



#### <u>e content</u>

## Visual Communication

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https://www.youtube.com/channel/UCdkxo7fhISE8kzyKoITL8IQ

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#### Visual Communication

# Can You Make Your Content Appealing?

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### First, A Question...

Which Advertisement do you like the most and why?













#### Elements of Design

- Line
- Shape
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- Space
- Color
- Texture
- Value



straight to squiggly to curved and more. Lines can be used for a wide range of purposes: stressing a word or phrase, connecting content to one another, creating patterns and much more.





Value is how light or how dark an area looks. A gradient, shown above, is a creat way to viscolize value everything from dark to white, all the shades in-between has a value. Use value to create depth and light; to create a nattern to lead the eve- or to emphasize.

emotions, define importance, create visual interest and more. DMYK (cyan/magenta/yellow/ black) is subtractive; RGB (red/green/blue) is additive.

Some colors are warm and active (orange, red); some are cool and passive (blue, purple).

There are various color types (primary to analogous) and relationships (monochromatic to triad) worth learning more about



object; the look or feel of it Concrete has a rough texture; drywall has a smooth and subtle texture. Using texture in design is a great way to add depth and visual interest. Printed material has actual textile texture while screen material has implied testure



vs. an extra large shirt, for example. Use size to define importance, create visual interest in a design (via contrasting sizes), attract attention and more.

quick reference sheet



Space is the area around or between elements in a design. It can be used to separate or group information. Use it effectively to: give the eye a rest; define importance: lead the eve through a design and more.



# Lets play a game

Its Isha's birthday. She is planning to throw a party at her house.

She decided to write an invitation letter for her friends... She wants to write:

- Venue: Tun Villa villa
- Time: 12'o clock, night
- Message: You all are cordially invited to a party at my place. There would be food, fun and dance...and of course a happy time chance.
- RSVP Isha Dusadh

# Help Her to Make This Invitation

How should she write it, that it looks appealing and most of her friends come to make this party..PARTY??

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Use your imagination and design an invitation for her. Feel free to add extra elements/change language.



#### Principles of Communication

- Pattern
- Contrast
- Emphasis
- Balance gmail.com,
- Rhythm
- Variety
- Alignment
- Symmetry

#### The Principles of Design

(how to use the tools to make art)

Pattern	****	A regular arrangement of alternated or repeated elements (shapes, lines, colours) or motifs.
Contrast	* *	The juxtaposition of different elements of design (for example: rough and smooth textures, dark and light values) in order to highlight their differences and/or create visual interest, or a focal point.
Emphasis ttp://mul Balance	kulmedia.	Special attention/importance given to one part of a work of art (for example, a dark shape in a light composition).  Emphasis can be acheived through placement, contrast, colour, size, repetition Relates to focal point.  A feeling of balance results when the elements of design are arranged symmetrically or asymmetrically to create the impression of equality in weight or importance.
Scale	*.	The relationship between objects with respect to size, number, and so on, including the relation between parts of a whole.
Harmony	***	The arrangement of elements to give the viewer the feeling that all the parts of the piece form a coherent whole.
Rhythm/ Movement		The use of recurring elements to direct the eye through the image; the way the elements are organized to lead the eye to the focal area. The eye can be directed, for example, along edges and by means of shape and colour.
Unity	***	All parts of an image work together to be seen as a whole.
Variety	****	Using different elements in an image to create visual interest.

# What makes it work?

#### ELEMENTS PRINCIPLES

LINE

**SHAPE** 

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SPACE

**COLOR** 

TEXTURE

VALUE

BALANCE

**CONTRAST** 

**PROPORTION** 

**PATTERN** 

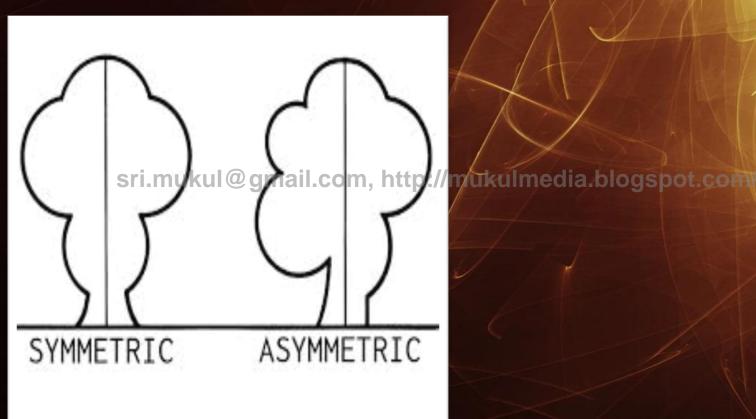
**GRADIENT** 

#### Small ways to do the trick





# Small ways to do the trick



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