

Compositional devices

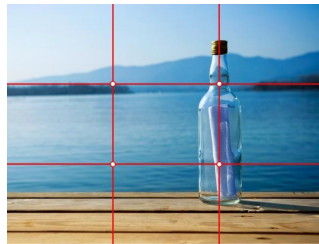
These are compositional devices; ways of placing objects, shapes, and lines in your artwork. Different compositions will communicate different things.

There is debate as to exactly what the compositional devices are, but I want you to become familiar with the concept, as opposed to exact definitions.

The examples below are usually specific to photography and film, but very much apply to any visual art, especially 2D pieces.

1.Simplicity- This technique involves isolating your subject from your background. To do this, you make a conscious effort to use aperture to control your depth of field, as well as avoiding mergers, and choosing a very uncluttered background

2.Rule of third- Divide your image into a 9 section grid (3x3), and place your subject at the intersection of two lines (not centered in your viewfinder.) Your horizon line will be either $\frac{1}{3}$ or $\frac{2}{3}$'s of the way up the artwork, not centered.



3.Lines- This could be an “s” curve, or leading lines (lines that create an illusion of space by converging to a point.)

4.Balance- Balance can be either symmetrical or asymmetrical. Balance gives your image a sense of calm and equal weighting.

5.Framing- This technique focuses your viewer’s attention on your subject by bounding them with a real or illusionary object.

6/7.Contrast/juxtaposition- Visual contrast is having contrasting tones or colours against one another. (black/ white), whereas juxtaposition is placing two dissimilar objects in the frame.

8.Repetition- Multiples of the same or similar objects. These can be overlapping and diminishing in size, or placed in an organized manner.