We live in a world that is socially and culturally media-dependent. Design practice, criticism and education today face new challenges due not only to innovations in technology—affecting both how we produce and how we communicate—but also to new paradigms in media communication. New technologies have increased the possibilities of communicative expression and visual communication design is at the forefront of this phenomena.

This poster presents ongoing research on a Compendium of Time-based Design Principles. The Compendium explores time-based design as a system, and proposes a model for exploring dynamic properties and structural relations within the system. The methodology involves gathering, analyzing, and generating dynamic properties and structural relations within the system. The movie attempts an answer by exploring a collage of time-based visual pieces.

A main argument of the research is that designing for the space-time continuum requires the consideration of three categories of properties: spatial, temporal and kinetic. These are the properties of visual motion: what changes in time. Because we are dealing with visual changes what undergoes transformation are the same optical attributes that we already know from visual languages: position, size, shape, orientation, color, tone, and texture.

The project has the support of the RFSD—Research and Scholarship Development Fund, Provost Office, Northeastern University.

The line consists of an infinite number of points; the plane, of an infinite number of lines; the volume, of an infinite number of planes...

No—oh, no geometries, is decidedly not the best way to begin my tale.

To say that the story is true is by now a convention of every fantastic tale; mine, nevertheless, is true.