

# VISUAL ELEMENTS

---

---

## GRIFFIN SYSTEM™

---

---

*Design is the logical  
selection and  
arrangement  
of visual elements  
for order plus interest.*

---

### BASIC SHAPES



CIRCLE



SQUARE



TRIANGLE

---

### BASIC DIRECTIONS



VERTICAL



HORIZONTAL



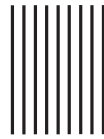
DIAGONAL



CURVE

---

### BASIC DESCRIPTIONS



LINE



PLANE



TONE

---

### BASIC SURFACES



OPAQUE



TRANSLUCENT



TRANSPARENT



REFLECTIVE

---

### BASIC ENRICHMENTS



COLOR



PATTERN



TEXTURE

---

### BASIC ARRANGEMENTS



POSITION



DIRECTION



SIZE

---

**BASIC RELATIONSHIPS**



POINT



EDGE



OVERLAP



POS-NEG



LINE-UP

**PHRASING  
TOOLS**

---

**BASIC REMOVALS**



POP-OUT



HINGE-OUT



EXTEND-OUT



SLICE-OFF



SLIDE-OUT

---

**BASIC DEPTH CUES**



SIZE



FORESHORTEN



SHADOW



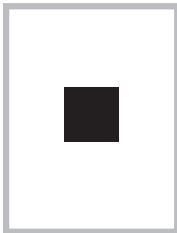
DIFFUSION



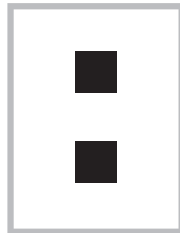
OVERLAP

---

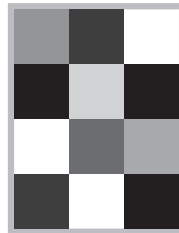
**BASIC COMPOSITIONS**



1 FOCAL POINT



2 FOCAL POINTS

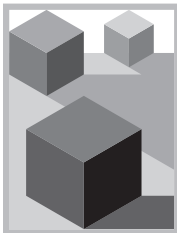


PATTERN



POS-NEG

**COMPOSITIONAL  
DEVICES**



PERSPECTIVE



MOVEMENT



STRUCTURE



FRAME