Visual Grammar Summary		
Representation	Interacting	Composition
Line: Curved lines suggest movement. Vertical lines show height. Diagonal lines create a slope ascending (upward) or descending (downward). Jagged lines create tension danger or excitement.	Angle: Low angle = viewer looks up. High angle = viewer looks down. Eye level gives an equal view between image and viewer.	Framing: A frame creates a border that connects or separates the characters or objects and helps sequence information. A frame can be white space, lines, colour or objects in the image.
Setting: Where the image is set.	Colour: Creates emotions or a reaction.	Layout: Where the characters or objects are placed. Top or bottom, left or right, or margin. Centre is the most dominant position.
Shape : Curved shapes are more natural; straightedged shapes such as squares or rectangles are more machine-like.	Gaze: Where the character is looking. Demand = the character looks out at the viewer, demanding attention. Offer = the character encourages the viewer to look around the picture.	Salience : What grabs your attention first? Size, sharpness or focus of people or objects, colour, placement of figures or objects in the image have impact salience.
Symbols: Objects that extend meaning.	Modality: How real the images feels. High modality relates to an image that feels real and natural, low modality the image is exaggerated and unreal.	
Vector (reading path): A line that leads your eye from one part of the picture to another. Visible or invisible, straight or curved, often shows where a character is looking.	Proximity: Distance between the characters. Close proximity shows trust and respect. Far proximity represents isolation and detachment.	
	Shot distance: Close shot of face or head and shoulders, creates affection or danger. Mid-shot, from the waist up, has less personal connection. Long-shot shows the full height of character and where they are placed in the setting.	

