

# SEQUENCE CHECK-LIST

F. GRIFFIN

## 3 CATEGORIES OF CHANGE

### Change of Place:

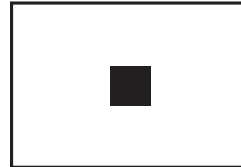
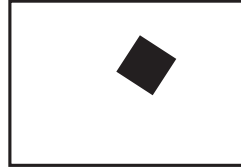
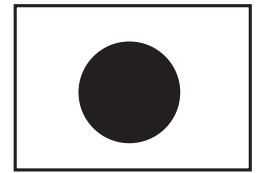
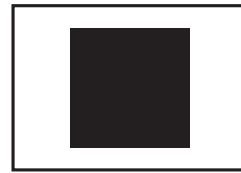
Relational shift

### Change of Amounts:

Scale or quantity, (large to small or few to many)

### Change of Quality:

Metamorphosis of image



CHANGE OF PLACE

CHANGE OF AMOUNTS

CHANGE OF QUALITY

## 3 METHODS OF CHANGE

### Planal Shift:

Change of direction and/or position of image(s)

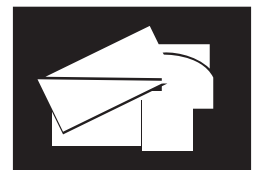
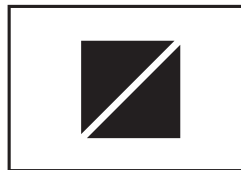
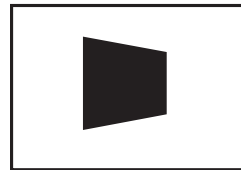
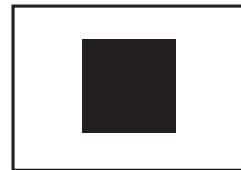
### Spatial Depth:

Using 5 basic Depth Cues for illusion of deep space.

- shadow (form and cast)
- foreshortening
- edge diffusion
- overlap
- scale change

### Figure and Ground Exchange:

Background becomes active through relational shift and negative/positive optical illusion



PLANAL SHIFT

SPATIAL DEPTH

FIGURE & GROUND EXCHANGE

## 3 INTERACTIONS OF IMAGES

(The three things a graphic artist can do to an image, hence, "The 3 Do-To's")

Use the 5 Basic Relationships

- Edge-to-Edge
- Point-to-Point
- Overlap
- Positive/Negative
- Contour Continuation

### Add-on:

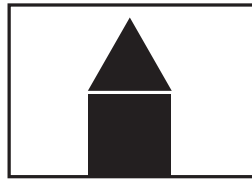
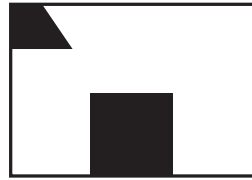
Is always on negative space. Relates to the outside of the host image

### Insert:

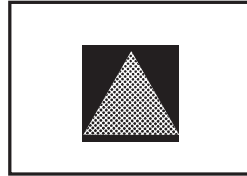
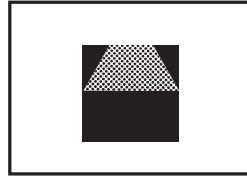
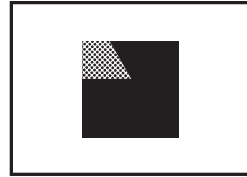
One image is contained within the boundary of another image. (Exterior edge of host image is not altered)

### Interrupt:

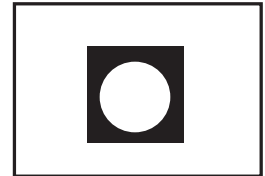
Use removals to alter shape. The background shows through the negatives created in the host image.



ADD-ON (AD)



INSERT (IN)

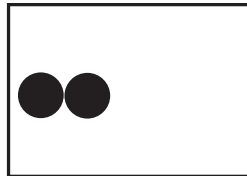
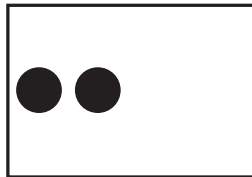


INTERRUPT (OUT)

## 3 LINKS OF CHANGE

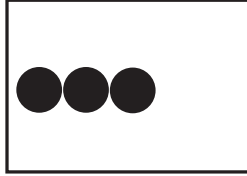
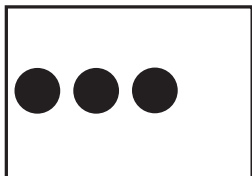
### Consecutive: (Apart)

One image coming after another image, NOT TOUCHING, image surface can change gradually



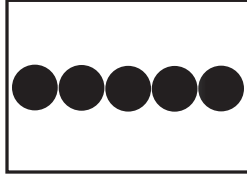
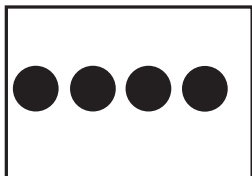
### Contiguous: (Touch)

One image in contact with another image, ADJACENT, OR SIDE-BY-SIDE, surface may change gradually



### Continous: (Blend)

One image sharing a boundary with another image; UNION OF EDGE, or BLENDING, any surface change must blend gradually



CONSECUTIVE / APART

CONTIGUOUS / TOUCH

CONTINUOUS / BLEND