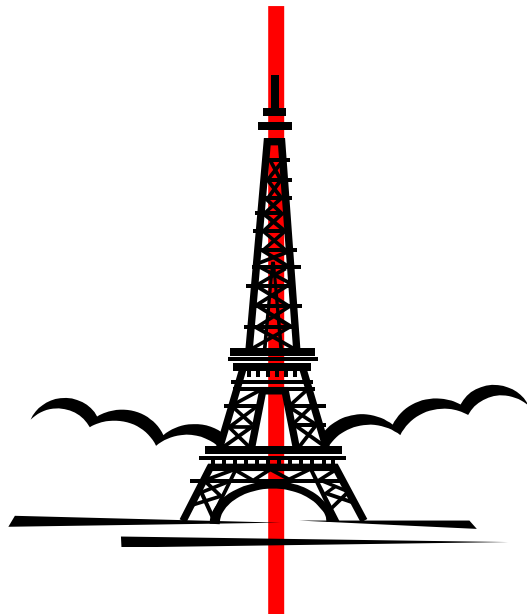


DIRECTION

Different linear directions give a different feel



**VERTICAL
BALANCED**



**HORIZONTAL
CALM**

**DIAGONAL/OBLIQUE
MOVEMENT/ACTION**

