Sydney from the North Shore, 1827 / J. Lycett



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## Sydney from Bell Mount, 1813 / painted by Stephen Taylor



## A family group with canoe, possibly near Clovelly, 1886 / painted by William Pitt Wilshire



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## Oil painting of a group of Australian Aborigines, possibly in Sydney, ca. 1849





A direct north general view of Sydney Cove, 1794 / oil painting

Natives at a corrobory, under the wild woods of the Country [River Jordan below Brighton, Tasmania], ca. 1835 / John Glover



Port Jackson N.S.W. View in Double Bay S. Side Middle Head in the distance (near sunset) / painted by G. E. Peacock



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Representation	Interacting	Composition
<b>Line</b> : Curved lines suggest movement. Vertical lines show height. Diagonal lines create a slope ascending (upward) or descending (downward). Jagged lines create tension danger or excitement.	<b>Angle:</b> Low angle the viewer is looking up. High angle viewer looking down. Eye level an equal view between image and viewer.	<b>Framing:</b> A frame creates a border that connects or separates the characters or objects and helps sequence information. A frame can be white space, lines, colour or objects in the image.
Setting: Where the image is set.	<b>Colour</b> : Creates emotions, or a reaction.	<b>Layout</b> : Where the characters or objects are placed. Top or bottom, left or right, or margin. Centre is the most dominate position.
<b>Shape</b> : Curved shapes are more natural, straight-edged shapes such as squares or rectangles are more machine-like.	<b>Gaze</b> : Where the character is looking. Demand the character looks out at the viewer, demanding attention. Offer the character encourages the viewer to look around the picture.	Salience: What grabs your attention first? Size, sharpness or focus of people or objects, colour, placement of figures or objects in the image have impact salience.
Symbols: Objects that extend meaning.	<b>Modality</b> : How real the images feels. High modality relates to an image that feels real and natural, low modality the image is exaggerated and unreal.	
<b>Vector</b> (Reading Path): A line that leads your eye from one part of the picture to another. Visible or invisible, straight or curved, often shows where a character is looking.	<b>Proximity</b> : Distance between the characters. Close proximity shows trust and respect. Far proximity represents isolation and detachment.	
	Shot distance: Close shot face or head and shoulders, creates affection or danger. Mid shot waist up, has less personal connection. Long shot full height of character shows where they are placed in the setting.	