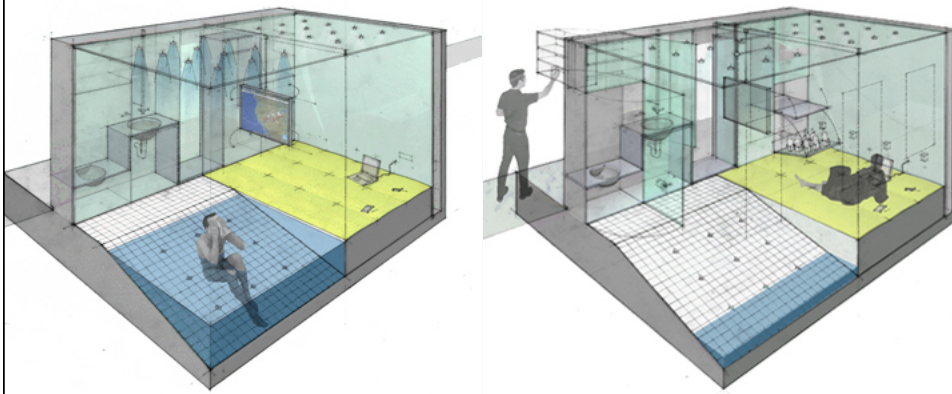
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Line: Joins dots, articulator of space



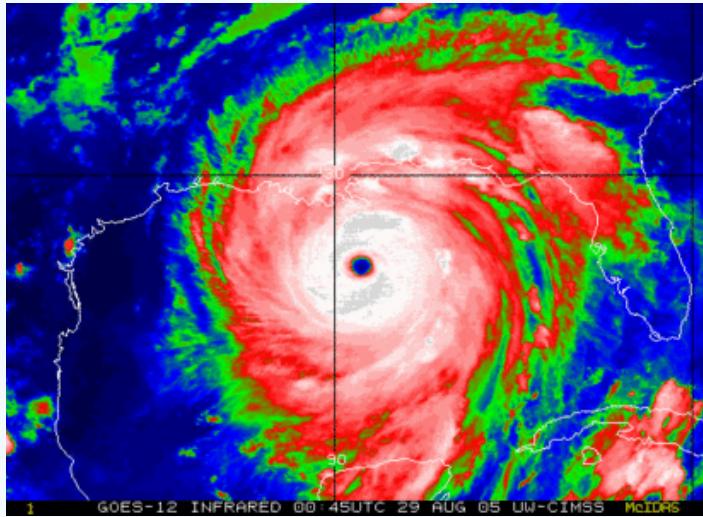
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Shape: Line describes and encloses space



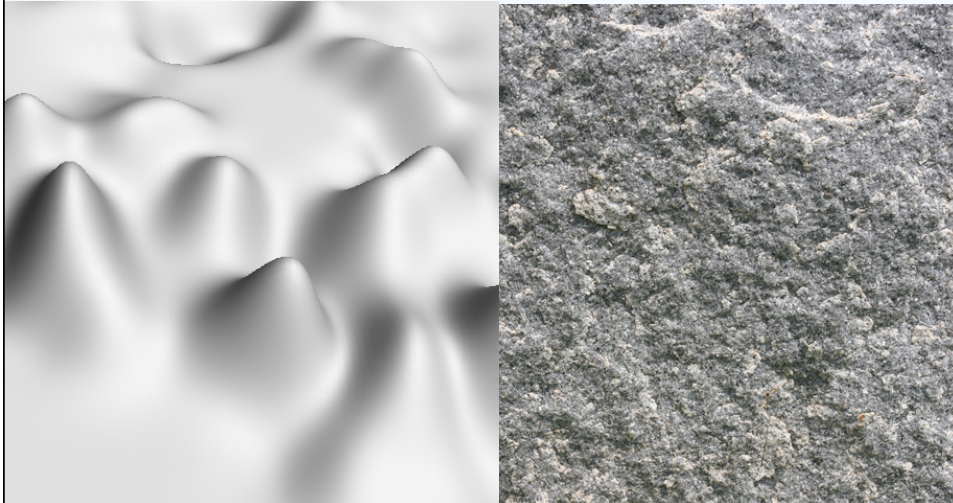
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Color: Associative & Symbolic Meaning



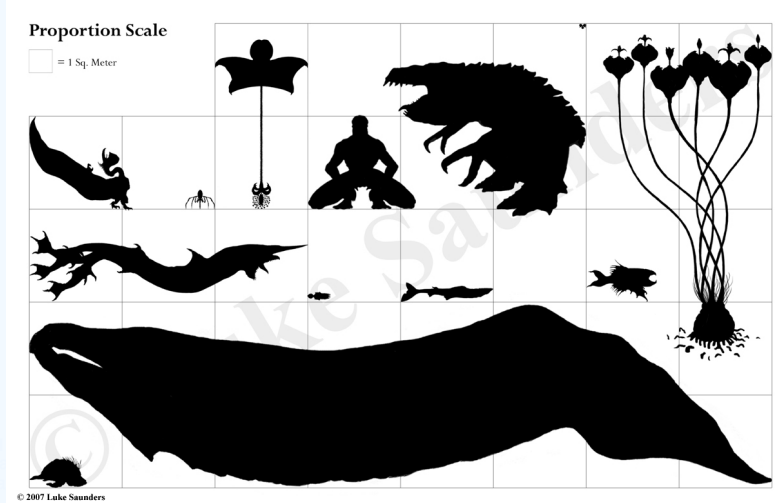
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Texture: Quality of Touching looks/feels like



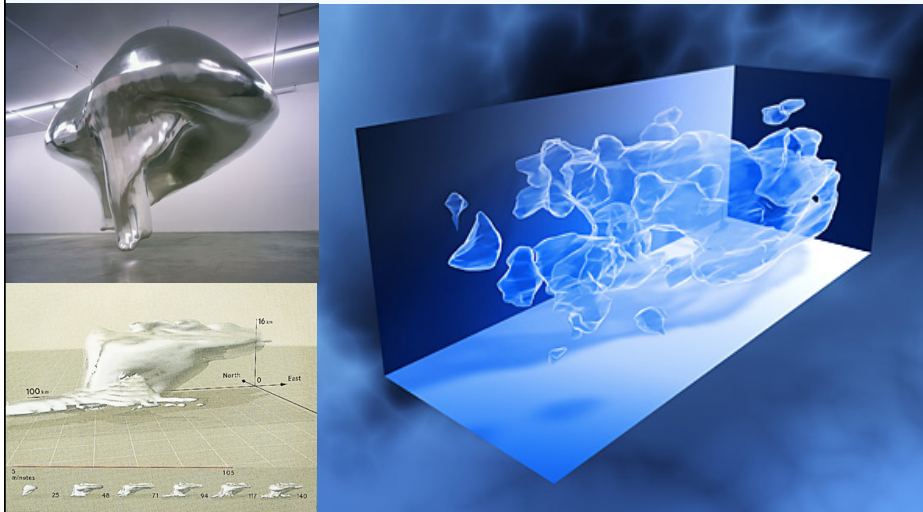
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Scale: Relative proportion & measurement



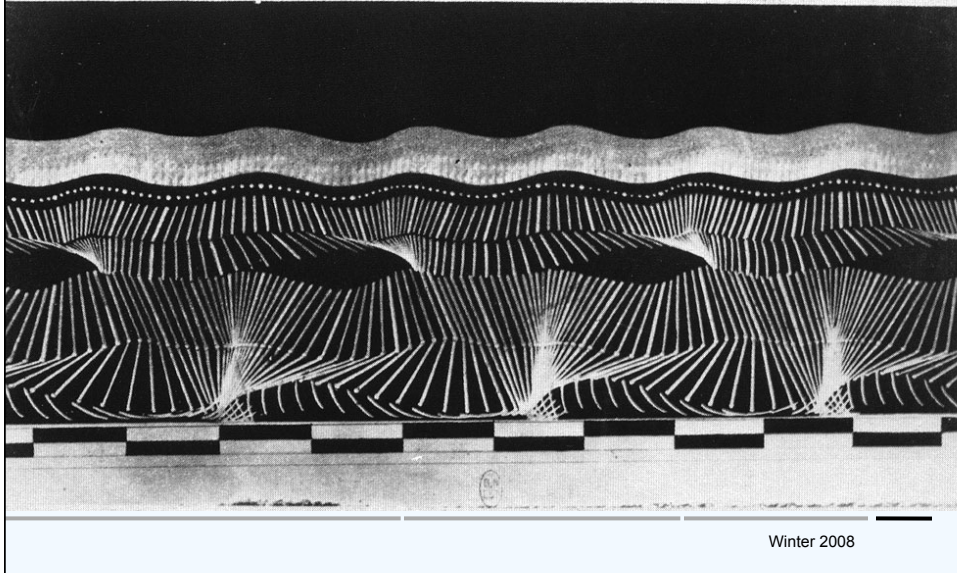
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Dimensions: 2D, 3D spatial illusion

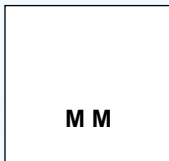
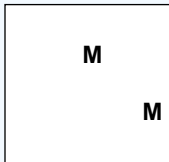
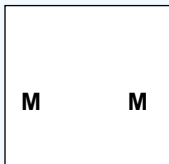


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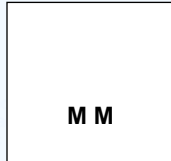
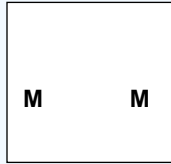
Motion: Visual elements guiding the viewer



II. Visual Language & Syntax



Visual Language & Syntax



- **Visual language:** Analogous & symbolic
- **Visual Syntax:** partially perceptual, partially conventional (cultural, learned)
- Images represent. (They are abstracted information)
- Meaning is constructed (assembled parts)
- **Visual Language** therefore requires apprenticeship (What you see is what you know)
- 2 Layers: **Denotative:** (literal message), **Connotative** (implied sub-text)

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Denotative / Connotative



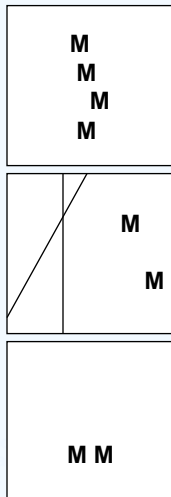
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Stylistic Choice Impacts on Meaning



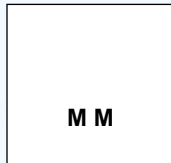
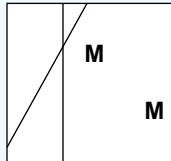
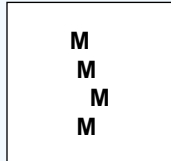
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III. Assembly & Construction



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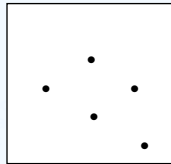
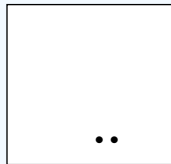
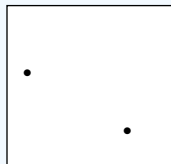
Weight, Im/Balance, Dis/Order, Un/Stable



- **Balance:** Physiological, psychological
 - **H-V construct:** man to his environment
- **Stress:** Unstable causes stress
 - Stabilization: relative stress/balance
- **Lower-left:** most stable
- **Harmony:** (centered), no visual surprise
 - Search for balance with off-center mark
- **Ambiguity:** may obscure intent & meaning
 - Slightly off-center mark confounds
- Visual elements in stress location: more weight

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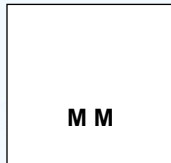
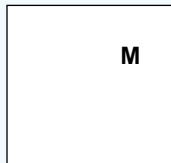
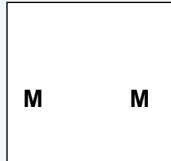
Groupings



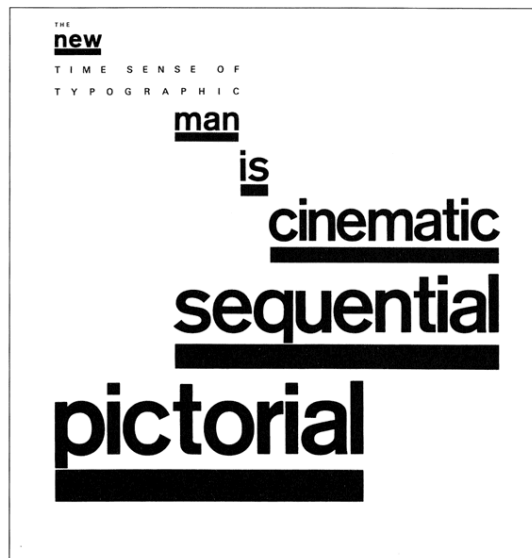
- **Attraction & Grouping:** 2 dots fight for attention in their interaction
- **Distanced:** Create individual statements as they repel each other
- **Close together:** The more complicated the forms they describe - There is an attraction force
- **Perception:** dictates to make whole out of units
 - Connect the dots!!
 - Visual phenomenon for astronomical signs
- **Opposites repel, similars attract**

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Visual Organization (Macro-micro, willi kunz)



- **Space:** Depending on their visual placement within a given space, the **same** elements will assume **different** visual aspects of **weight** and **movement**.
- Space is visually **subdivided** by the **tension** that develops between an **element** and the **boundaries** of the space
- **Size** and **proportion** of space are determined at the beginning



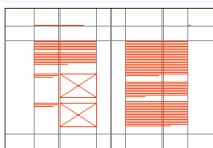
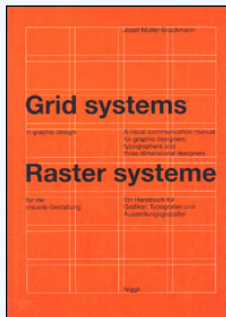
Motion, Movement Through Spatial Organization



- A **space** becomes visually active when it is subdivided
- Balance is achieved through interplay of **scale, sequence, and spatial position**
- Any object placed next to each other in an image defines a **relationship** through **spatial proximity**

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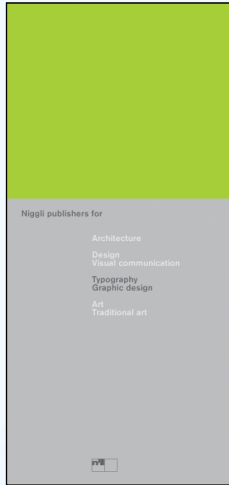
Structure: the Grid System



- **Modular Grids:** Modules determine the dimensions and placement of graphic and typographic elements
- All elements are **consistently** placed according to the **pre-determined structure** once it has been defined
- The grid functions as an **organizational** device, but stays **invisible**
- Structural order also requires **imagination**
- Design process: begin with **intuition** and **visual judgement**, follow with rational structure

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Spatial Organization & Hidden Modular Grid

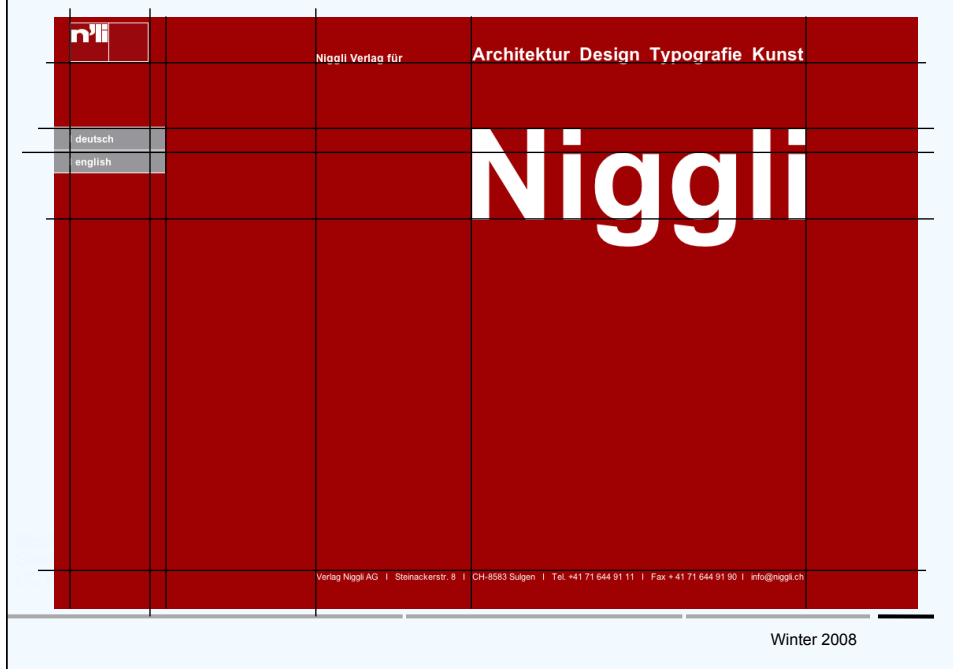


- Development of a grid must proceed from an evaluation of all the **visual material** to be included in the design

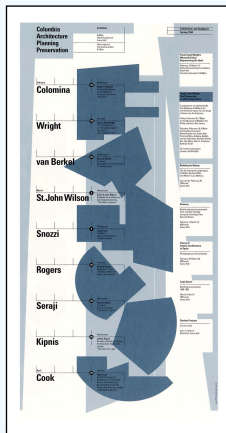
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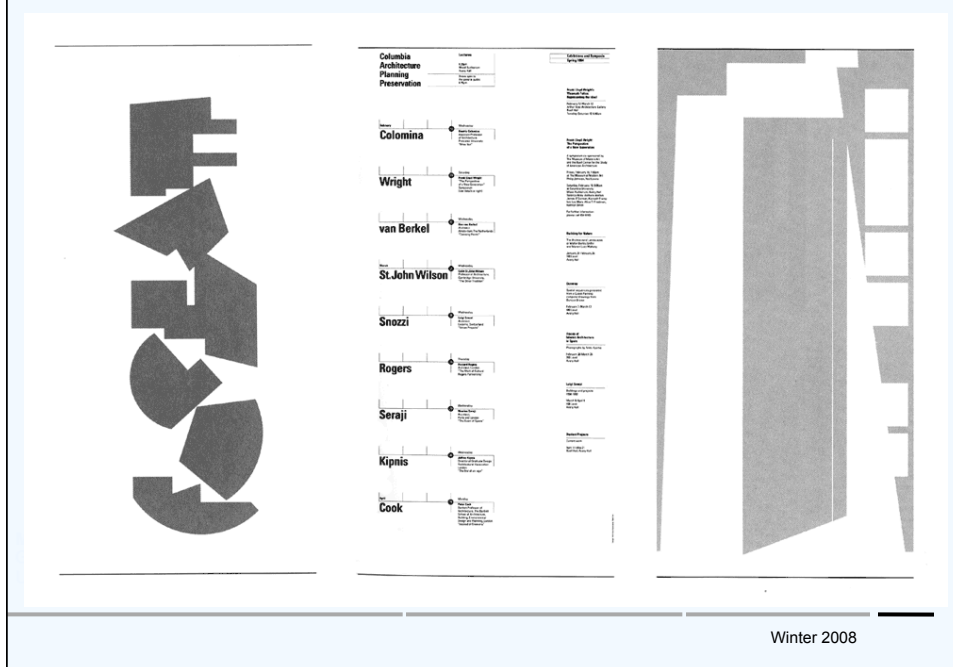
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Macro, Micro Scales

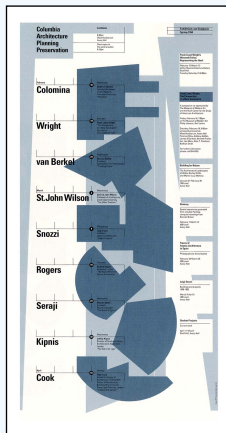


- **Macro:** Explicit and obvious, **captures** viewer's initial attention leading to the more complex micro reading
 - Primary visual elements
 - Size and proportion of space
 - Color and form
- **Micro:** Subtle, subconsciously perceptible (how the image conveys)
 - Micro is the more **significant** in the quality and expression of a visual composition



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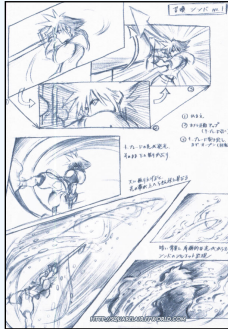
Layers of Visual Information



- **Foreground:** Large shapes to attract visual attention
- **Middleground:** Typographic information
 - Tight structure, **square grid with micro-details**
- **Background:** Geometric planes to support typographic information

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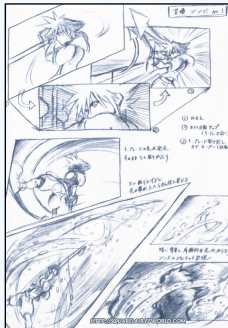
IV. Visual Information & Narrative



- **Narrative:** To tell a story, a sequence of events
- Situation undergoes some **transition** to arrive at some **outcome**
- Textual narrative: information **ordered** in sequence and time
- In **visualization**: difference in **spatial** position to be interpreted in terms of a relational difference: hierarchy, sequence, temporal, etc.

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Bibliography

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- *Micro-Macro*, Willi Kunz
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