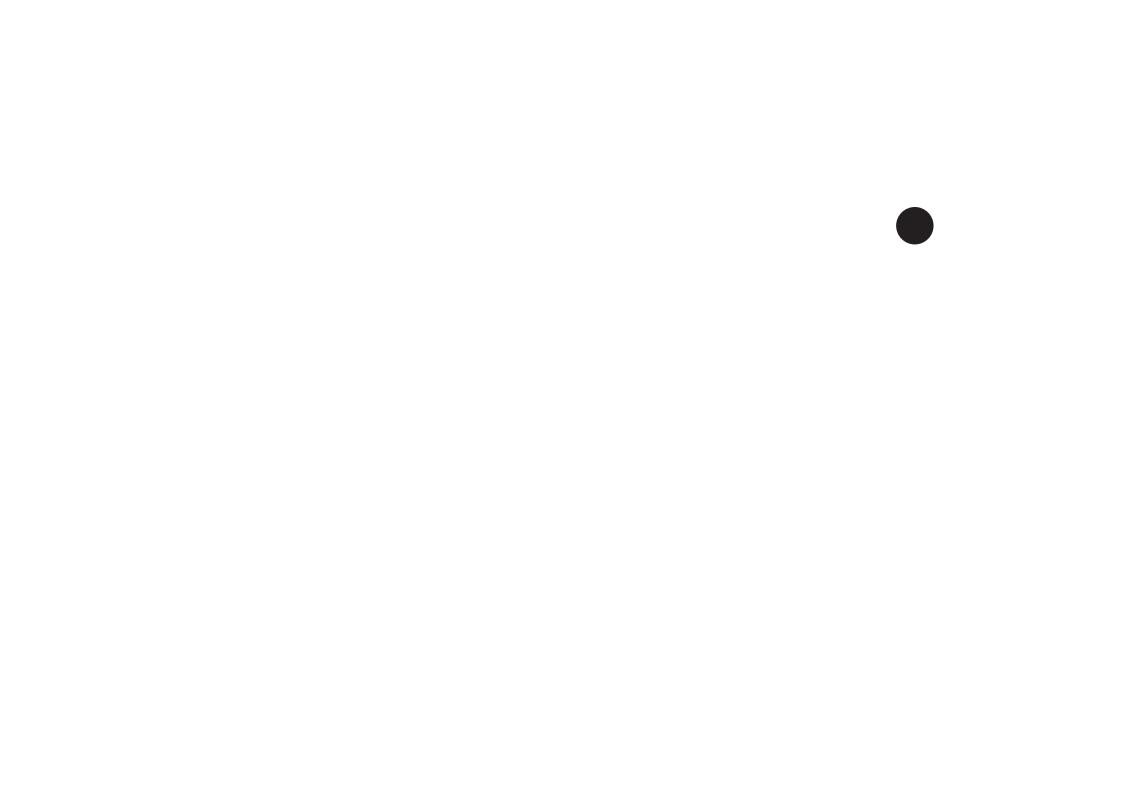
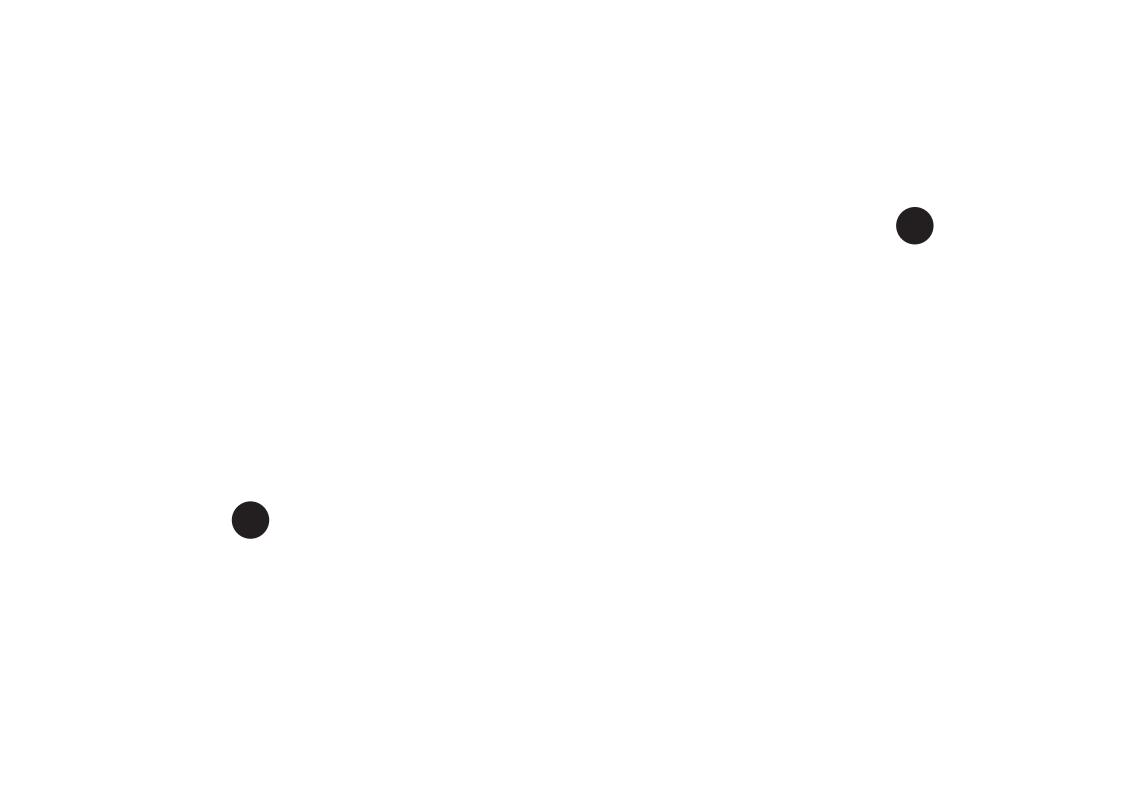


CompositionA short introduction to composition

Technisch Ontwerp en Informatica

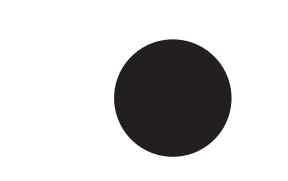
Focal Point

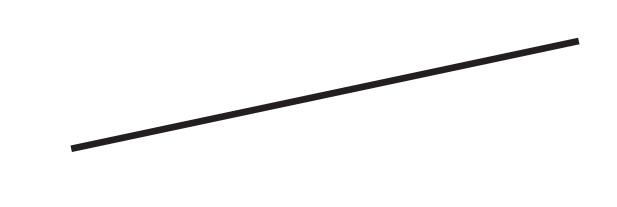


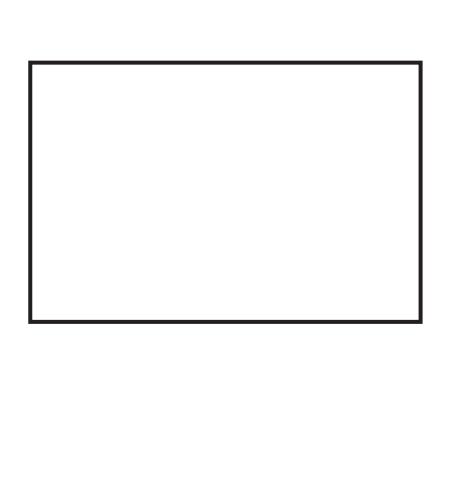


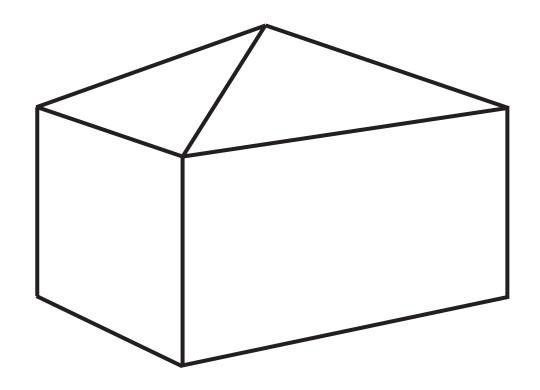


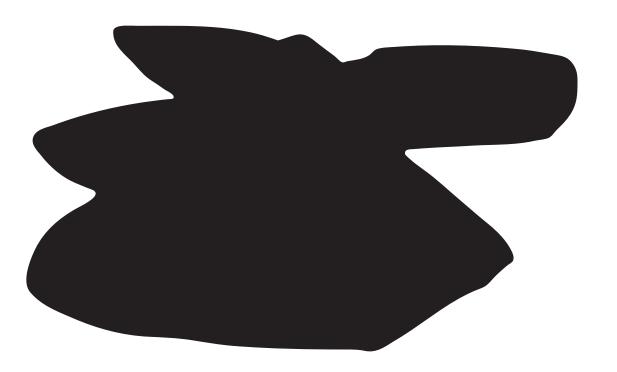


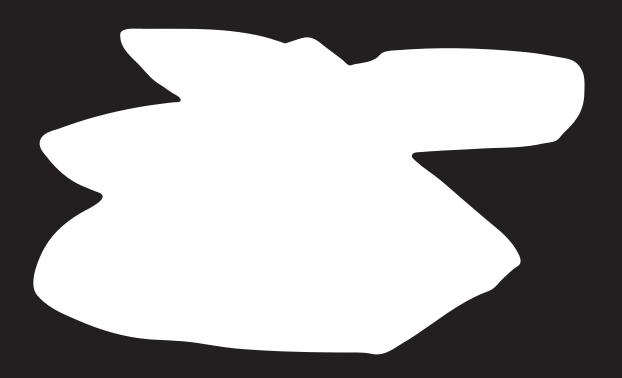






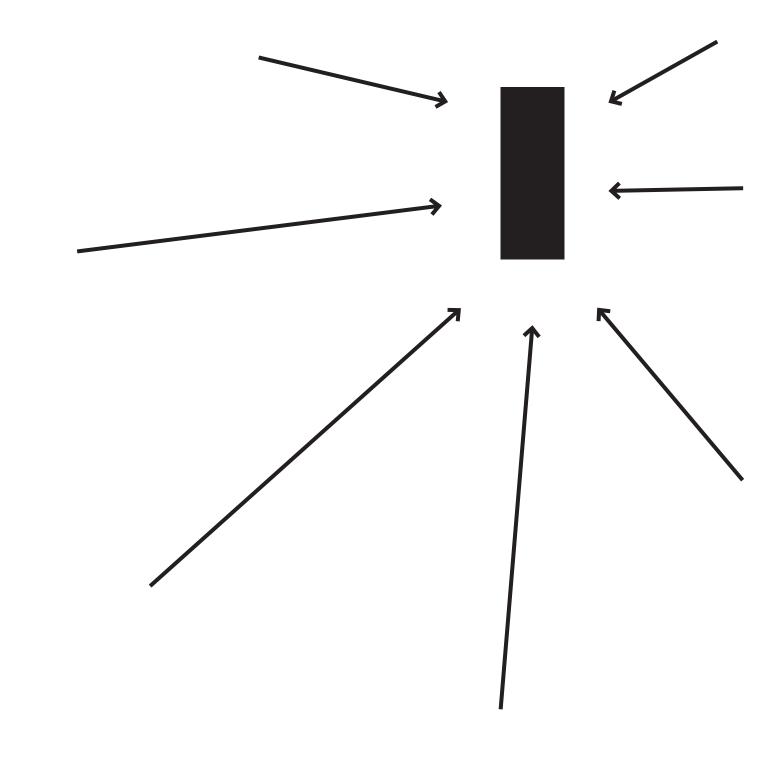




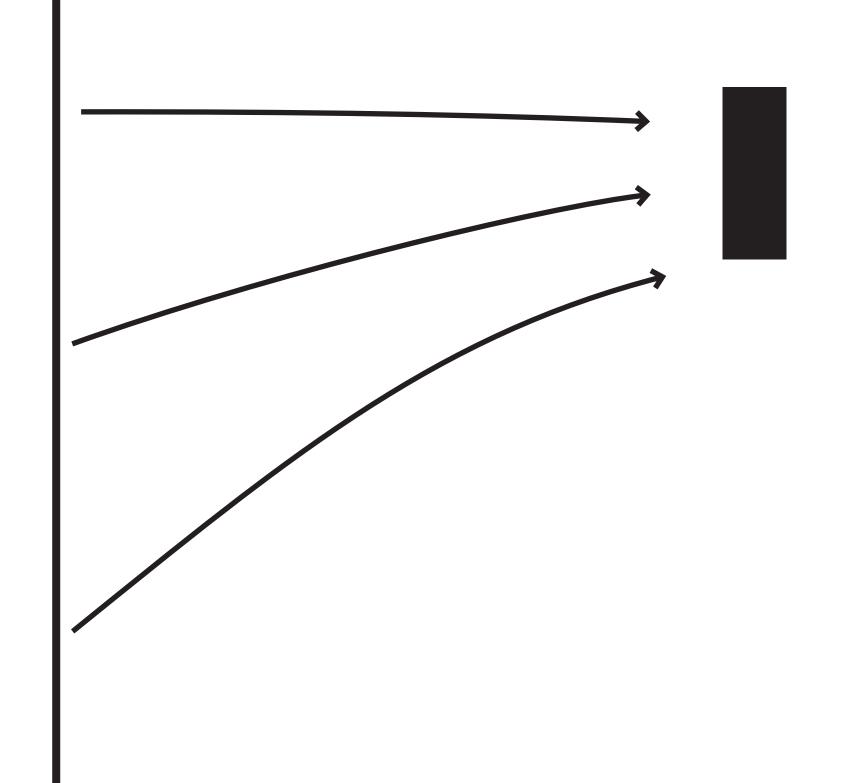


Guiding the Eye

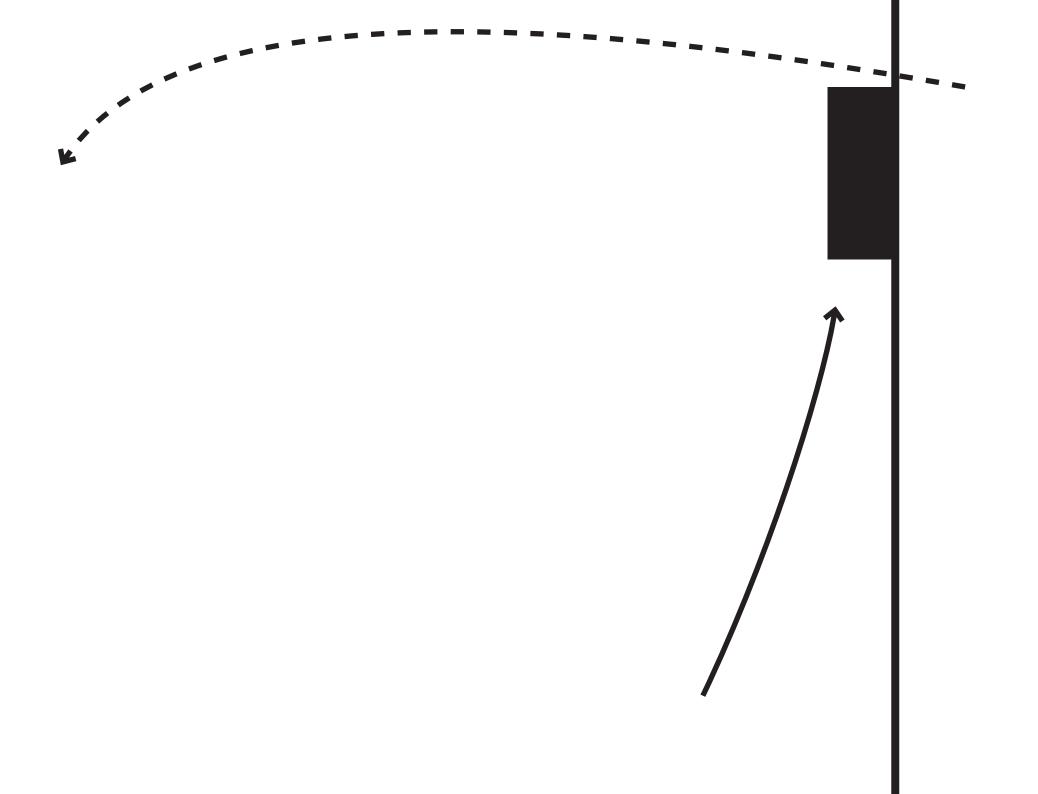


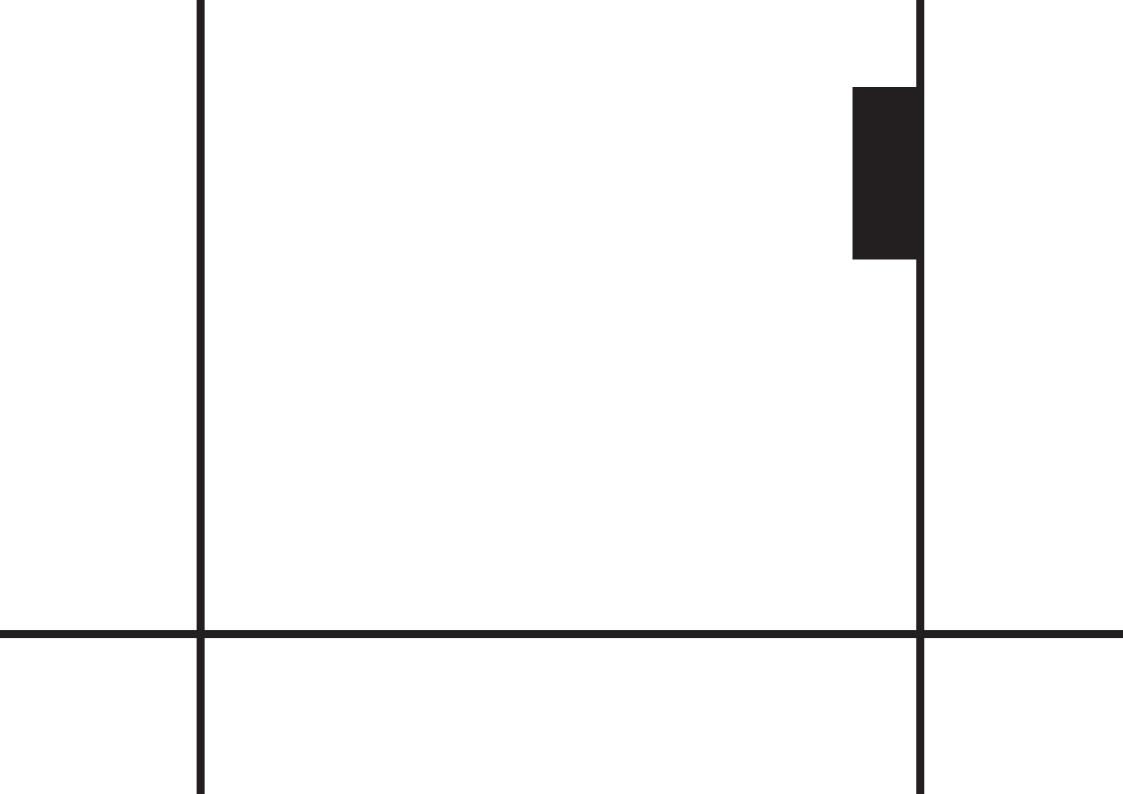


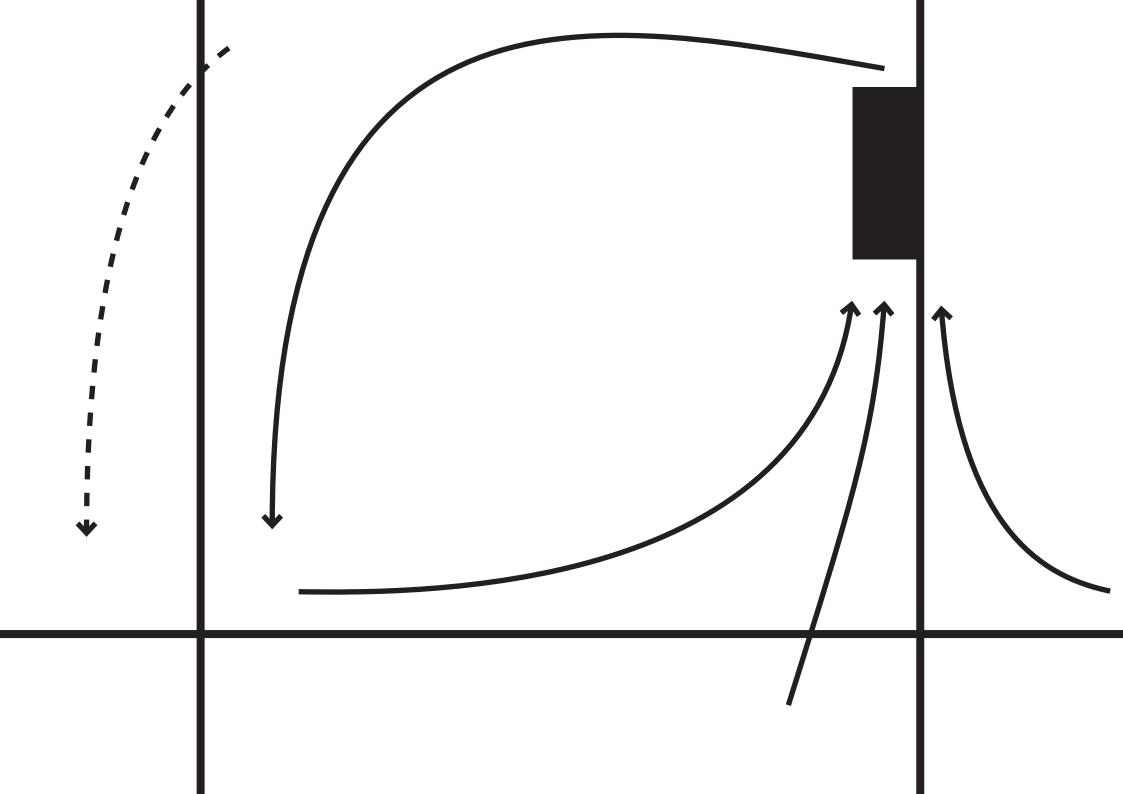






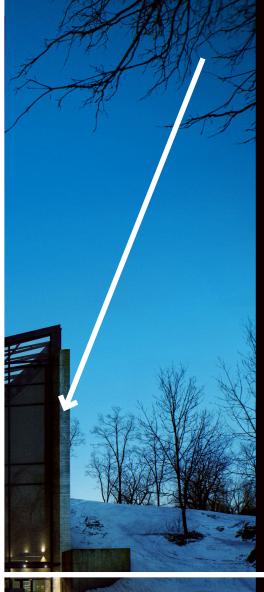
















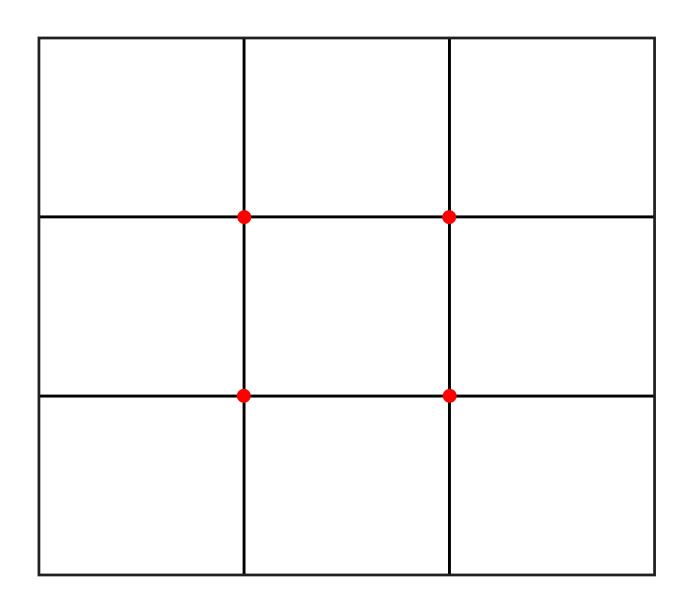


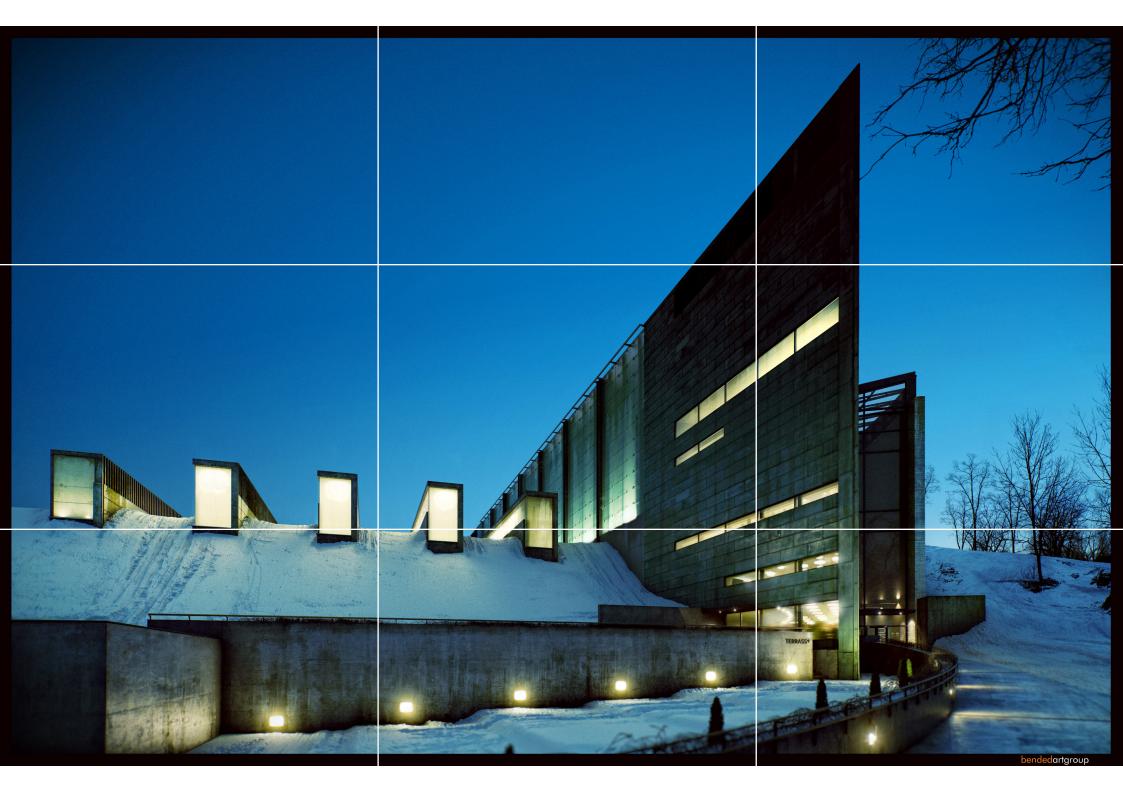


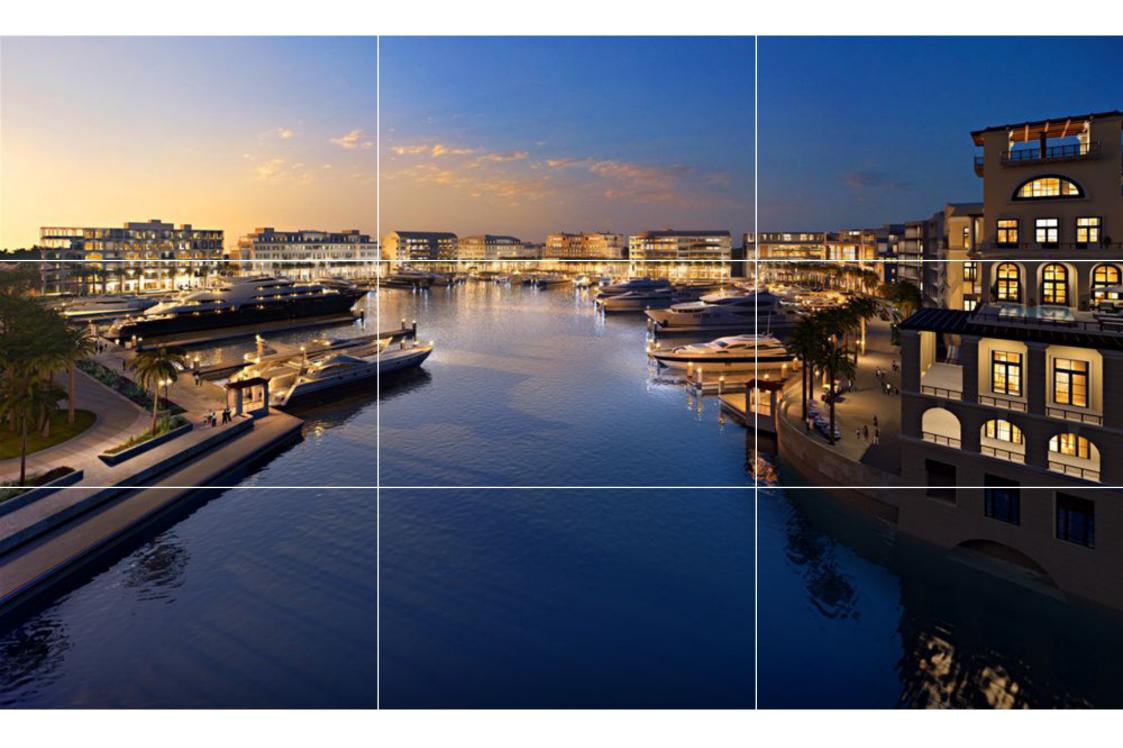
Basic Principles for Composition

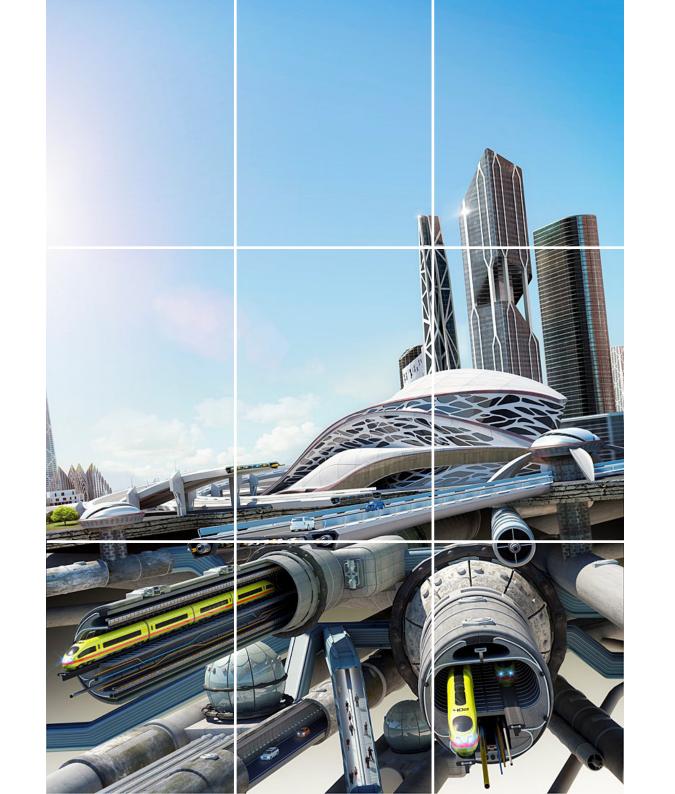
Rule of Thirds

The basic idea behind the rule of thirds is to break down the frame, or image, into vertical and horizontal thirds – as depicted in the example. Much like the Renaissance painters discovered, studies have shown that the human eye focuses on one of these four intersecting points (highlighted in the image) first before anything else. Naturally, it only makes sense to place your subject at one of those four points.







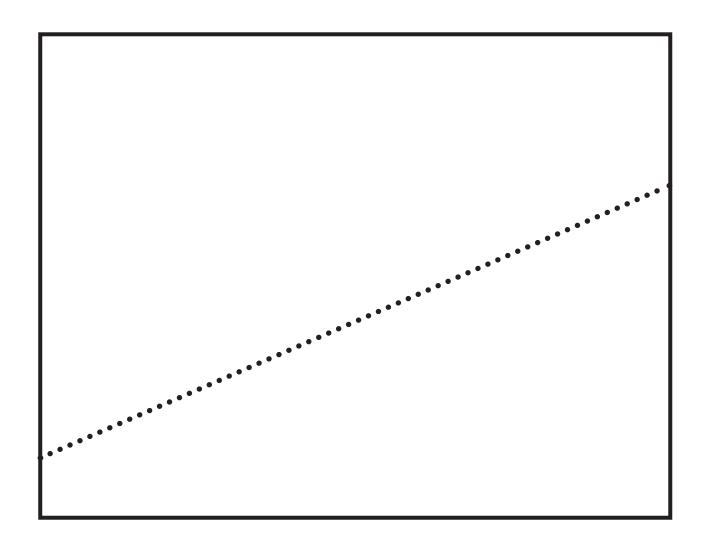




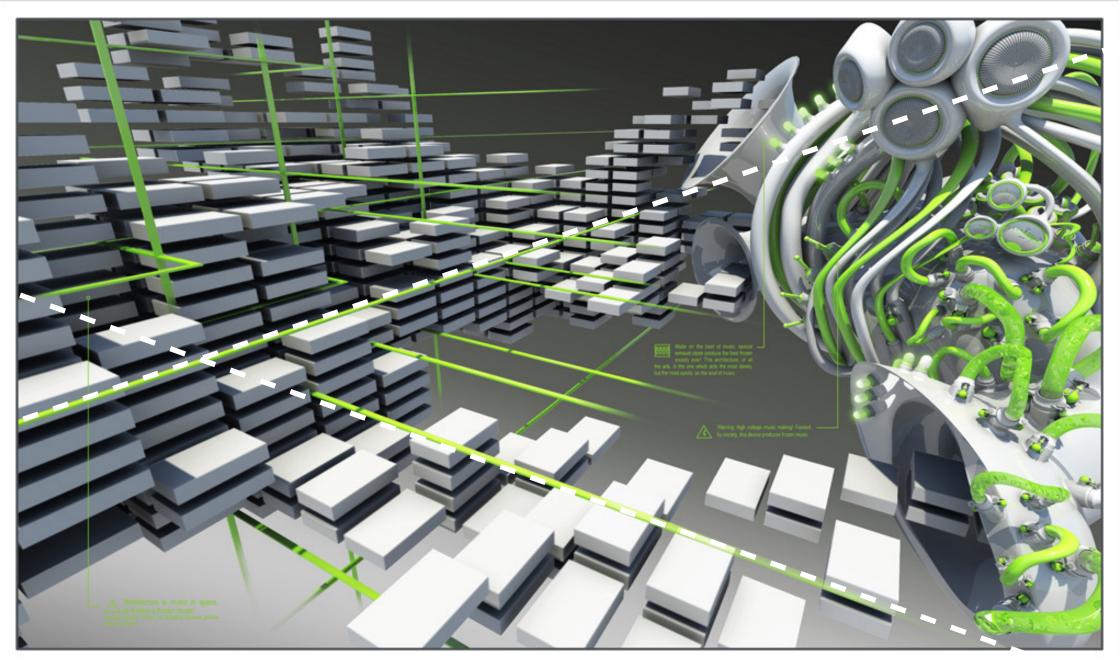
Rule of Diagonals

Our eyes really love diagonals, but not just any diagonals, it loves best a diagonal that leads from the bottom-left corner to the top-right corner (look at the illustration). This is why we should try and create such diagonals in a variety of ways.

Diagonal lines also tends to create a more dynamic image. Converging lines even enhance this effect.



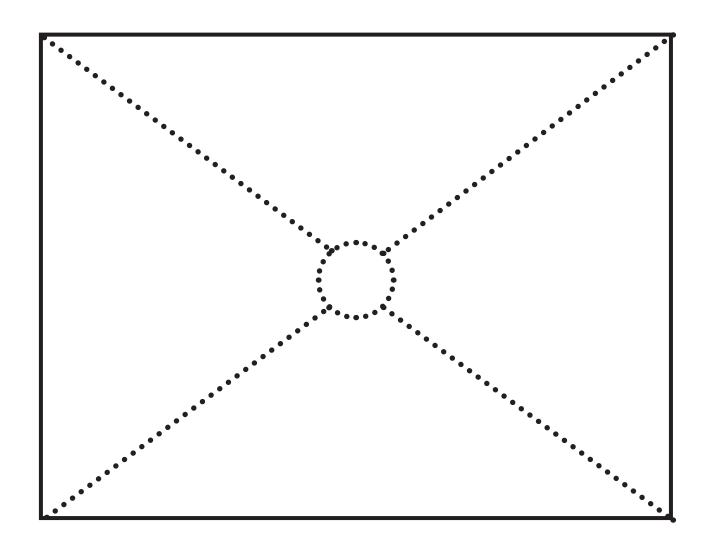




Converging Composition

This is a composition that leads the viewer's eye into the depth of the image. Usually we place the converging point in the center and create a symmetrical composition leading to the center.

Remember that there must be something to see at the center!









Know the rules before breaking them...