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1 Sp	pace				
1.1	STRUCTURE				
	1.1.1 elements	point	line	plane	volume
	1.1.2 perspective	one-point	two-point	three-point	multiple
1.2	FRAME				
	1.2.1 aspect ratio	1.33:1 (4:3)	1.66:1	1.85:1 (16:9)	custom
	1.2.2 orientation	horizontal	vertical		48.3
	1.2.3 composition	room	window	single	multiple
	1.2.4 ground	planar scale	linear	- I II	4000
	1.2.5 depth		focus	shallow	deep
	1.2.6 mask	geometric	organic		
2 Fo	rm				,
2.1	IMAGE				
	2.1.1 render	graphic	photographic	drawn	
	2.1.2 shape	geometric	organic	hybrid	
	2.1.3 size	small	medium	large	
	2.1.4 color	monochromatic	polychromatic	solid	gradient
	2.1.5 surface	outlined	shaded	textured	patterned
	2.1.6 dimensionality	flat	extruded	shadowed	simulated
2.2	TEXT				
	2.2.1 case	upper	combination	lower	
	2.2.2 face	geometric	hybrid	humanist	
	2.2.3 size	small	medium	large	
	2.2.4 weight	light	medium	heavy	
	2.2.5 width	condensed	medium	wide	
	2.2.6 posture	roman	italic	oblique	custom
2.3	SUPPORTING				
	2.3.1 line	straight	curved	uniform	variable
	2.3.2 symbol	alphabetic	analphabetic	numeric	pictorial
	2.3.3 shape	geometric	organic	hybrid	pictorial
	2.3.4 audio	voice	music	sound	ambient
3 Tin	ne				
3.1	MOTION	_			
	3.1.1 dynamics	real time	implied	abstract	
	3.1.2 direction	straight	curved	spatial	
	3.1.3 orientation	upright	inverted	radial	skewed
	3.1.4 rotation	flat	spatial	random	
	3.1.5 proximity	spatial	sequential		
	3.1.6 grouping	symmetrical	asymmetrical	consonant	dissonant
	3.1.7 layering	opaque	translucent	transparent	
	3.1.8 transformation	reductive	elaborative	distortive	
3.2	SEQUENCE				
	3.2.1 structure	linear	nonlinear		
	3.2.2 juxtaposition	layered	sequential	simultaneous	
	3.2.3 hierarchy	image	text	audio	synthesis
	3.2.4 transition	cut	wipe	fade	dissolve
	3.2.5 rhythm	repeating	alternating	synchronous	asynchronous
	3.2.6 duration and pause	foreshadow	recall		