

NUTS&BOLTS OF PICTURAL LANGUAGE IN ANIMATED MEDIA

An introduction

NUTS&BOLTS OF PICTURAL LANGUAGE IN ANIMATED MEDIA

Laws, rules and order !



I didn't mention justice...

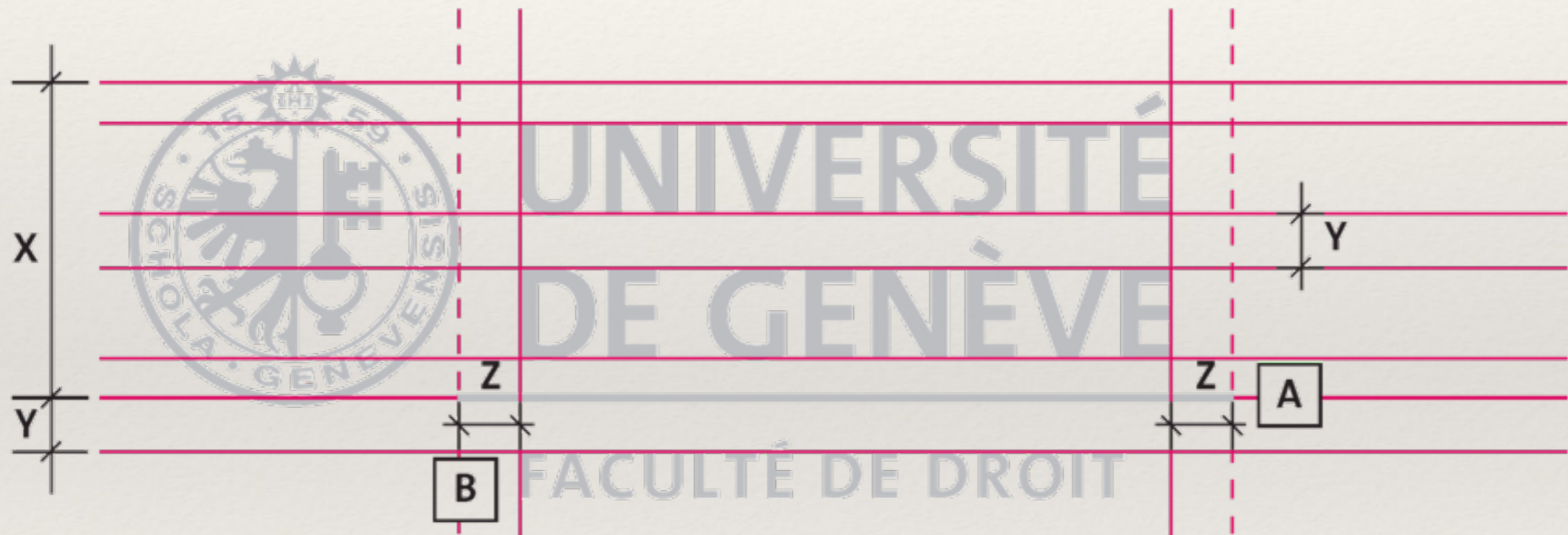
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Show some ID, now...



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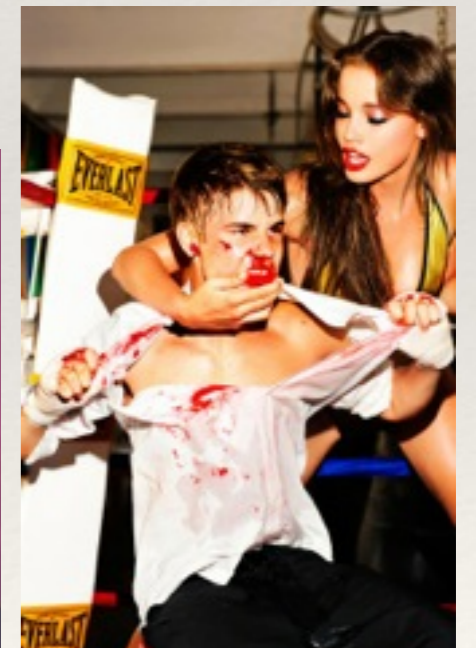
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Show some ID, now...



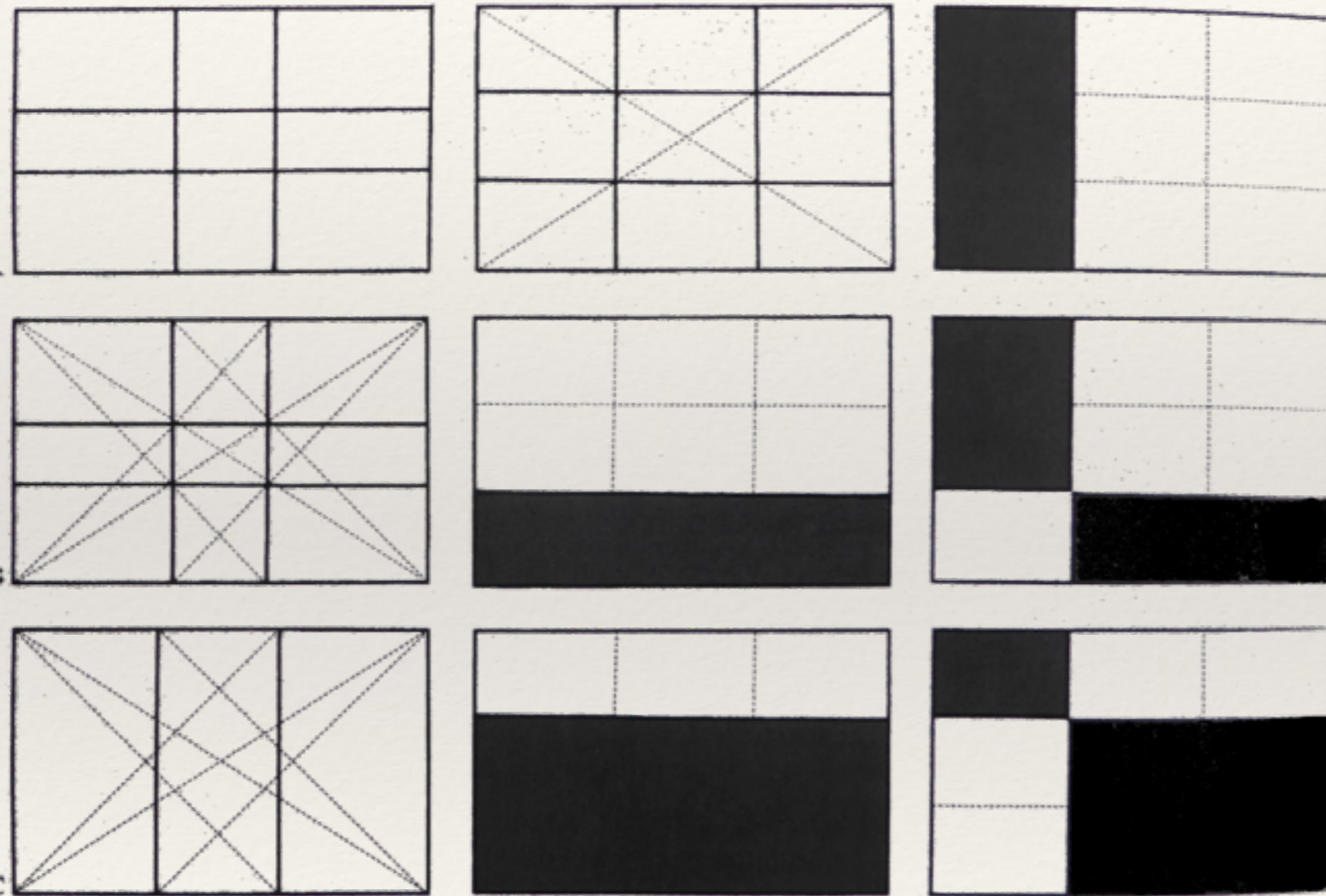
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Some other IDs, maybe...



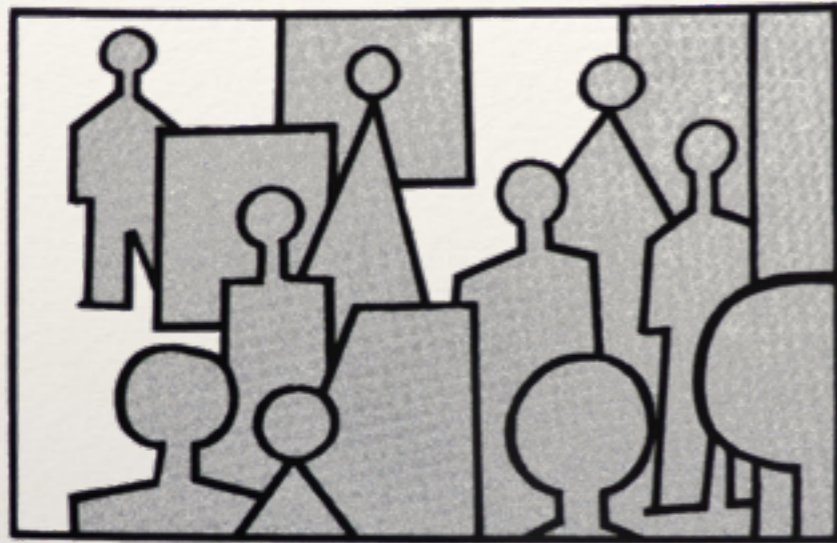
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In orderly fashion



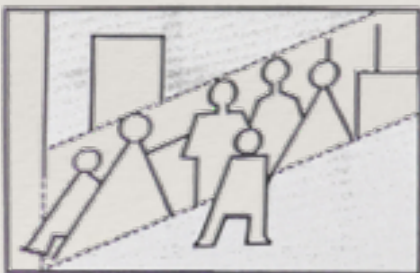
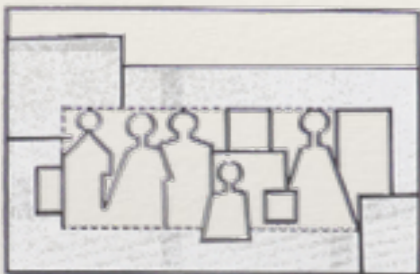
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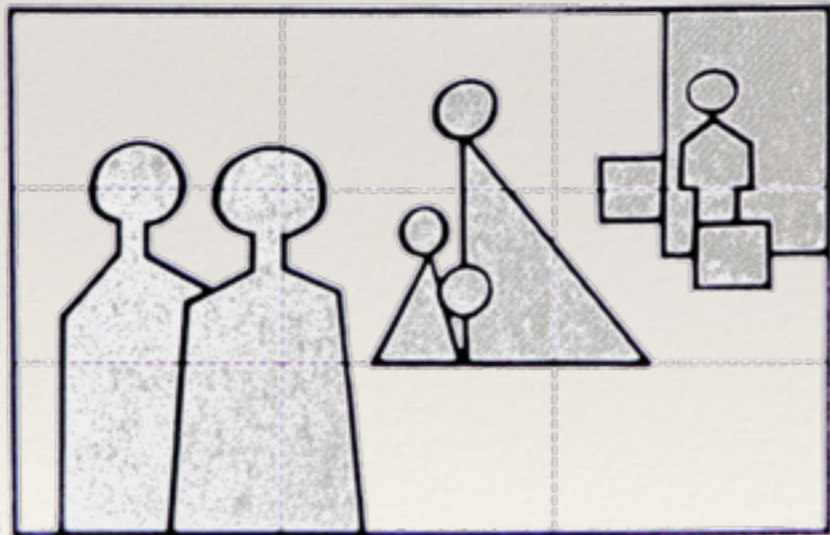
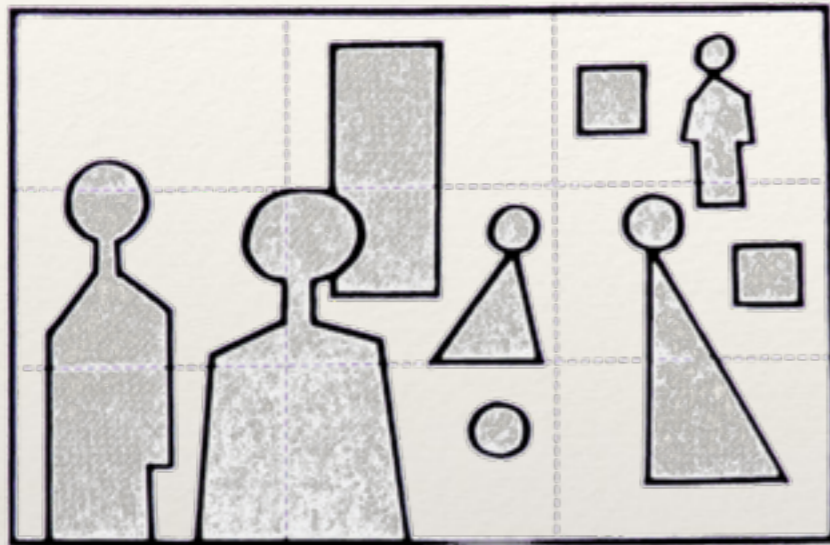
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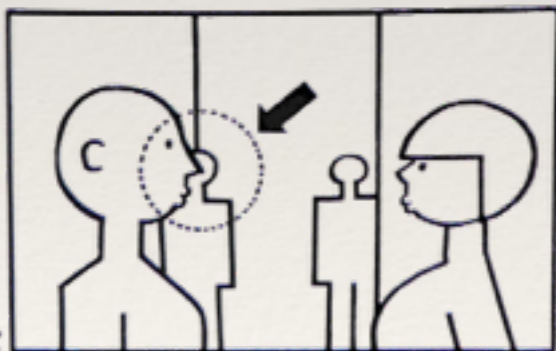
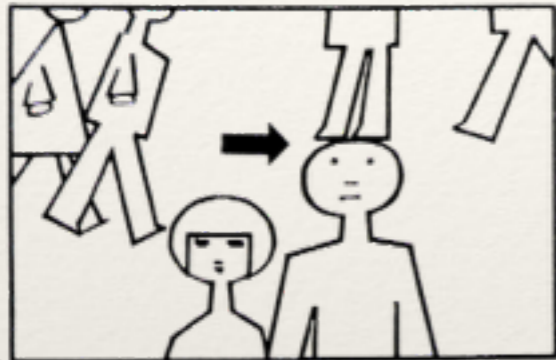
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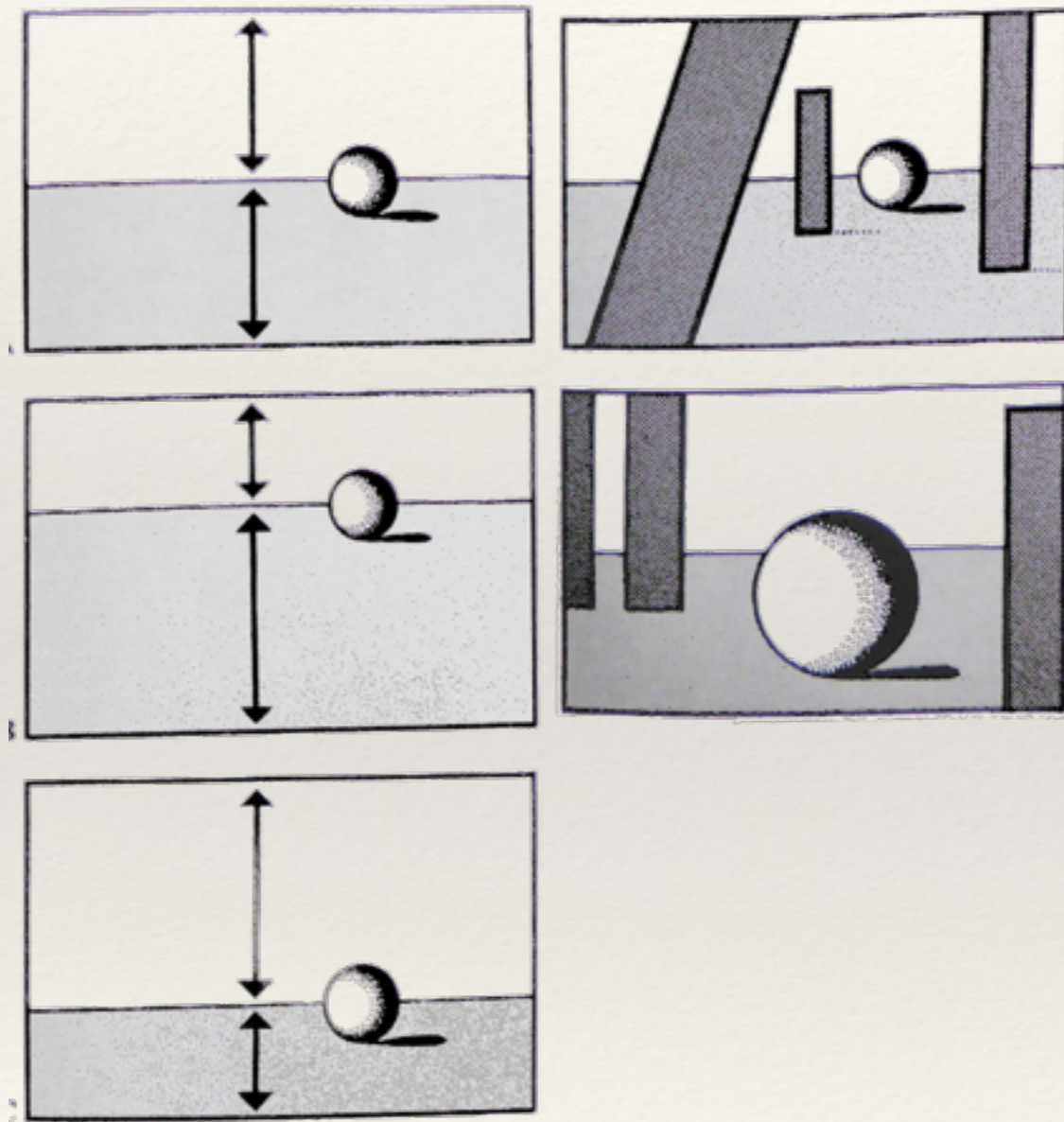
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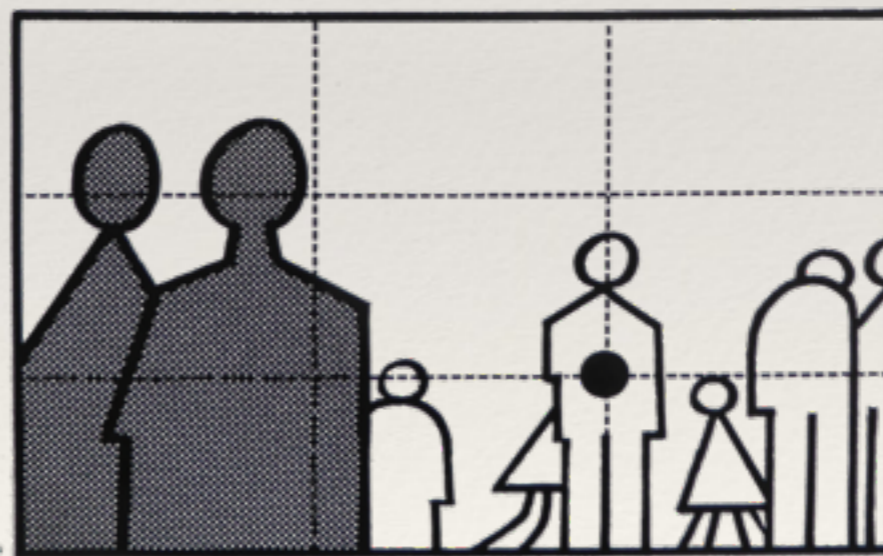
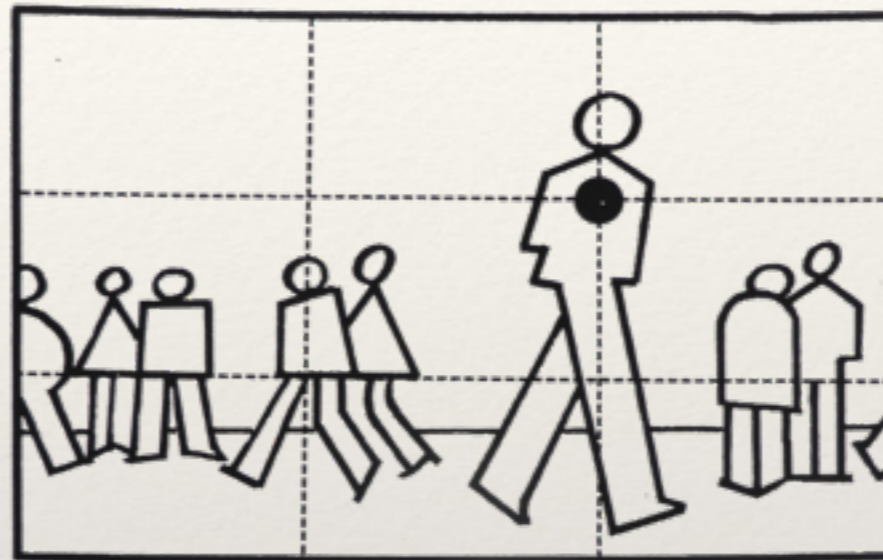
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Keep under tension !



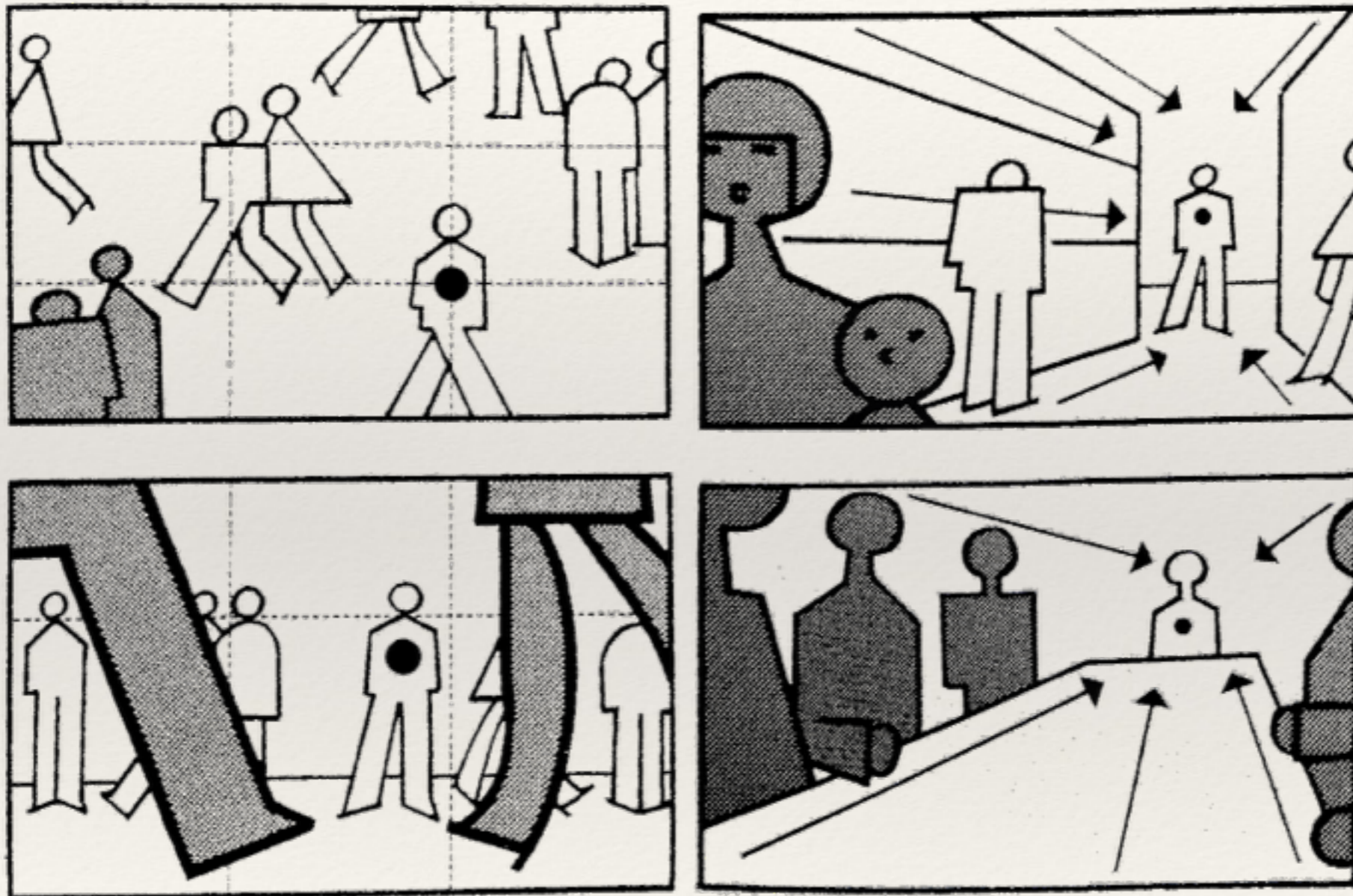
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Keep under tension !



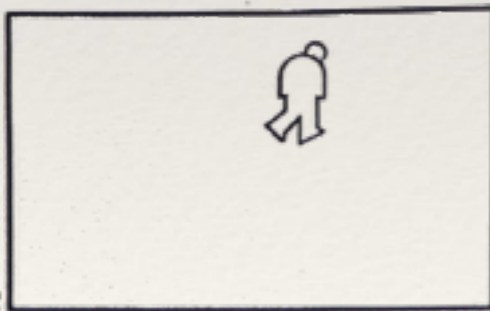
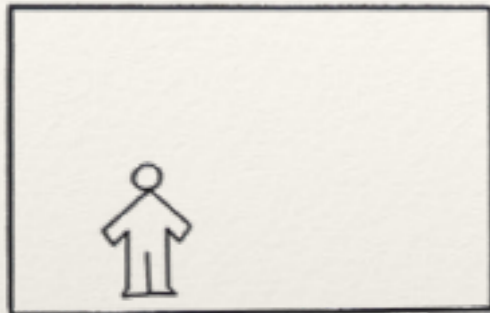
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Keep under tension !



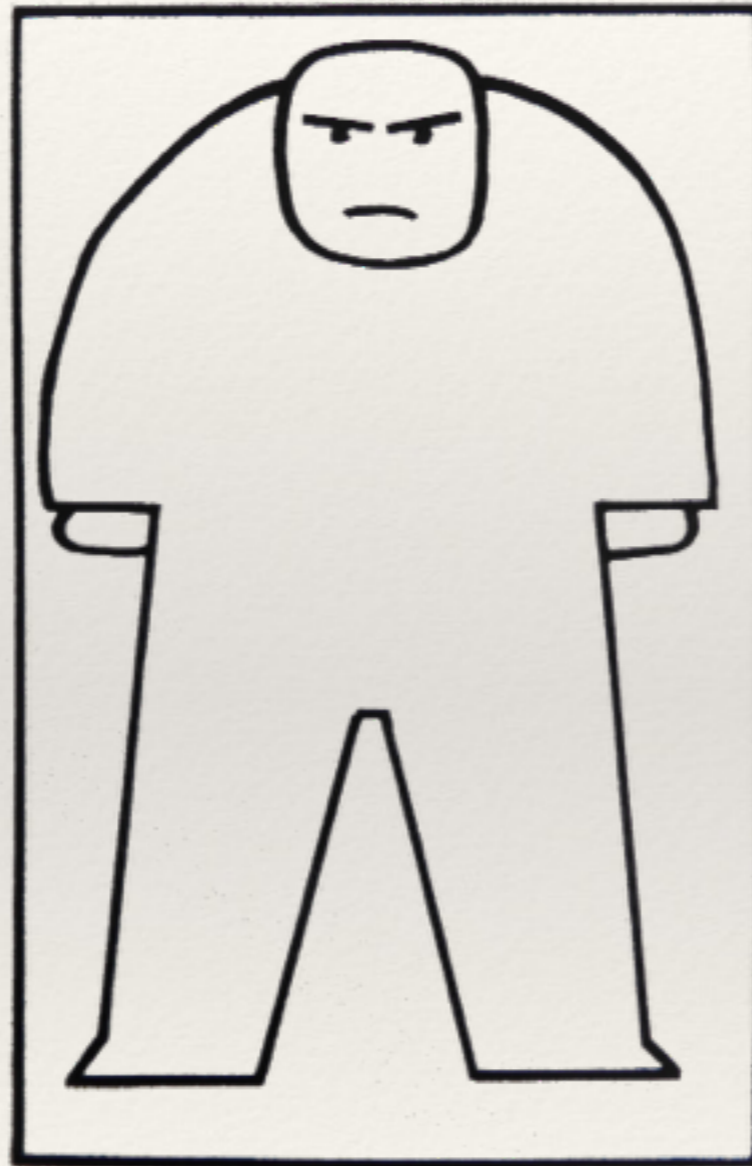
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Keep under tension !



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Keep under tension !



NUTS&BOLTS OF PICTURAL LANGUAGE IN ANIMATED MEDIA

Keep under tension !



Face your font's face

What you should avoid...

What you should avoid...

WHAT YOU SHOULD AVOID...

What you should avoid...

What you should avoid...

What you should avoid...

Face your font's face

Use these instead !

Use these instead !

Use these instead !

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Quality control



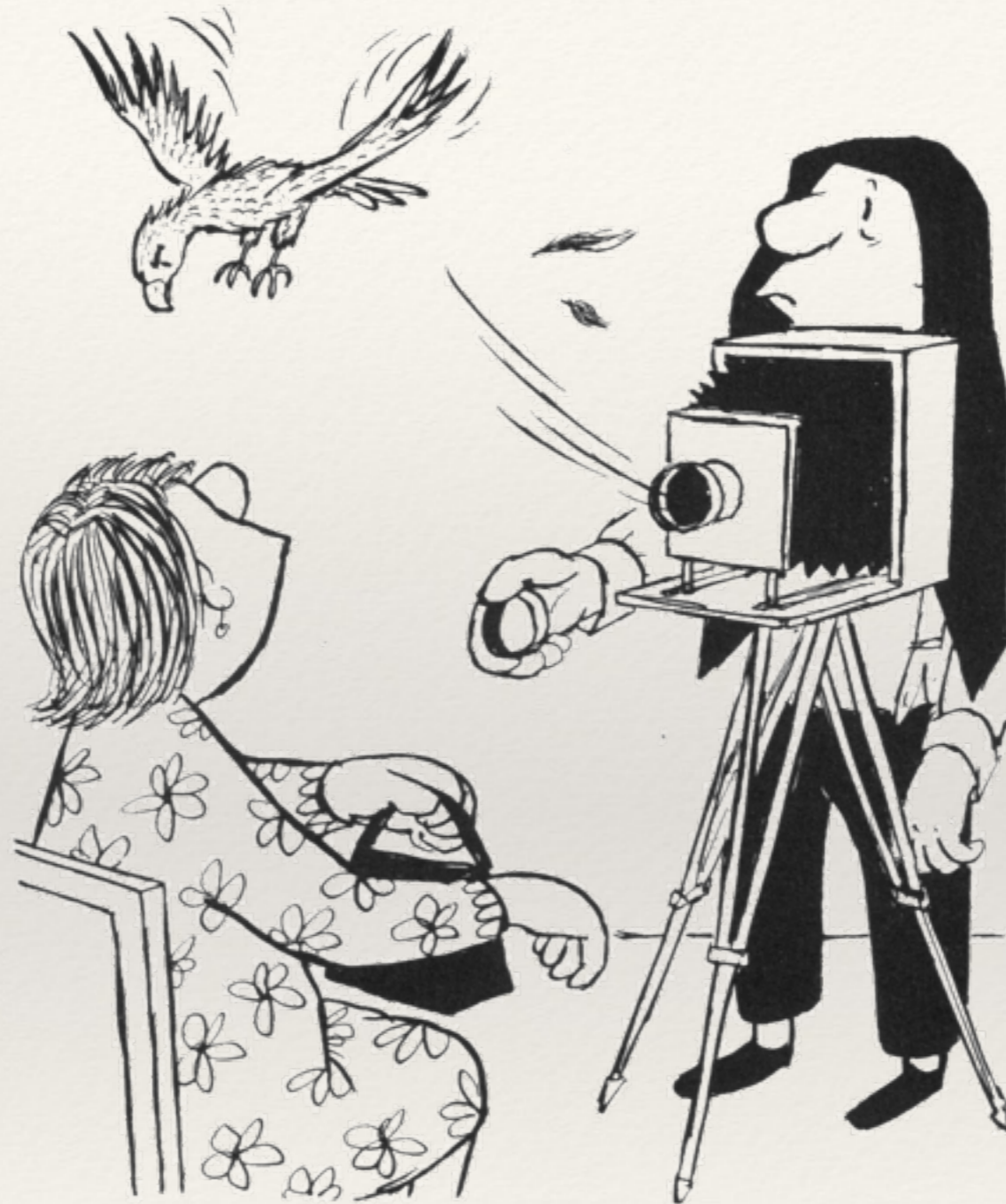
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Good, better, best...

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Q&A



References

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