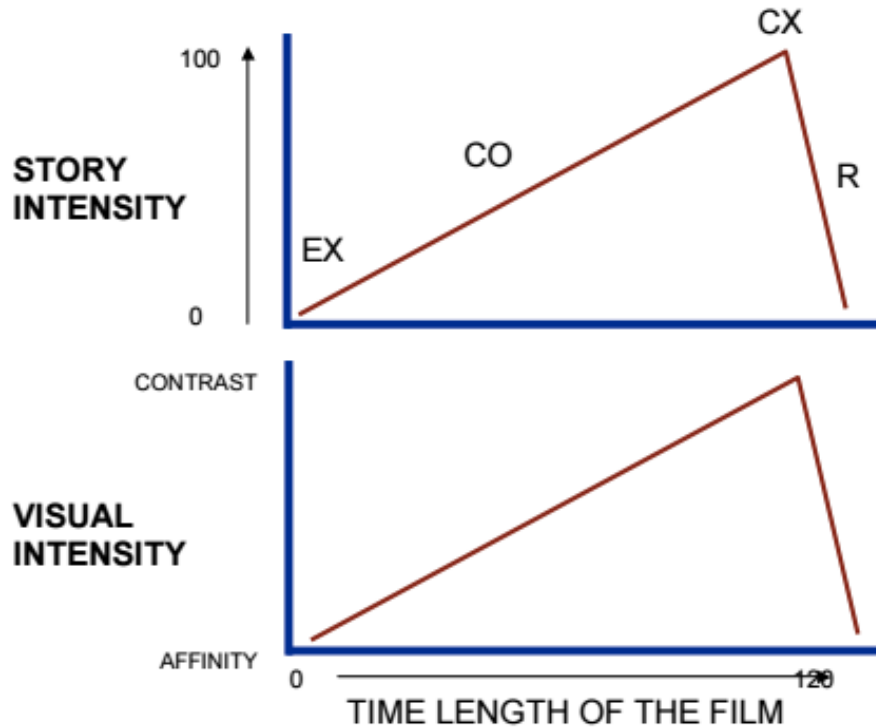


Story Visual Intensity Structure

NAMES _____ PERIOD 1 2 3 4 5 6

SCENE _____ START DATE _____

This document is based upon **The Visuals Story** Creating The Visual Structure of Film, TV, and Digital Media by Bruce A. Block, University of Southern California, Fall 2013



CONTRAST = **Difference**
AFFINITY = **Similar**

CONTRAST = **Great Visual Intensity**
AFFINITY = **Less Visual Intensity**

VISUAL ELEMENT	AFFINITY	CONTRAST
<input type="checkbox"/> SPACE How/Where? _____	Limited	Deep.
<input type="checkbox"/> SPACE How/Where? _____	Ambiguous	Recognizable
<input type="checkbox"/> LINE How/Where? _____	Horz / Vert.	Diagonal
<input type="checkbox"/> LINE How/Where? _____	Straight	Curved
<input type="checkbox"/> SHAPE How/Where? _____	Square	Circles
<input type="checkbox"/> HUE How/Where? _____	Cyan	Red
<input type="checkbox"/> COLOR How/Where? _____	Desaturated	Saturated
<input type="checkbox"/> BRIGHTNESS How/Where? _____	Affinity	Contrast
<input type="checkbox"/> TONE How/Where? _____	Coincidental	Non Coincidental
<input type="checkbox"/> MOVEMENT How/Where? _____	Horizontal	Diagonal
<input type="checkbox"/> RHYTHM How/Where? _____	Slow	Fast
<input type="checkbox"/> CONTINUITY of MOVEMENT How/Where? _____	Affinity	Contrast