

Portfolio

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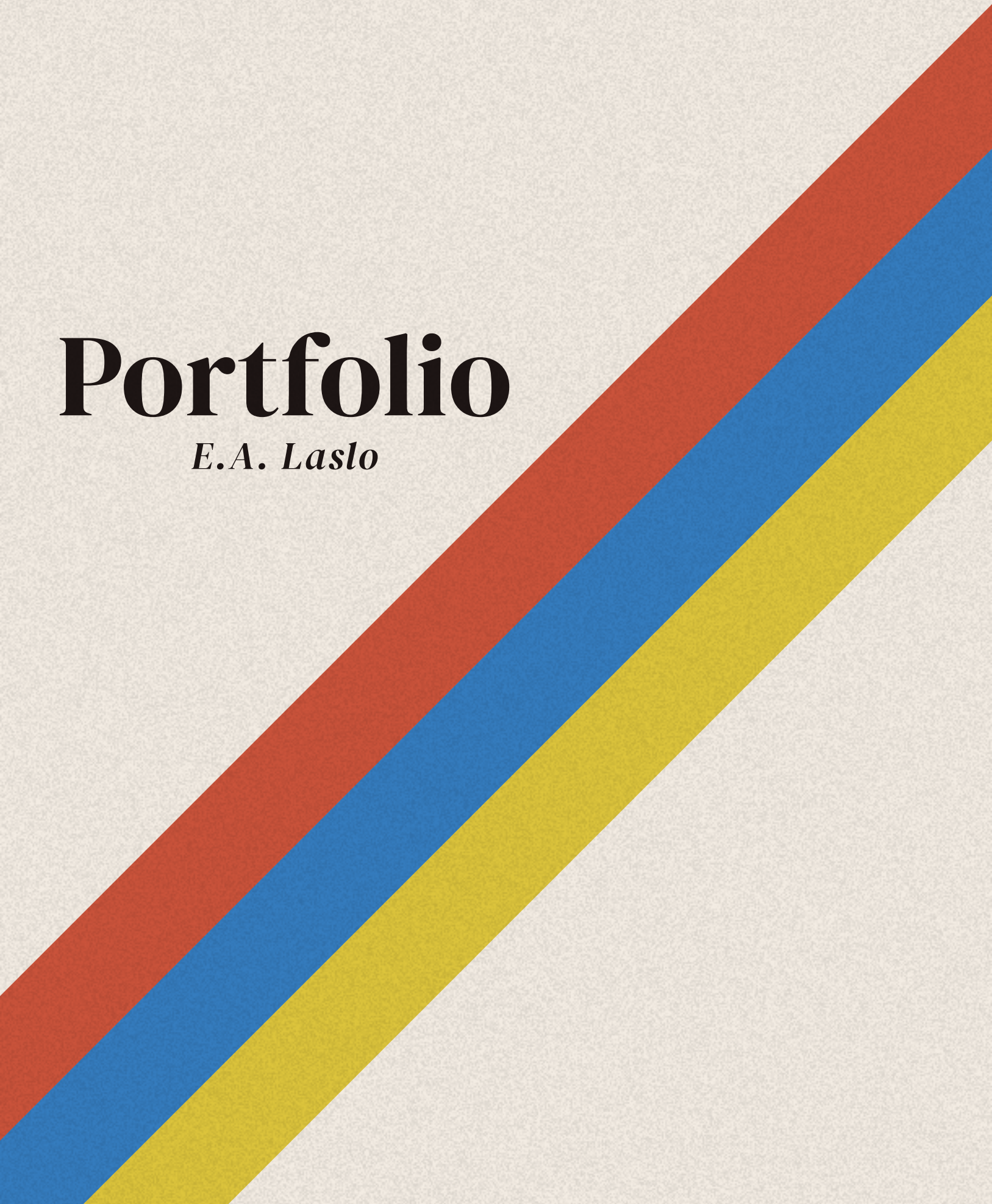




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Design is not just what it
looks like & feels like

Design is how it works

Visual rhetoric has a purpose.

Communication is a part of our lives,
and visual communication influences a
lot of it. Perception. Interaction.
Association.

It's not the same as art. Art is coloring
outside the lines; visual rhetoric is
knowing coloring inside the lines often
looks better. Art is subjective
expression; visual rhetoric is objective
aesthetic.

The principles of visual rhetoric are
rules to live by. Formstorming
encourages reiteration. Rhythm and
balance control flow. Rules and
randomness — well, it's in the name.
The list goes on.

This portfolio explores my
understanding of visual rhetoric
principles as taught in class and as
learned extracurricularly.

Enjoy.

Formstorming



To see the forest through the trees...

Formstorming is reiteration to solve problems in visual communication. To problem-solve, it's important to think outside the box. Inspiration, exploration, and repetition are crucial. Representations of trees are signifiers of their meanings.

This visual notebook was a formstorm of trees. Of the thirty-six iterations, the above were of similar aesthetic.

Other than sketches, examples of formstorming might be photos of trees or even the word "tree" itself in various fonts.

Point



Everywhere you look, the foundations of design are in plain sight.

Line

Plane

Grids. Typography. Patterns. These elements guide the eyes across visual compositions.

Rhythm & Balance

Rhythm and balance are the harmonics of a visual composition.

Rhythm is lines, patterns, repetition. Balance is the spatial weight of elements.

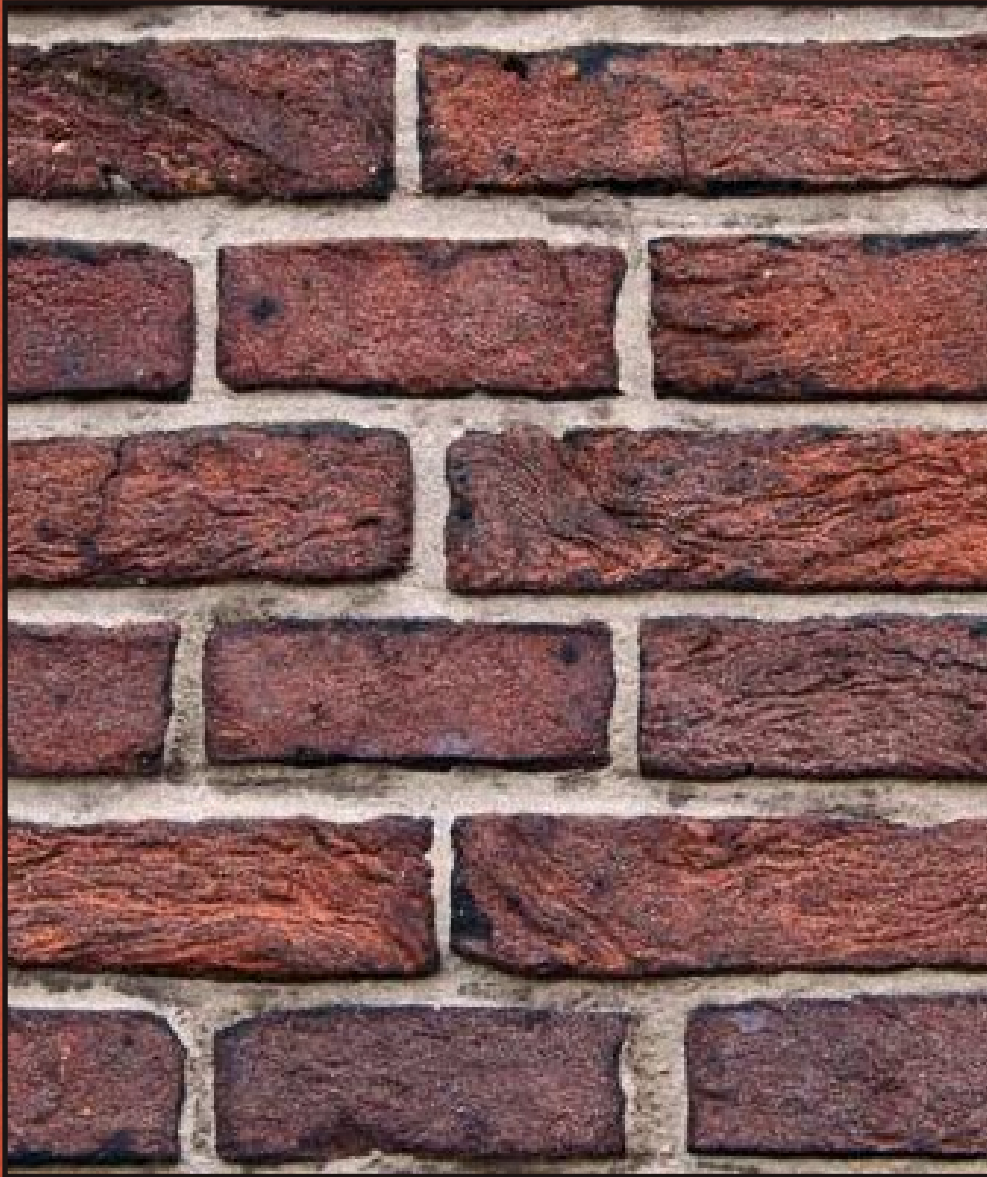
This page is an example of rhythm and balance. It's a three-column page with one column of text to anchor the composition. Neat, controlled (justified) typography creates lines for the eyes to follow. The title of the page is another example of balance: large and bold (above the smaller, regular body text.)



SCALE

Size matters. Large visuals or type are attention-grabbing. In the presence of larger elements, smaller visuals or type become secondary (or even tertiary) elements in a composition.

Texture



Just another brick in the wall...

Texture is an optical effect, a representation of touch. It assigns physical associations to visual or virtual mediums.



D2919E

D1C98B

3A7E4F

203B1F

10211E

Color

Color is our perception of light. Red. Blue. Yellow. Green. Violet. Black. White. Neutral. Warm. Cool.

Color is a spectrum of hues. High saturation is more intense. Low saturation is less intense. Contrast is relative, how clear one color appears against another.

Online tools or in-program color pickers extract hex color codes from images. Palettes of hex color codes help with consistency (see above).

Color is subject to cultural, personal, or presuppositional biases. It is superficial. It is subliminal.

The prior associations of colors influence responses to images. Red stimulates. Blue calms. Yellow highlights.

Remember: accessible colors are important to color-blind and visually impaired people.

color.adobe.com

coolers.co

Gestalt



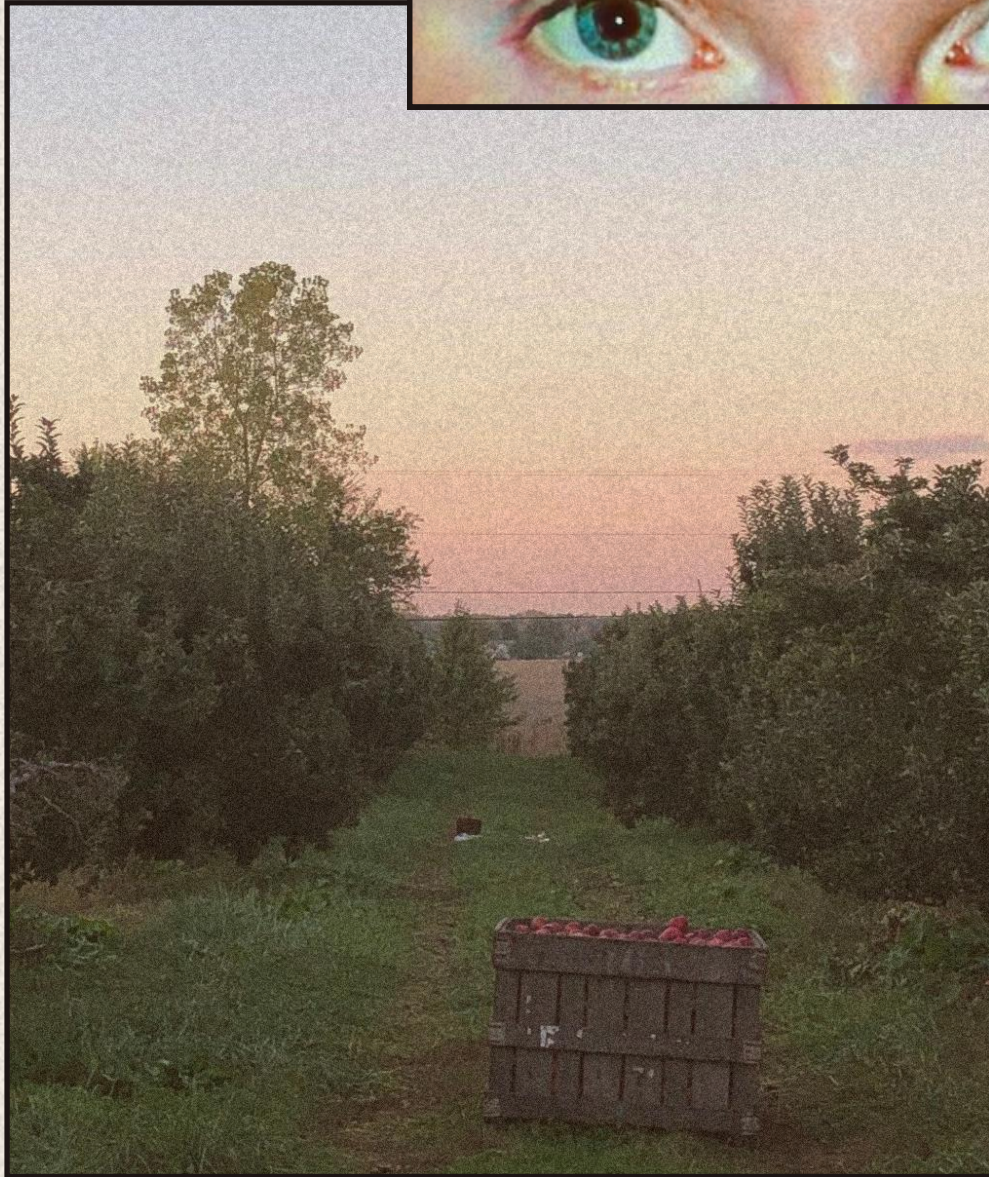
Recognize him? Call 555-555-5555

Our cognition simplifies what we perceive into what we can understand. Gestalt is how our minds surmise and complete representations.

It's often said that eyes are the windows to the soul. To block the eyes is to trigger gestalt, and to unnerve the viewer.

Framing

10/09/2021



How I remember our first date...

Our field of vision affects our perception. To frame an image is a manipulation of visual information.

For framing, crop an image in a purposeful manner, bleed margins, or leave a meaningful caption.

This visual notebook frames a lovely woman's eyes. Focus is only on her gaze — peripheral information is out of frame.

Framing of the picnic emphasizes quaint privacy, intimacy, and romance.

H I E R A R C H Y H E L P S D E S I G N

Don't test a person's vision. Help it with hierarchy.

How Hierarchy Works

Hierarchy helps people distinguish visual information in order of importance. Because composition influences perception, attention, and interaction, hierarchy prioritizes important information by making it the most noticeable.

Rules of Hierarchy

People read left to right, top to bottom (for the most part). Font weight makes a difference: big, bold headings bring attention to body text. High-contrast colors pop. Negative space helps, too.

Layers



Layer? I hardly know her...

Layers are overlapping elements. Proximity, color, and transparency are aspects of layering.

Similar to texture, layers can emulate physical qualities in a visual or virtual medium.

Modularity

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Suspendisse blandit metus pulvinar, elementum orci in, convallis elit. Morbi sit amet ex et elit bibendum elementum eu ut tellus. Quisque id nisi est. Integer accumsan libero sit amet pulvinar viverra.

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Phasellus sit commodo ornare eget accumsan urna.

Photographer

Subheading

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Suspendisse blandit metus pulvinar, elementum orci in, convallis elit. Morbi sit amet ex et elit bibendum elementum eu ut tellus.

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Subheading

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Grid

Grids keep elements in line. Horizontal. Vertical. Diagonal. Asymmetrical. Structural. Rational. Universal.

Three-column grids help align information on a page, visual or textual.

Columns, margins, alignment, hierarchy, rhythm, balance — visual rhetoric principles rely on grids for overall composition.



Pattern

Patterns are repetitive, often complex structures of visuals. Dots. Lines. Crosses. Waves. Shapes.

Patterns may seem irregular, but the rules of patterns are often mathematical if not artistically precise.

Color, scale, layers, gestalt, and other visual rhetoric principles affect patterns.

Transparency



Be clear

As an aspect of layers, transparency is the opacity of an element. It adds an interesting layer (pun intended) to contrast and hierarchy.

Rules & Randomness

The principles in this portfolio are more than just techniques of visual rhetoric. Grids. Hierarchy. Rhythm and balance. Symmetry and asymmetry. They're rules.

Mathematically, even seemingly random patterns or visuals are the results of rules.

For example, noise filters (film grain).