



1



2



3



4



5



6



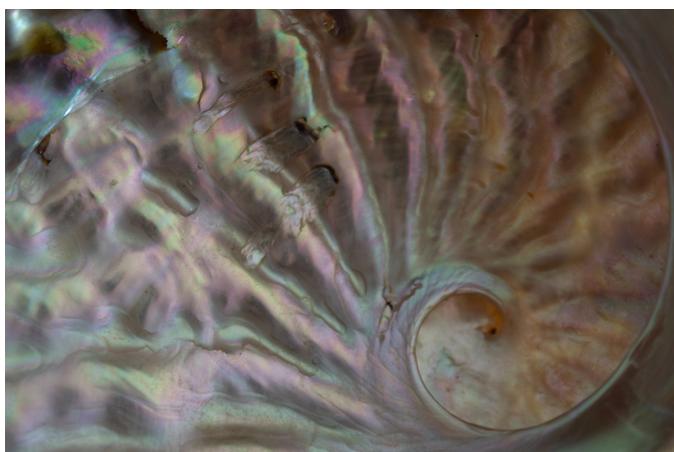
Rule of Thirds



Rhythm



Visual Framing



Dynamic Line



Symmetry



Asymmetry