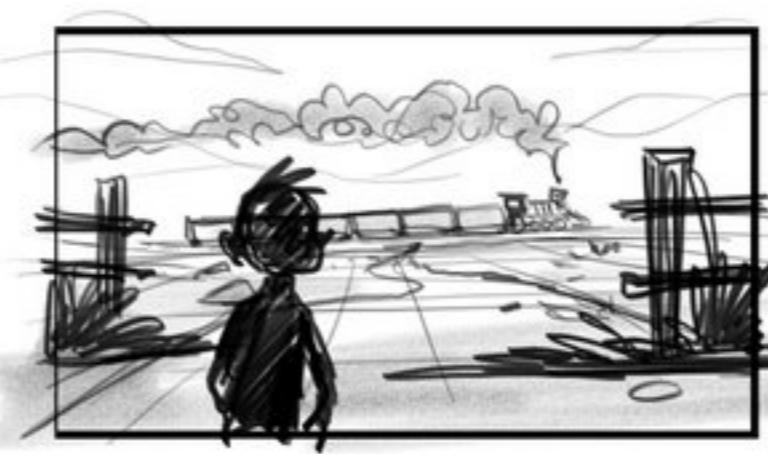
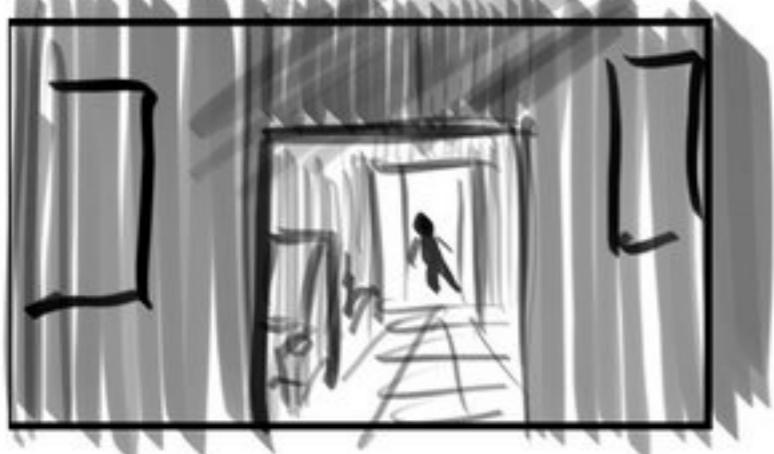
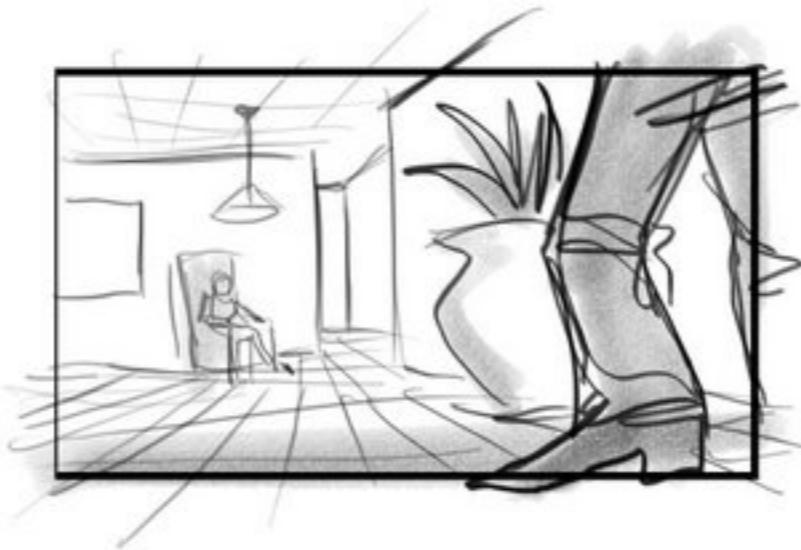
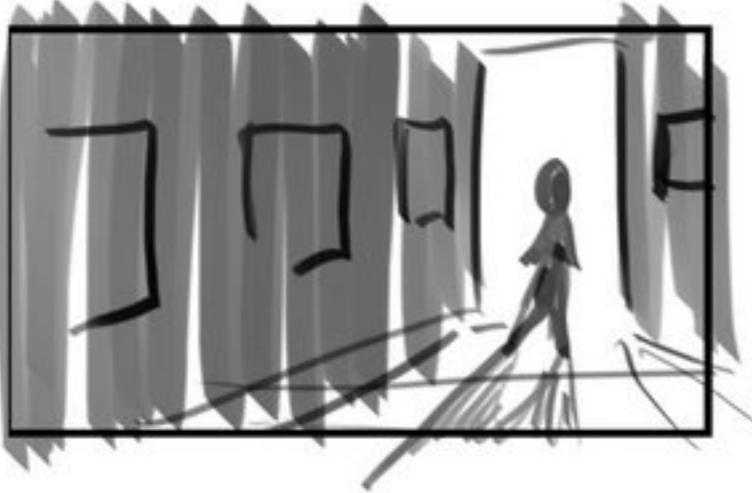


High contrast= Point of interest



Perspective

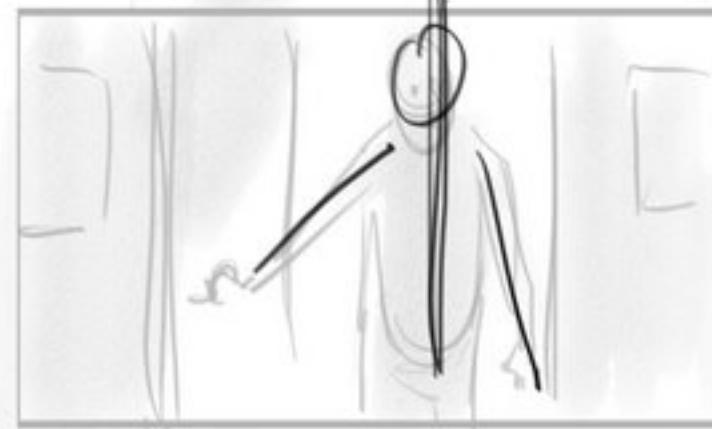
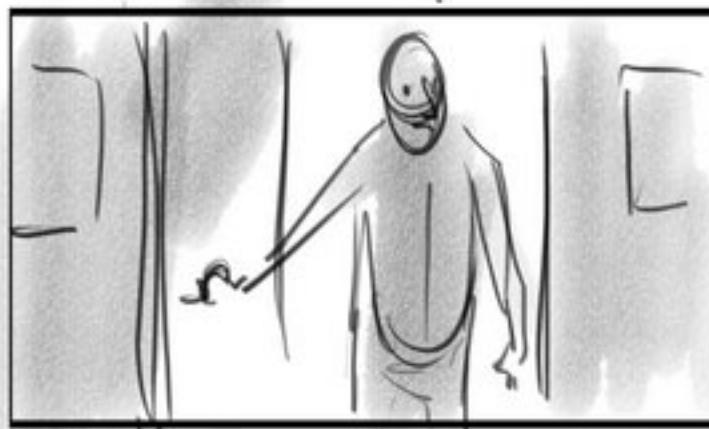
always consider overlap elements in your work



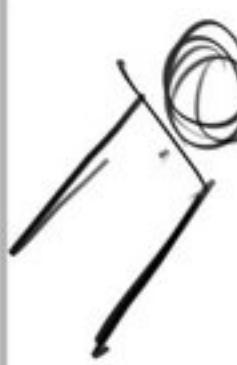
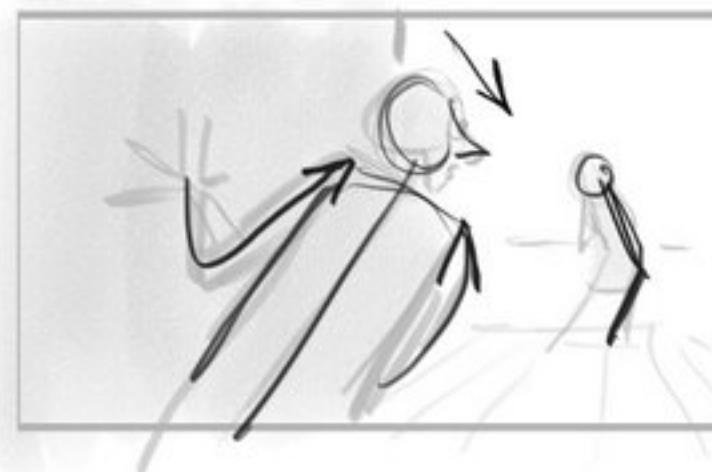
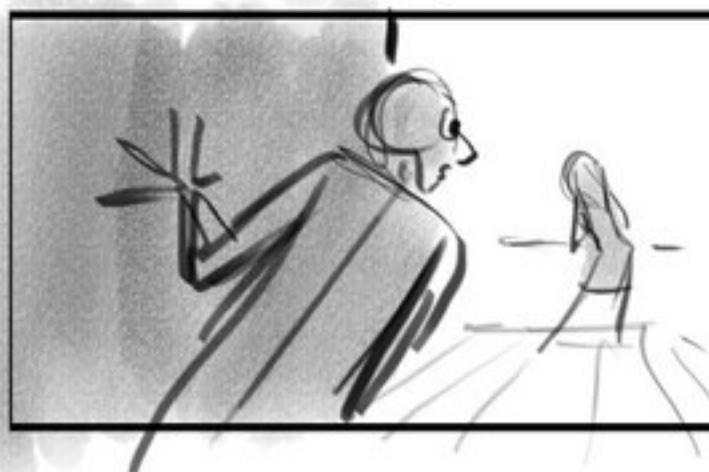
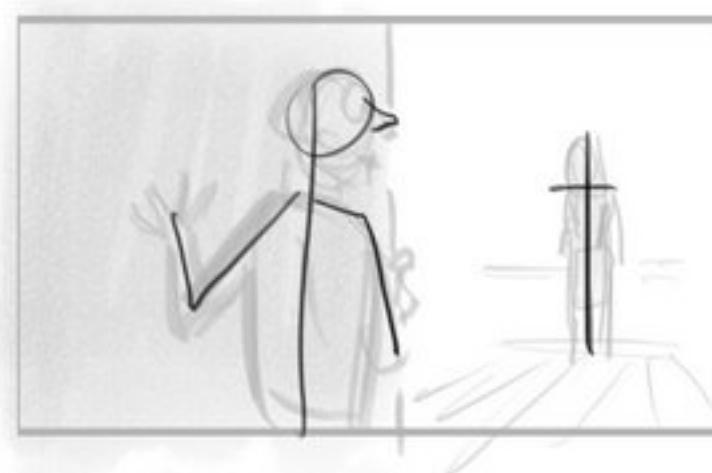
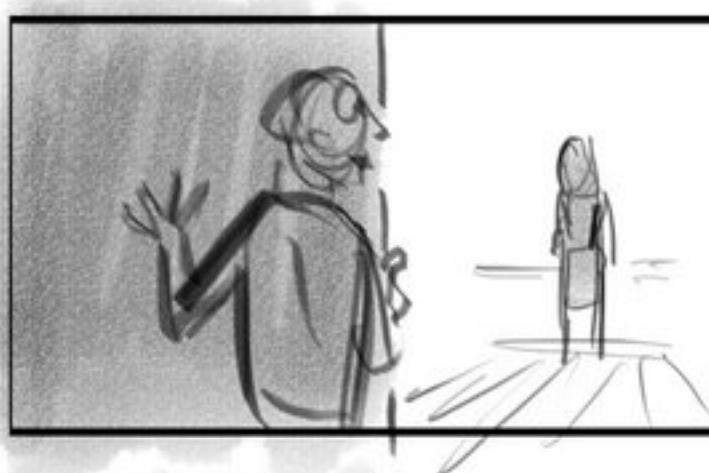
the walls and flower pot help the depth in this shot

without overlap the depth can be lost

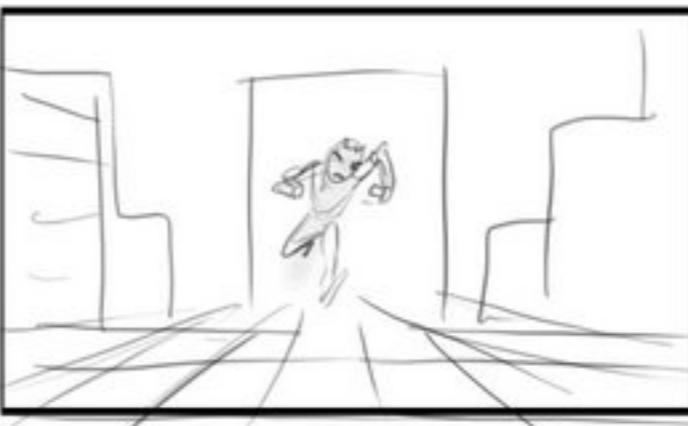
Lean when ever possible!



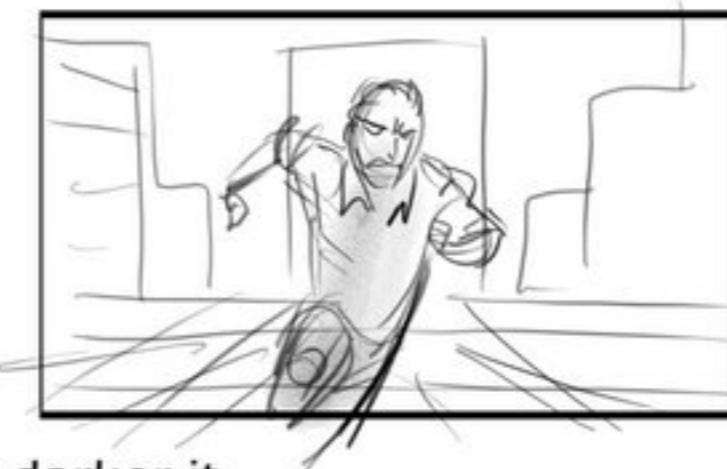
unless the pose calls for it



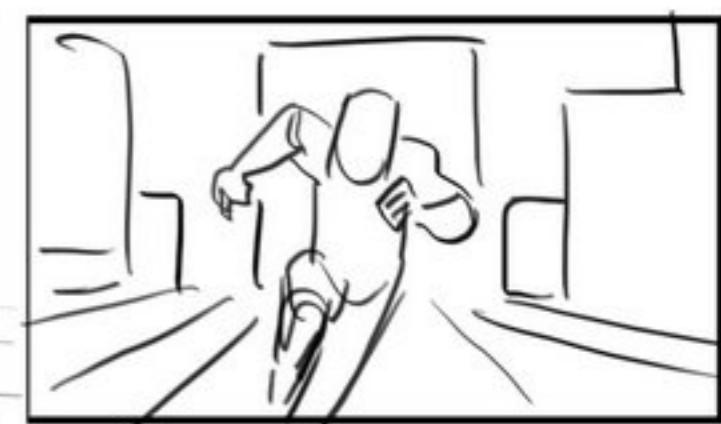
Line Density



The further away the thinner the line



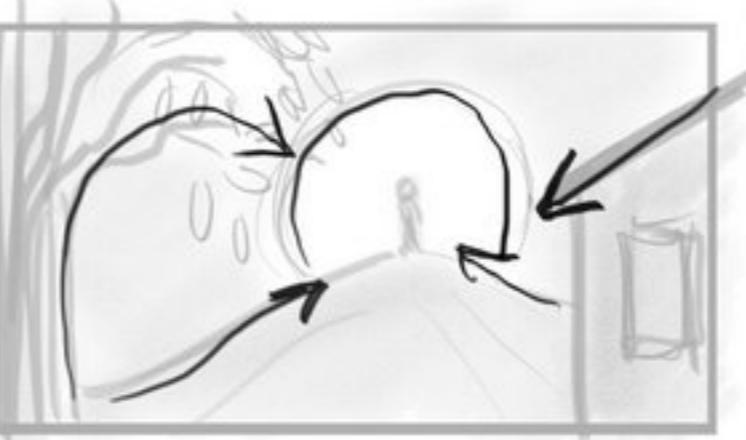
the closer the object the darker it gets



If all the lines are the same density the depth is lost

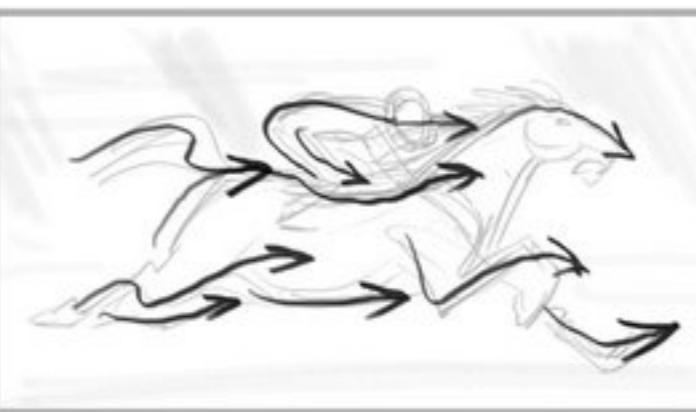
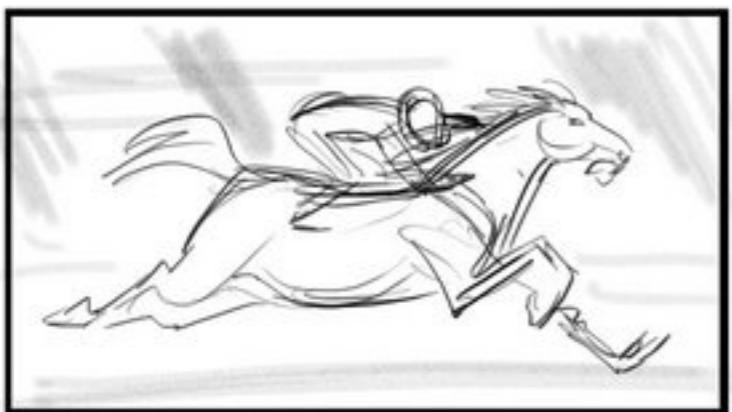


if the object is closer the lines can be thicker

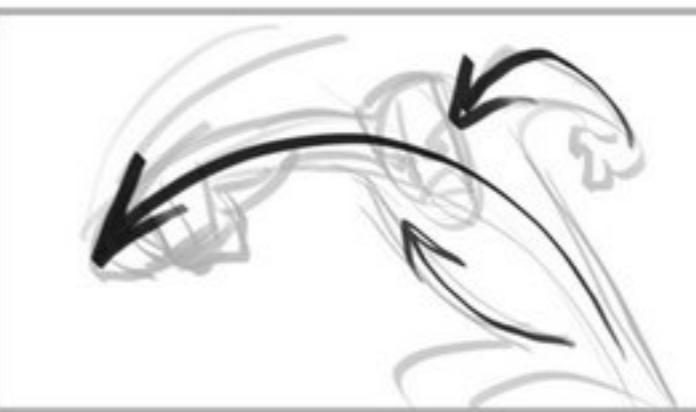
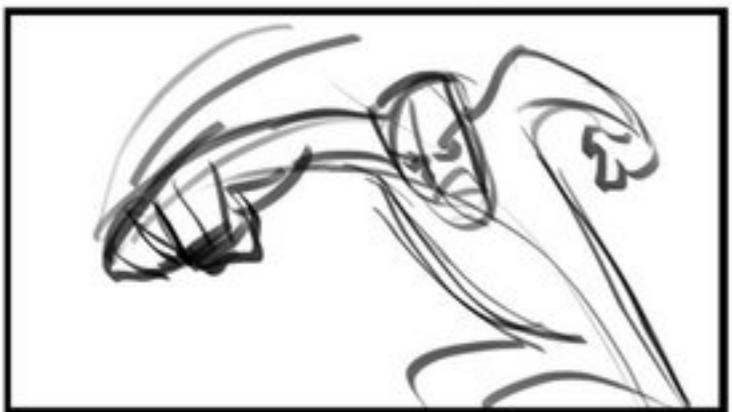


Rhythm in composition
and Pose

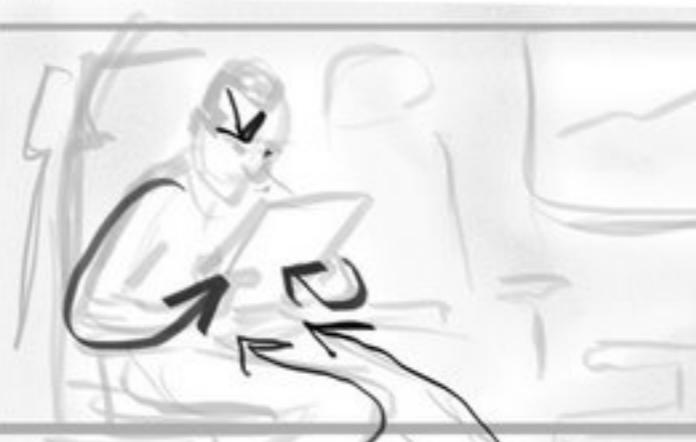
High contrast



Strong Gesture to help the movement



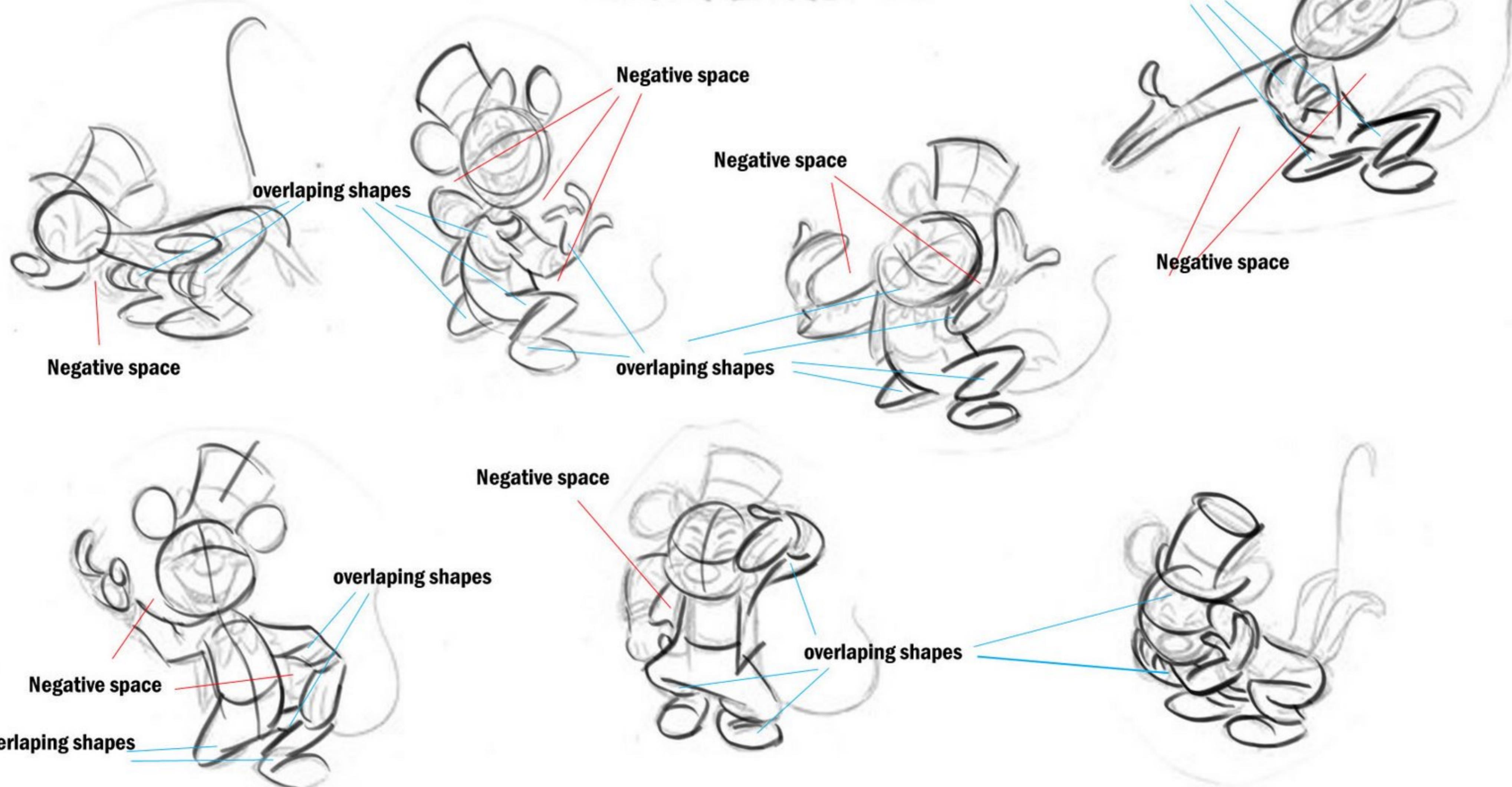
Draw the forces

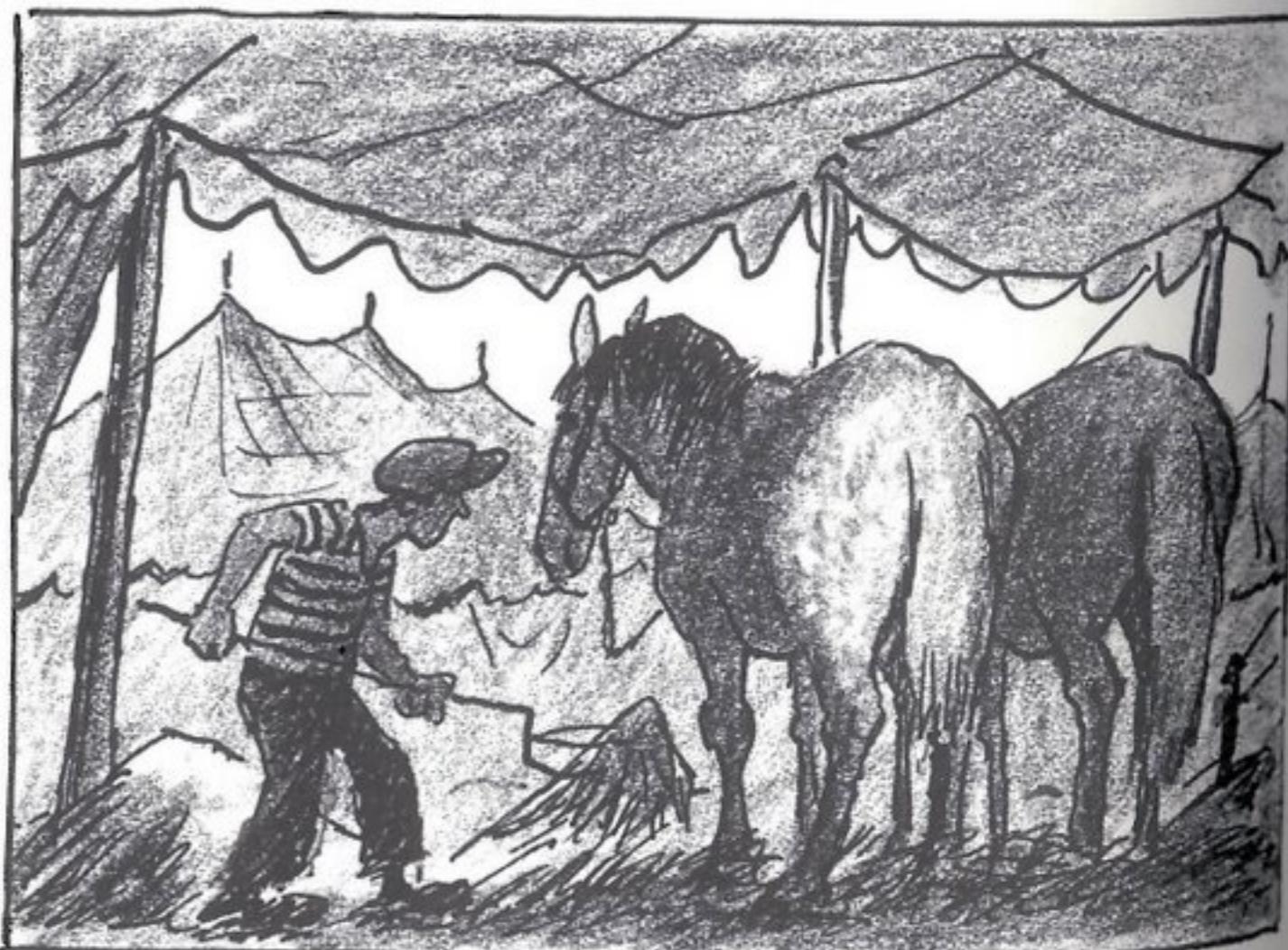
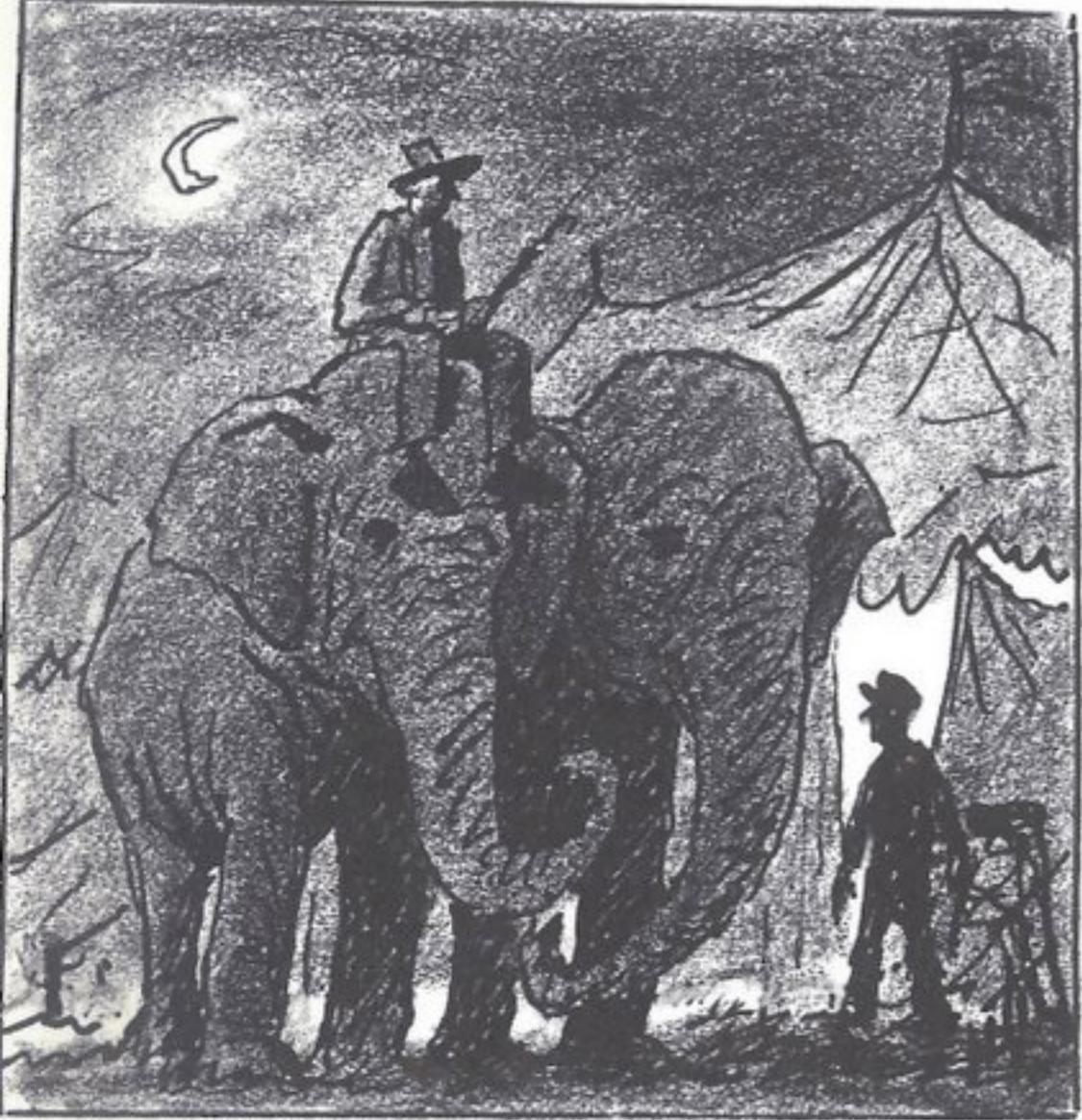
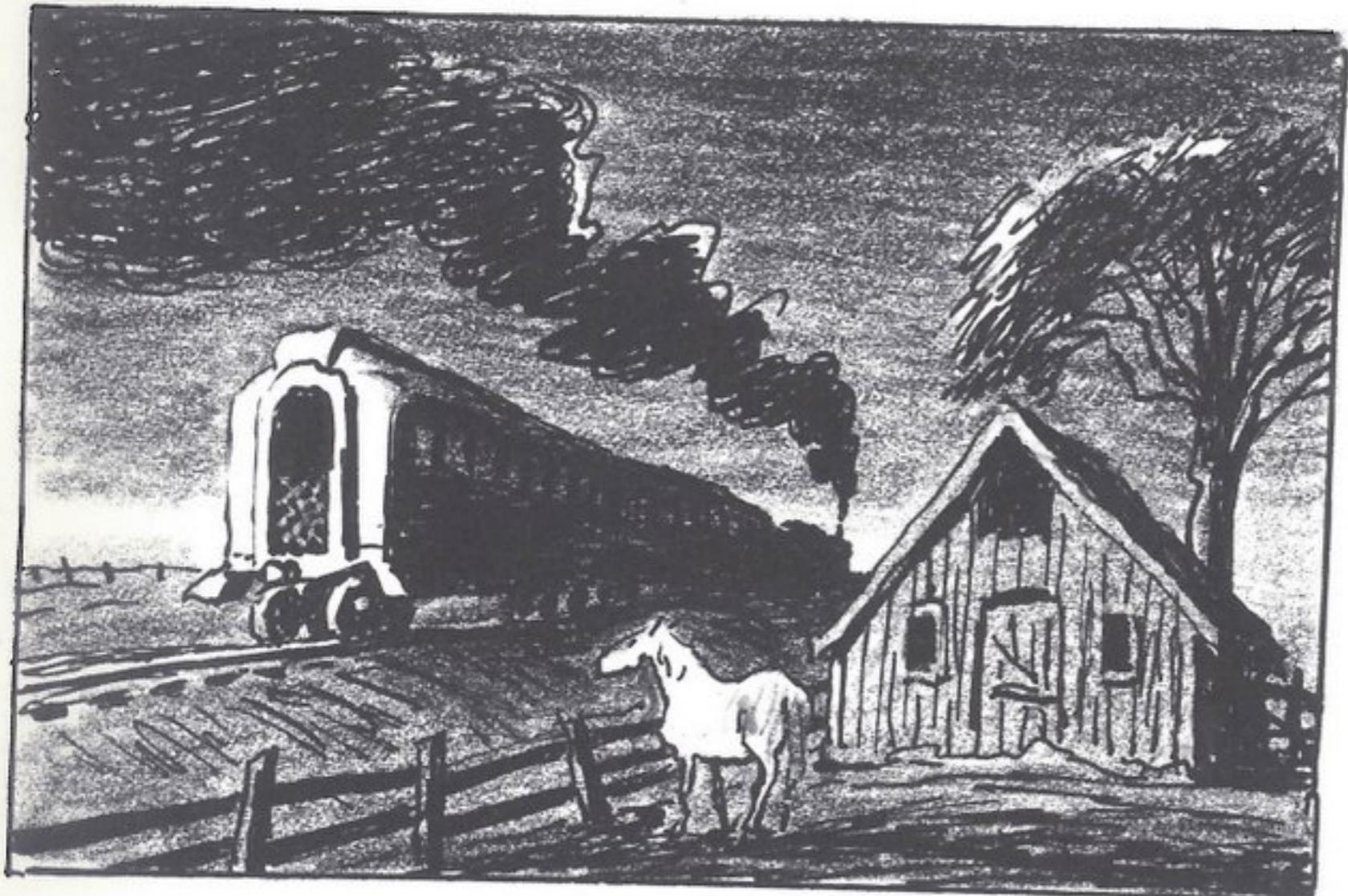


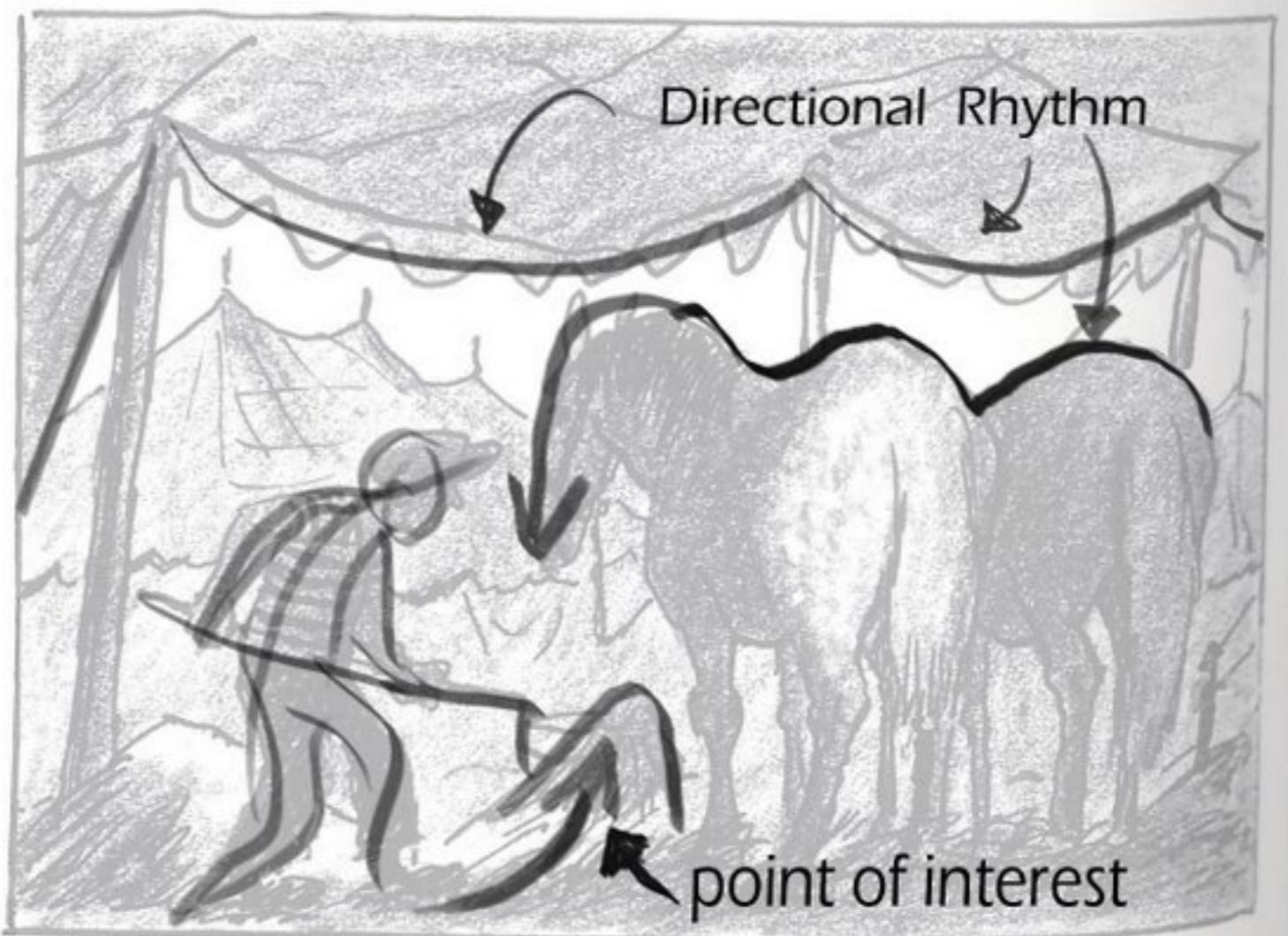
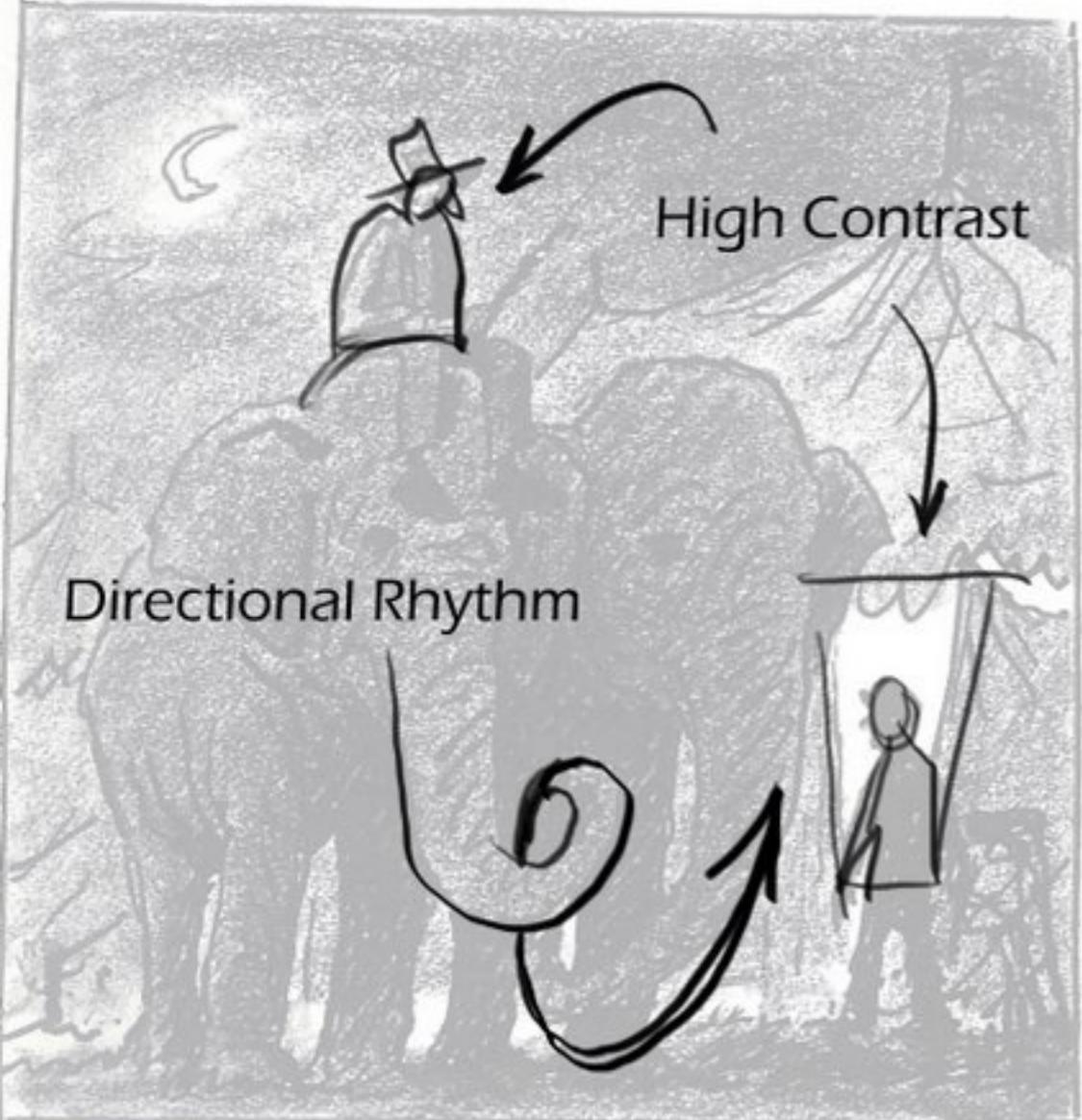
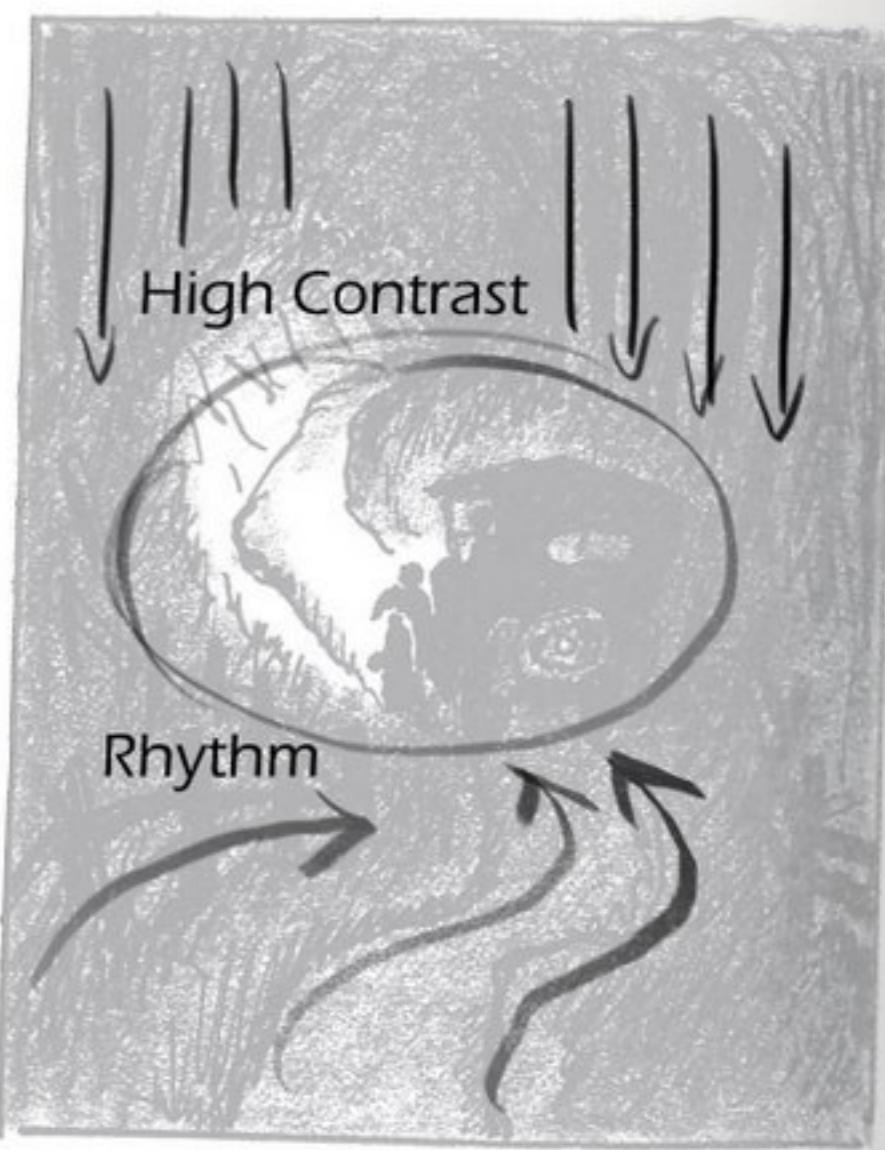
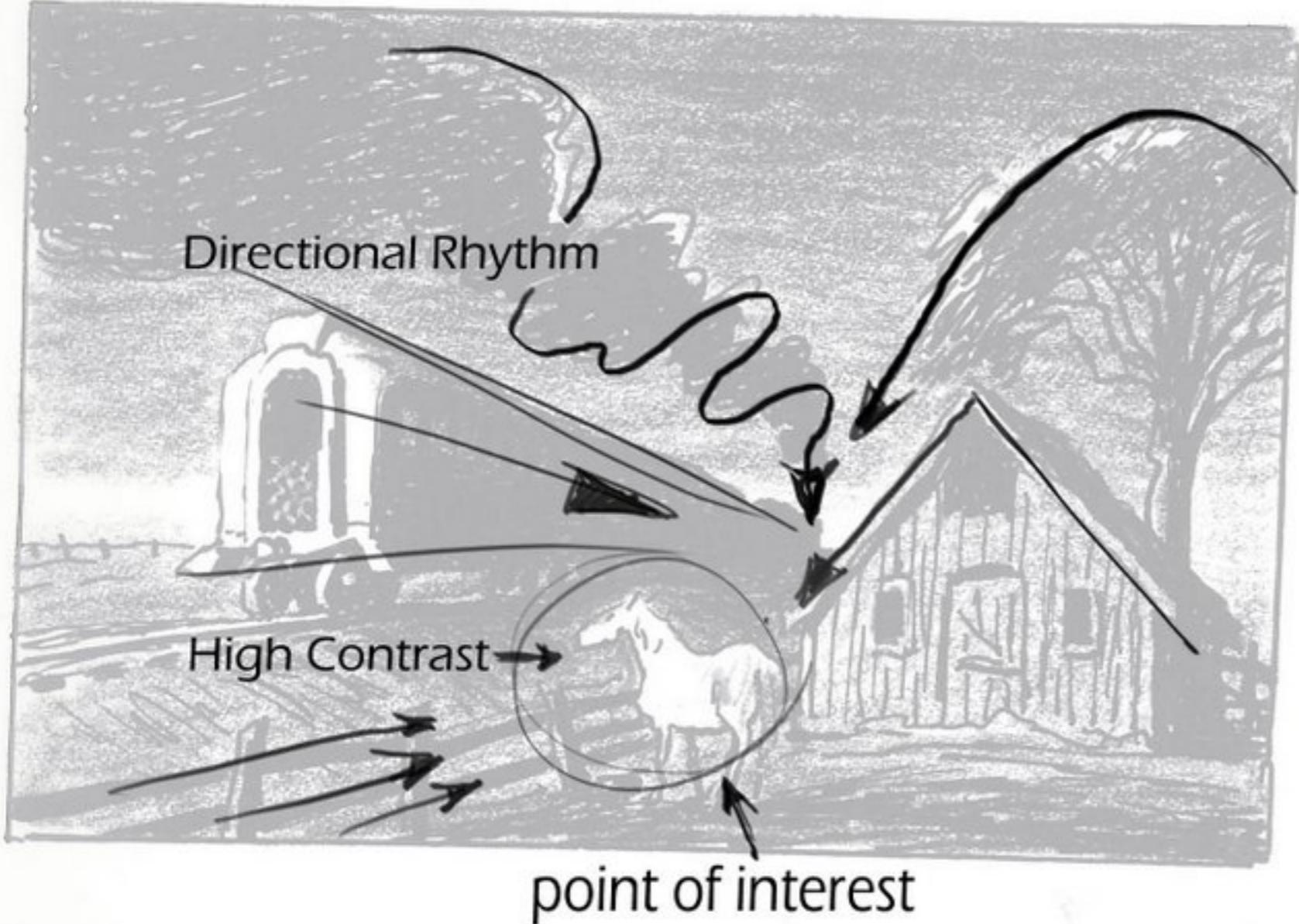
Direct the point of interest

"PLIGHT OF THE BUMBLE BEE"

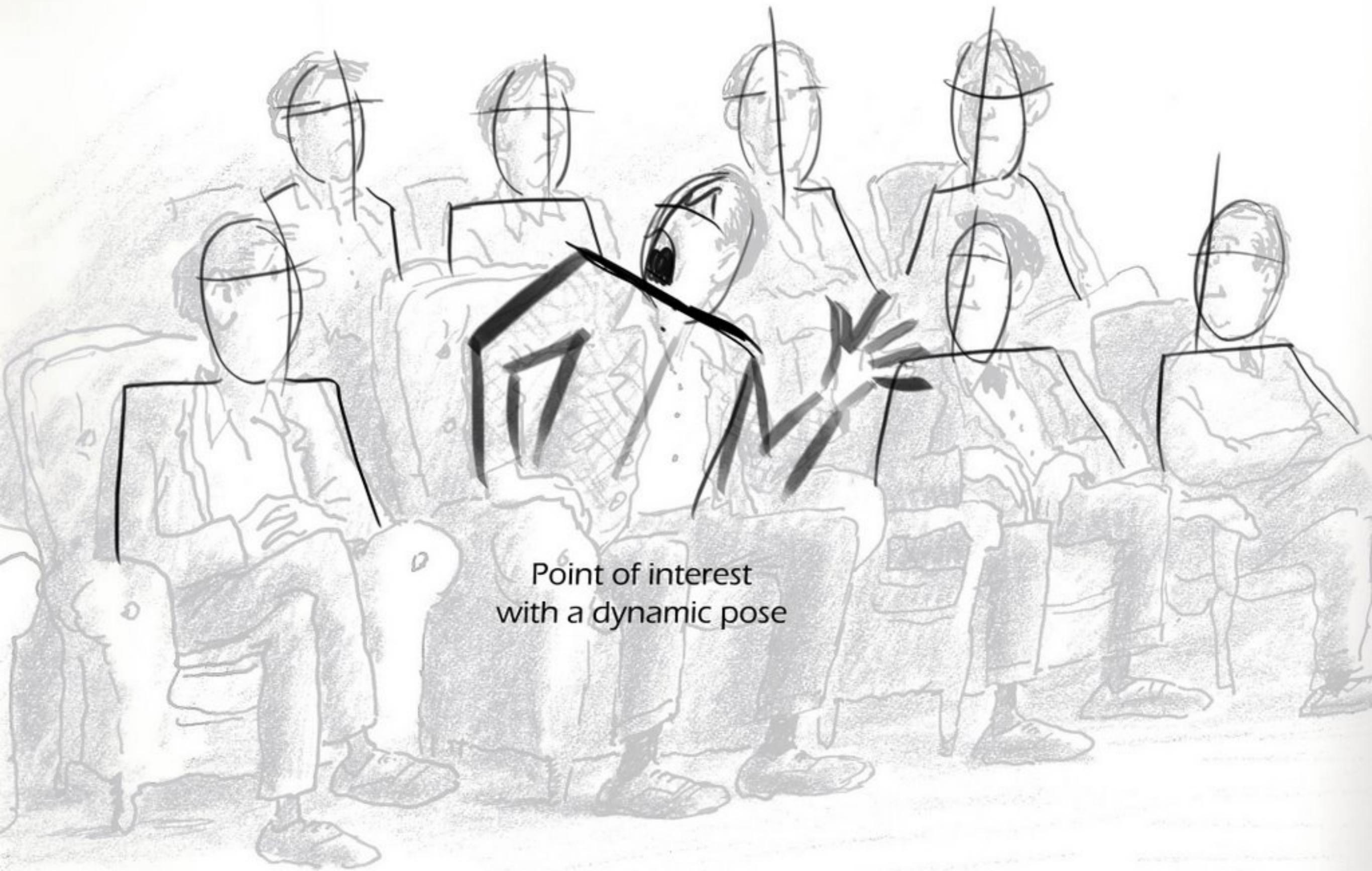
PROD. 2428



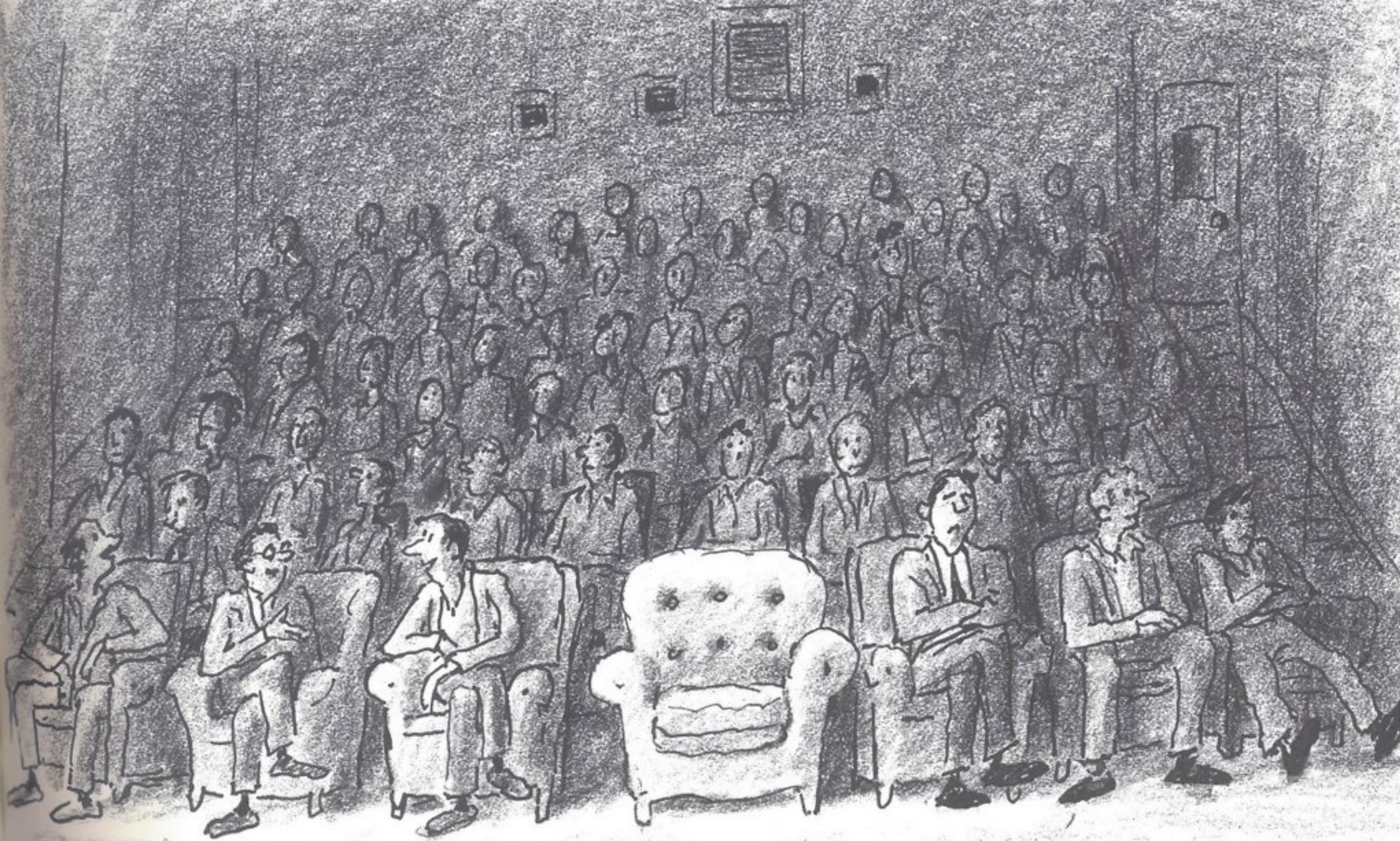


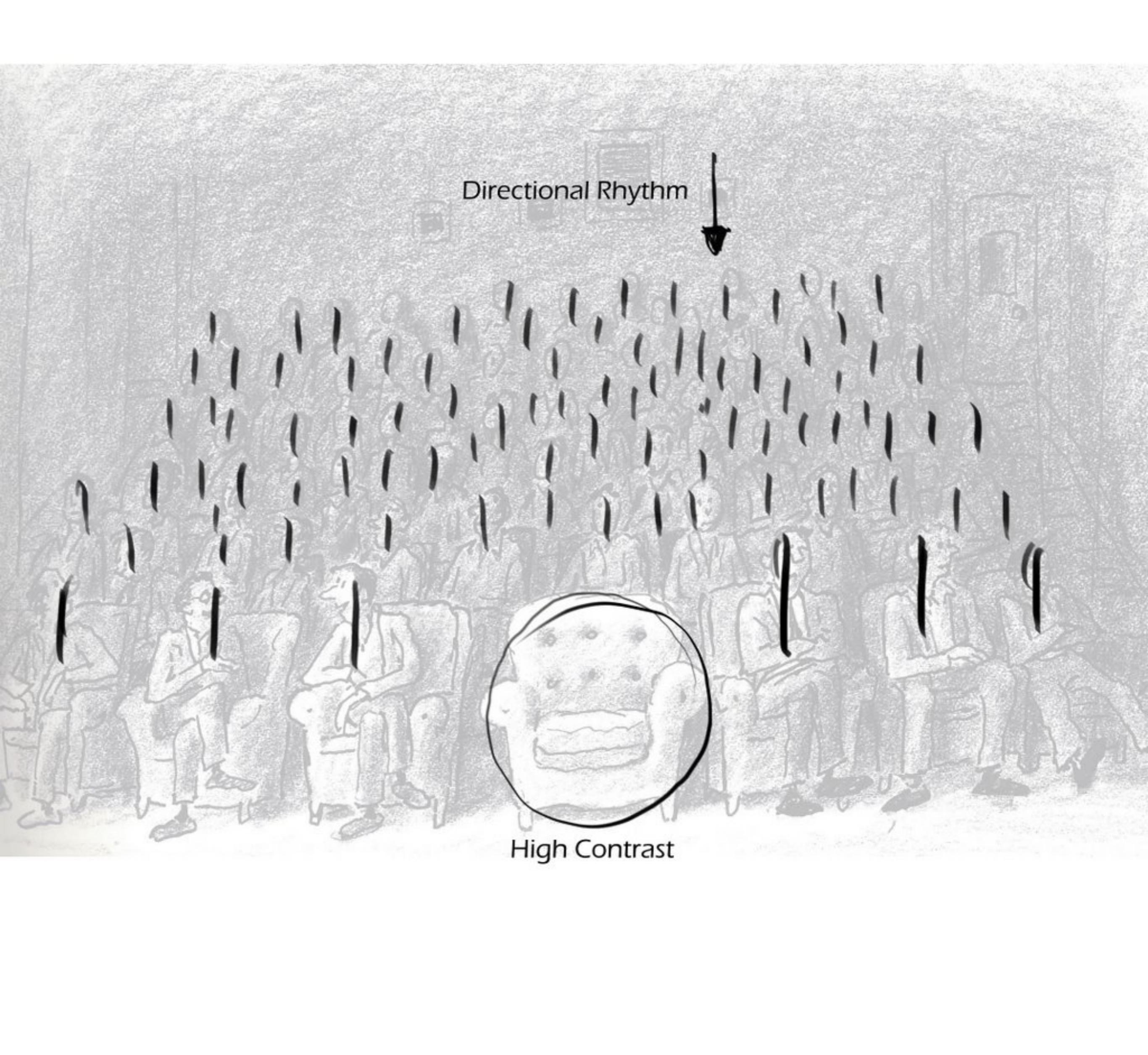






Point of interest
with a dynamic pose

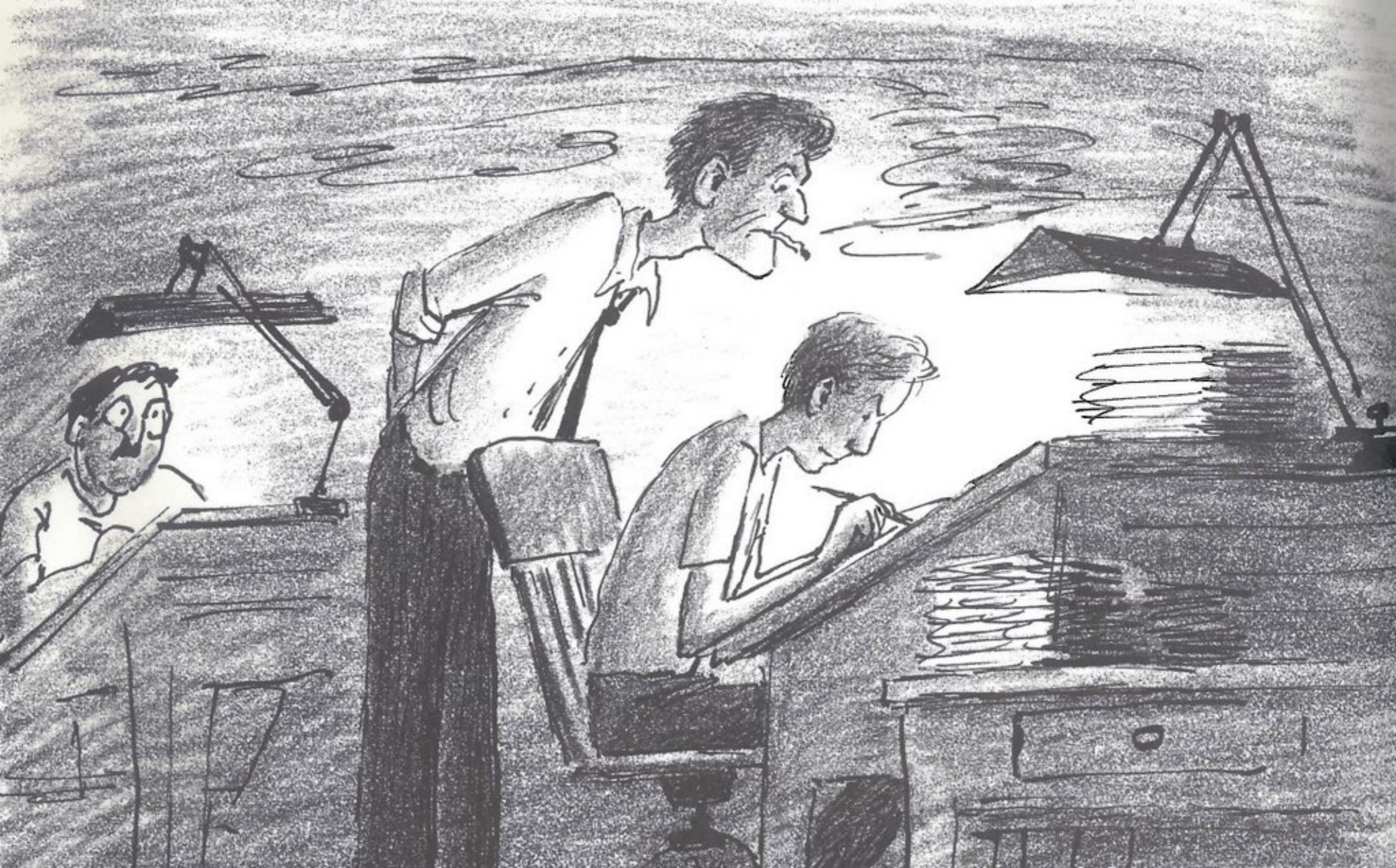


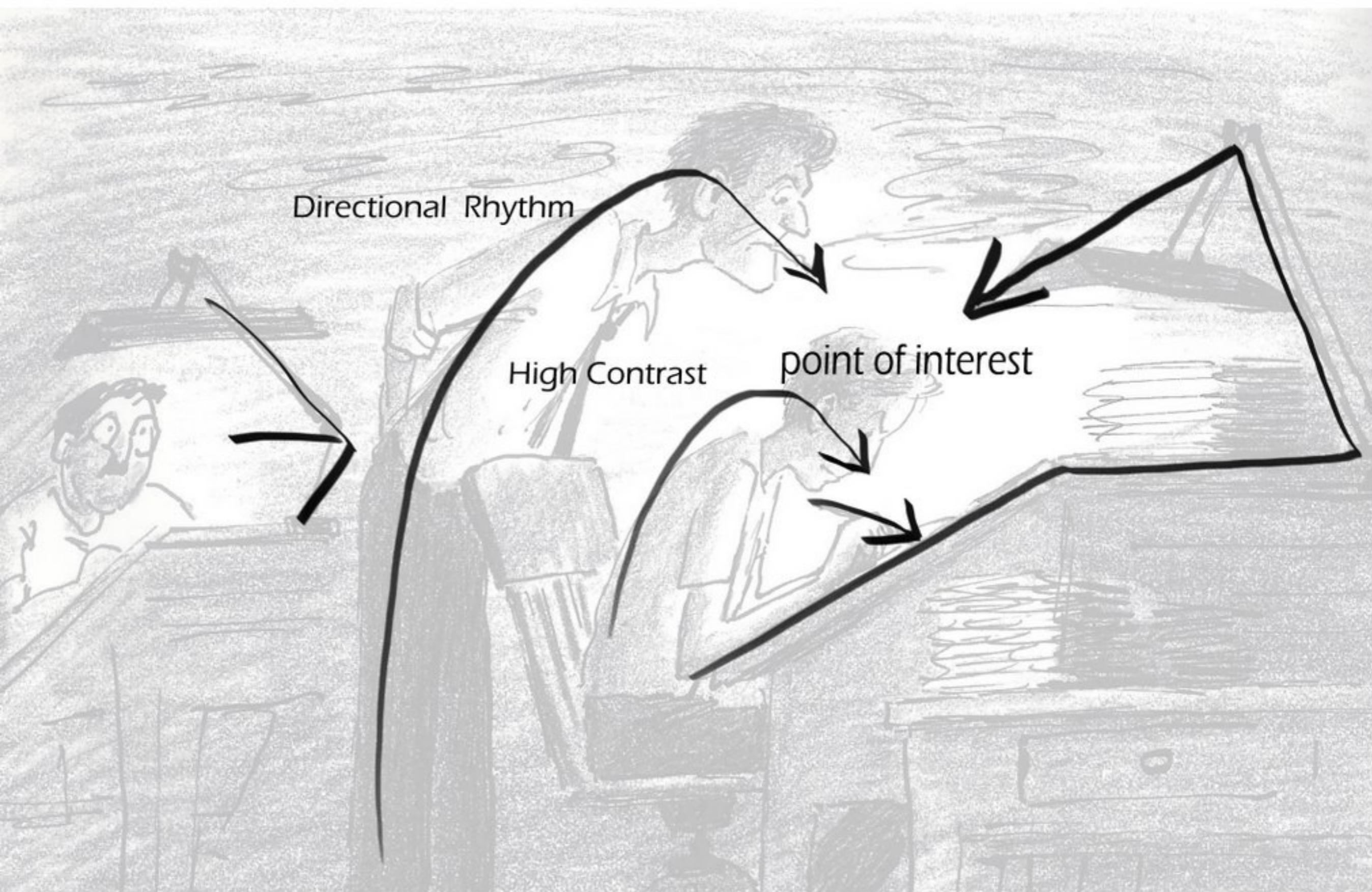


Directional Rhythm



High Contrast







DOGS

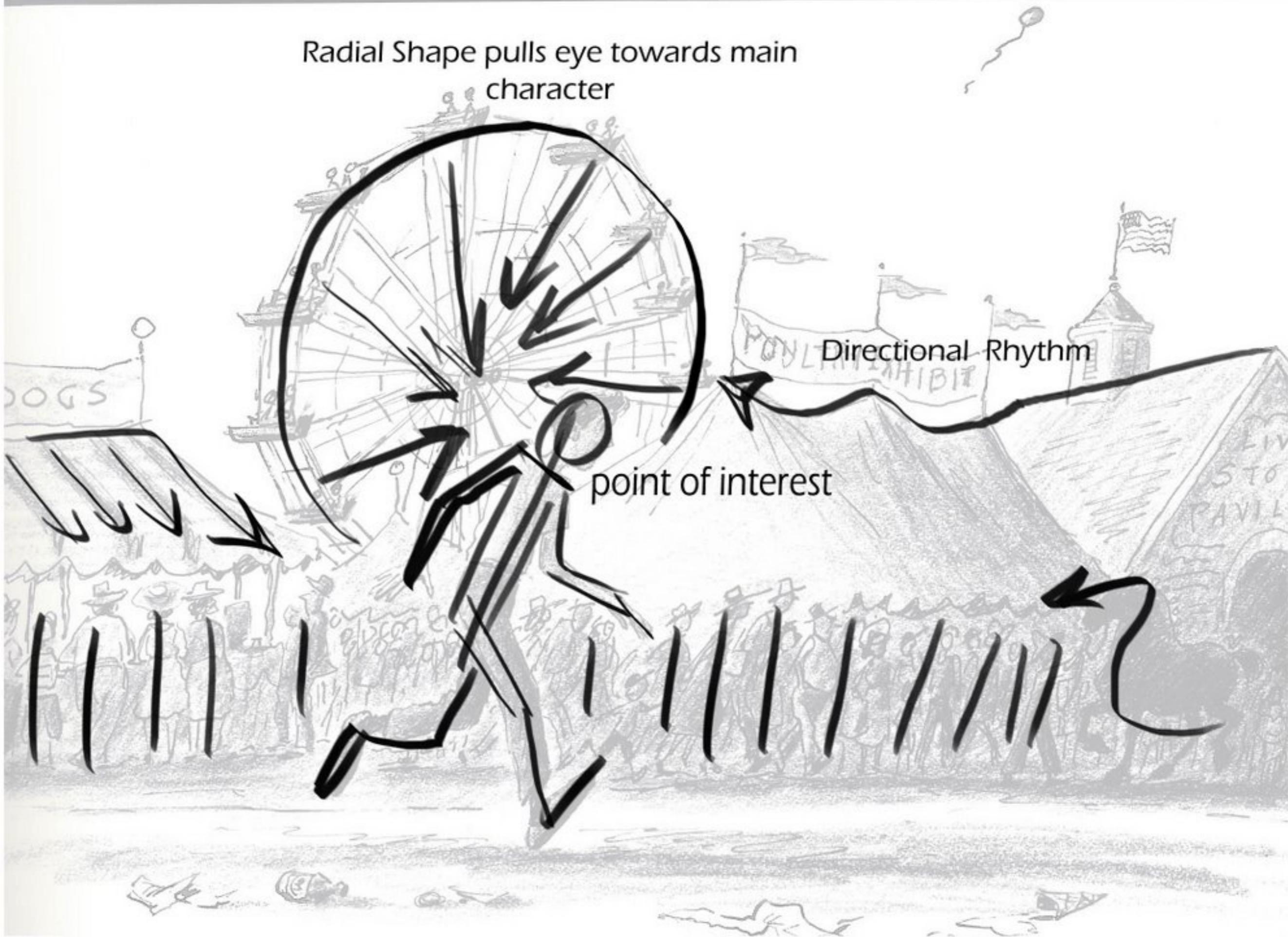
POULTRY EXHIBIT

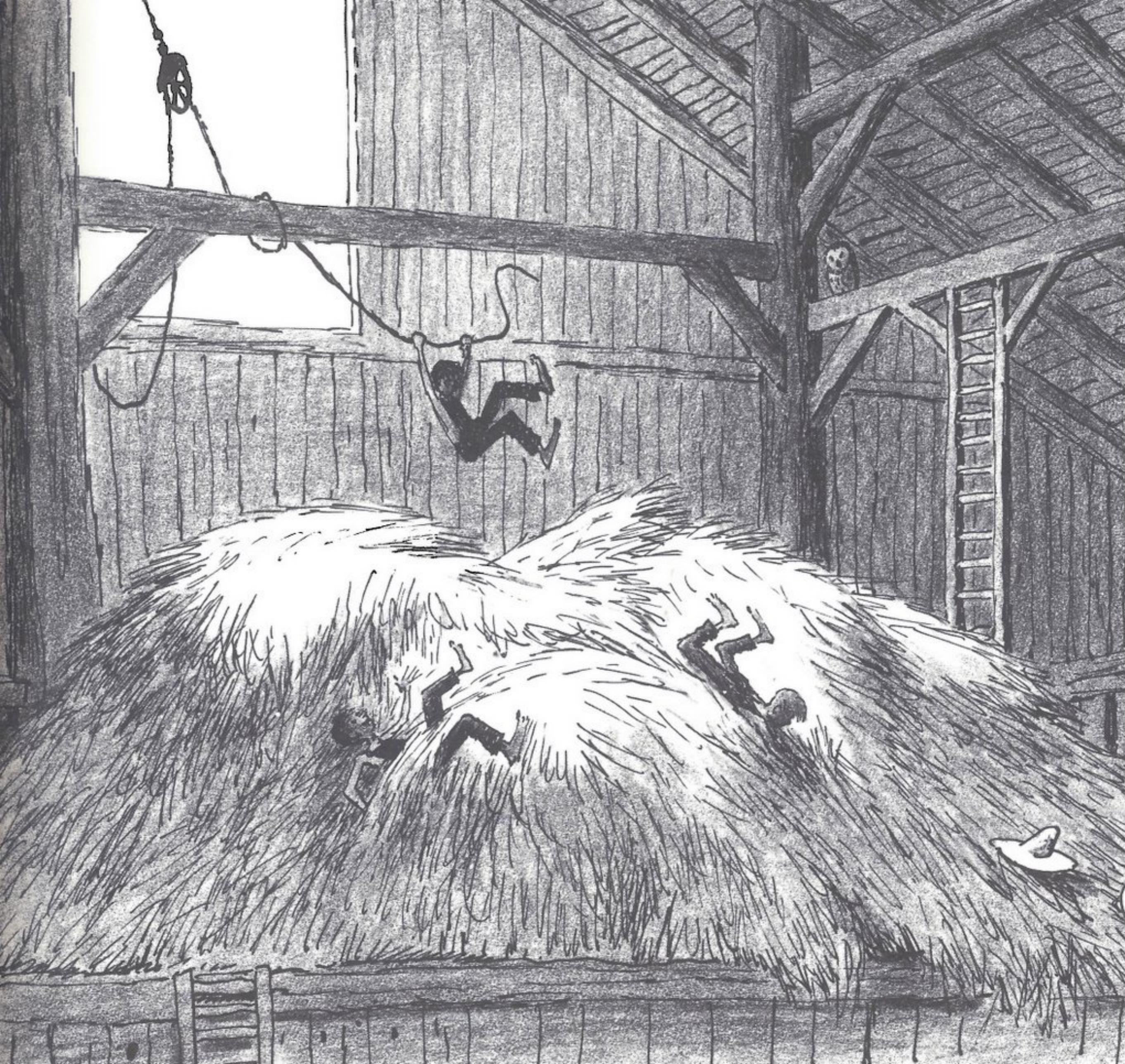
STO
PAVIL

Radial Shape pulls eye towards main character

Directional Rhythm

point of interest





It wouldn't be the same without this
rhythmic rope shape

High Contrast

point of interest



