

# DRAKON Visual Language

Tutorial. Part 3:  
Simple recipes of beauty

# Metre

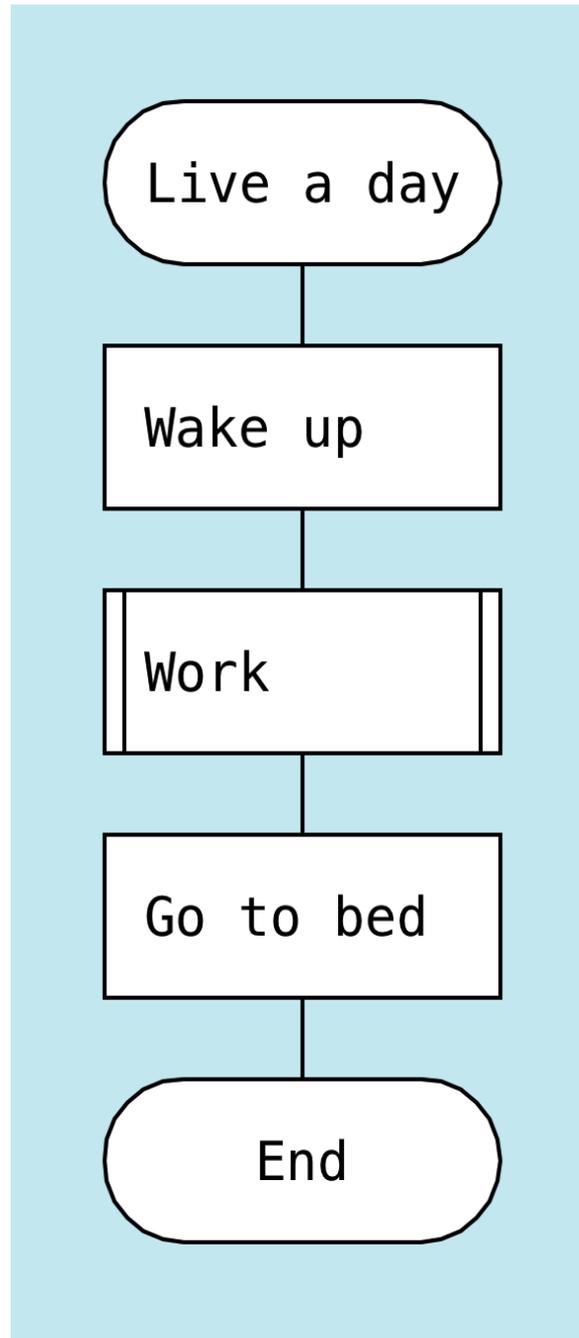
What is “metre”?

In poetry, metre is the basic rhythmic structure of a verse.

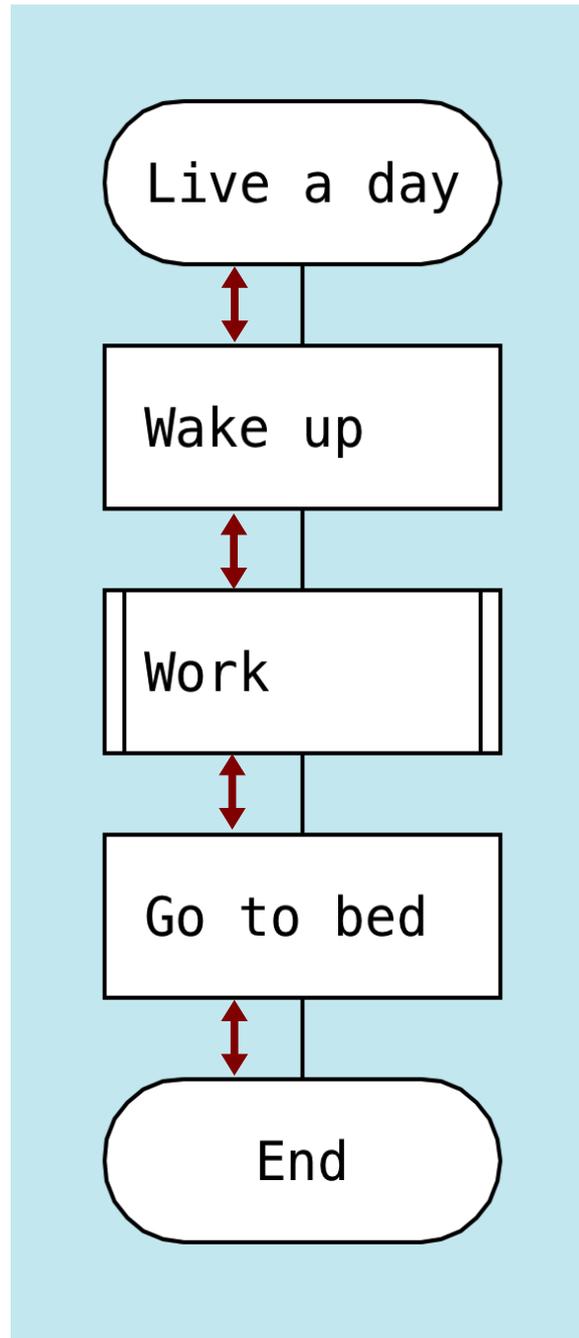
What is “metre”  
in graphics?

The rule that prescribes to have the same distance between any two neighboring elements.

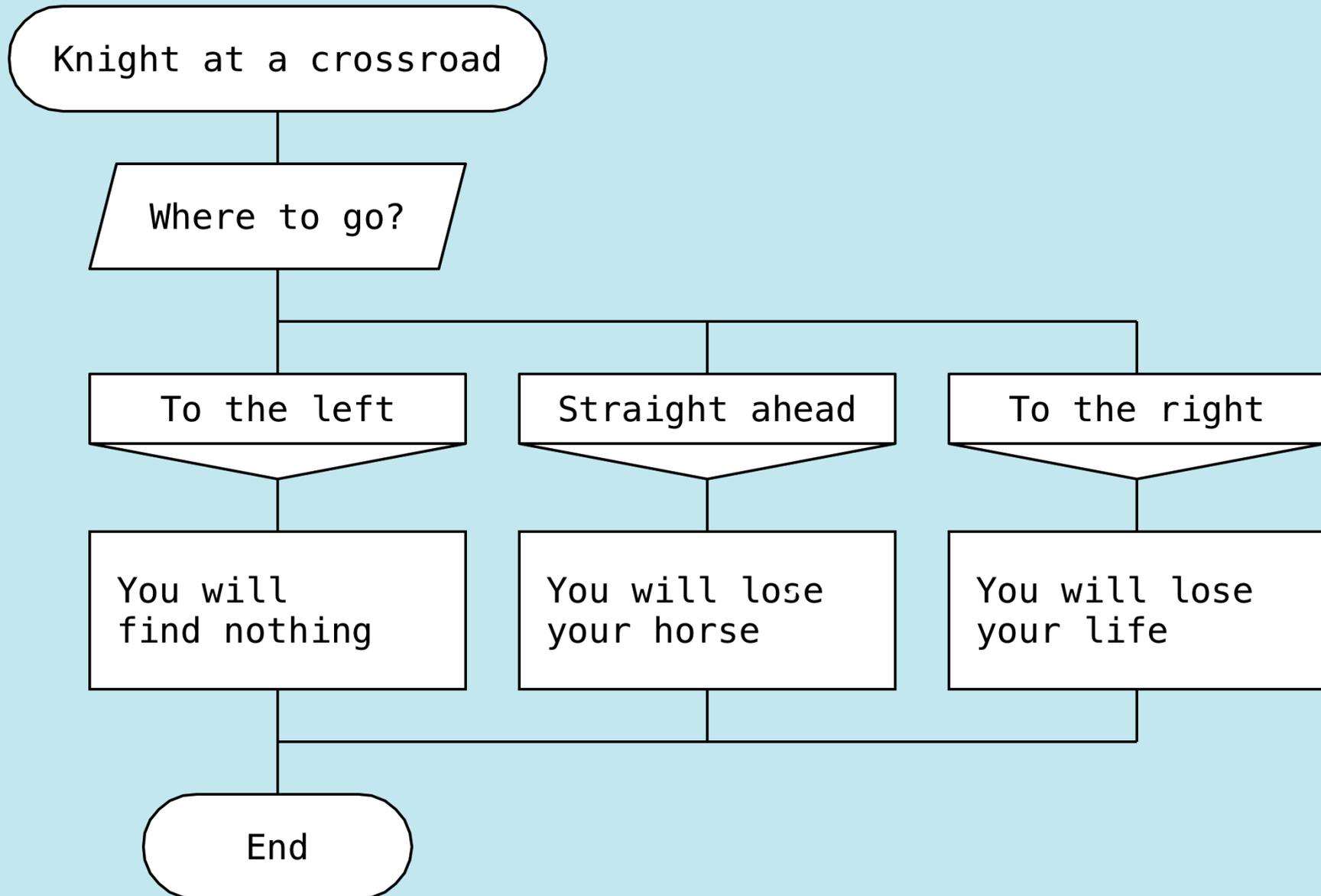
# Metre: the same distance between neighboring elements



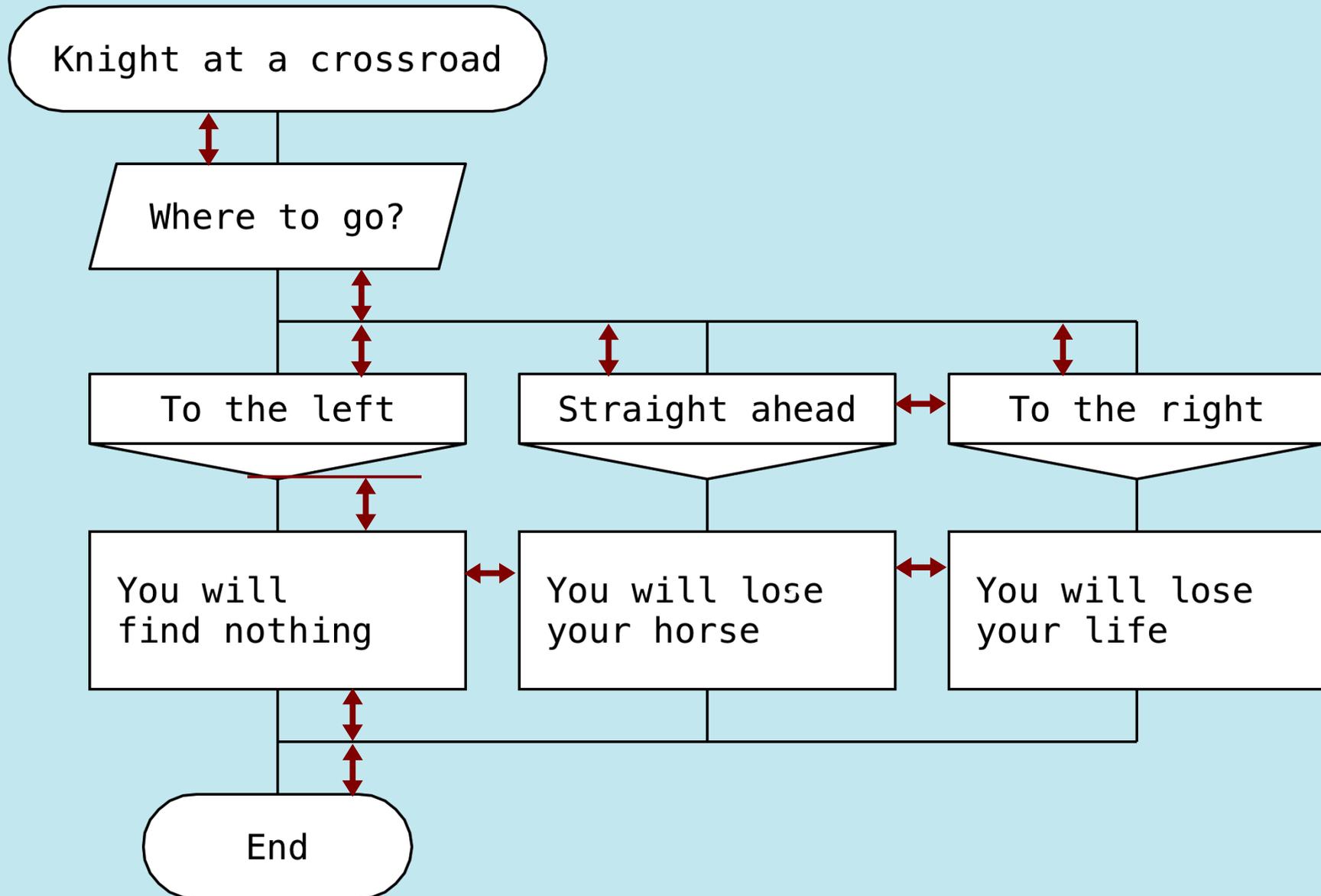
Metre: the same distance between neighboring elements



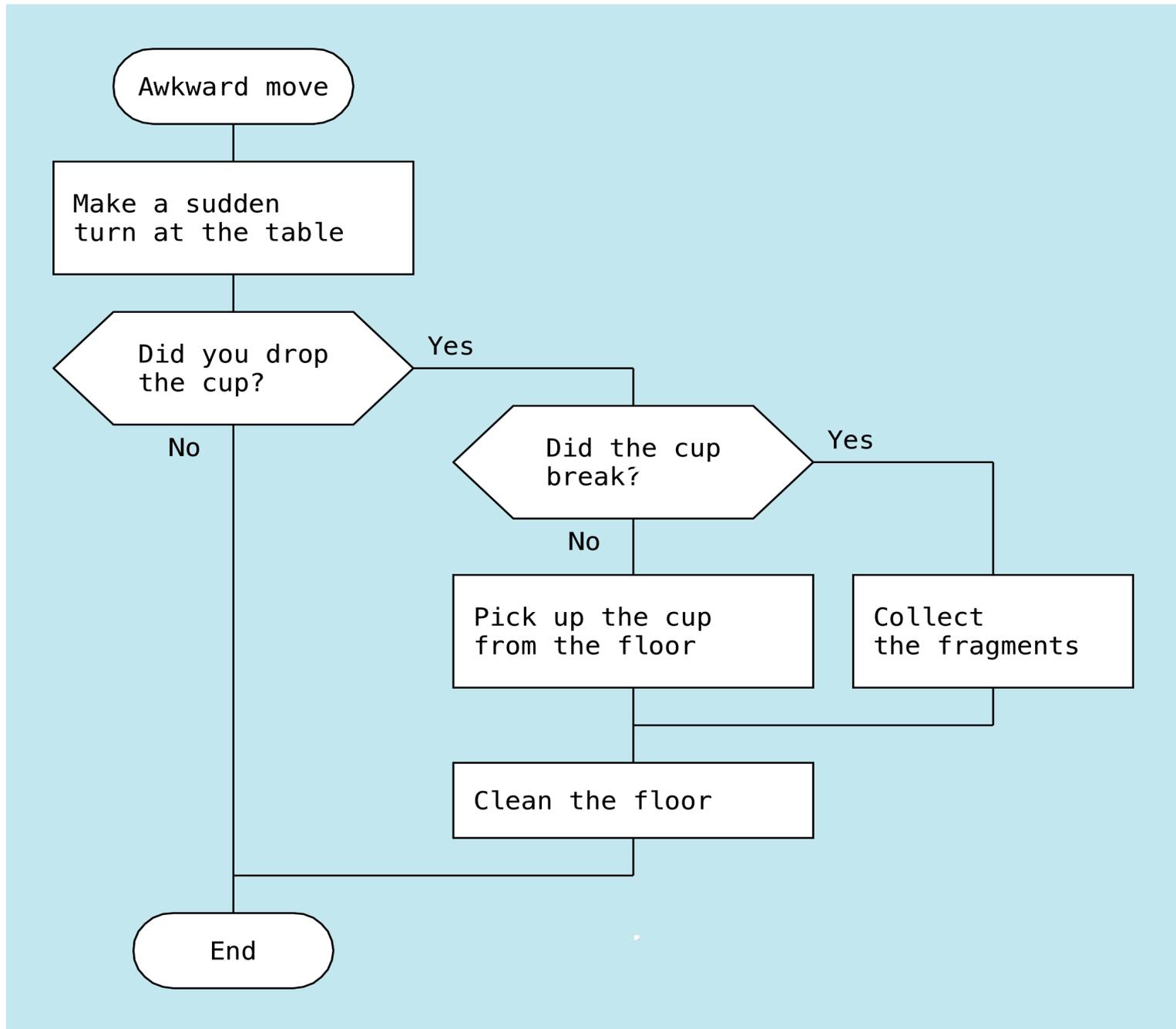
# Metre: the same distance between neighboring elements



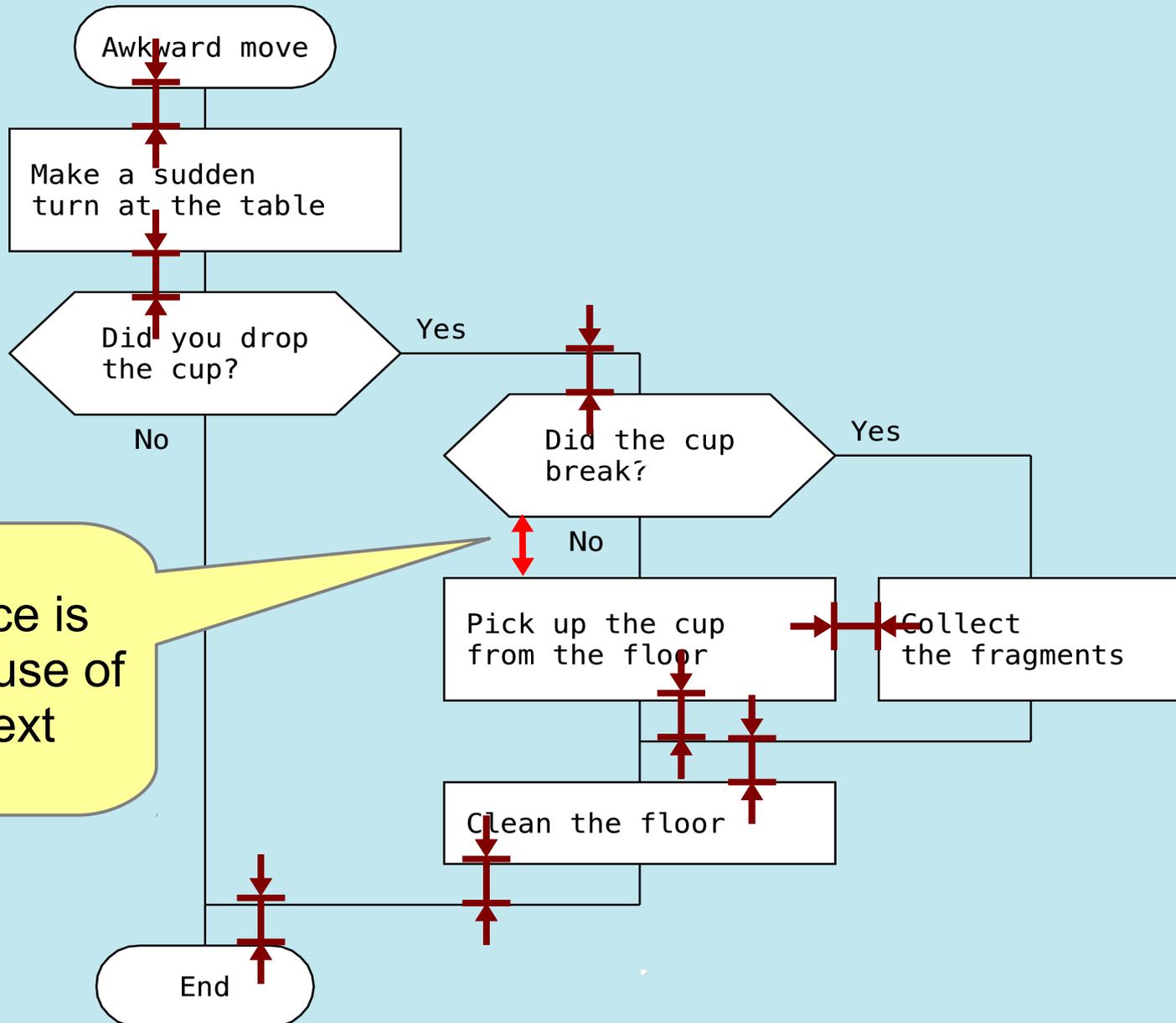
# Metre: the same distance between neighboring elements



# Metre: the same distance between neighboring elements



# Metre: the same distance between neighboring elements



This distance is greater because of the "No" text

# Metre is good because

- It brings style into the diagram
- It creates visually pleasant order

Metre is an easy way  
to make the diagram  
look professional

# Rhythm

What is “rhythm”?

The arrangement of musical sounds in time.

What is “rhythm” on a DRAKON chart?

The rule that prescribes increased distance between silhouette branches.

# Rhythm

What is “rhythm”?

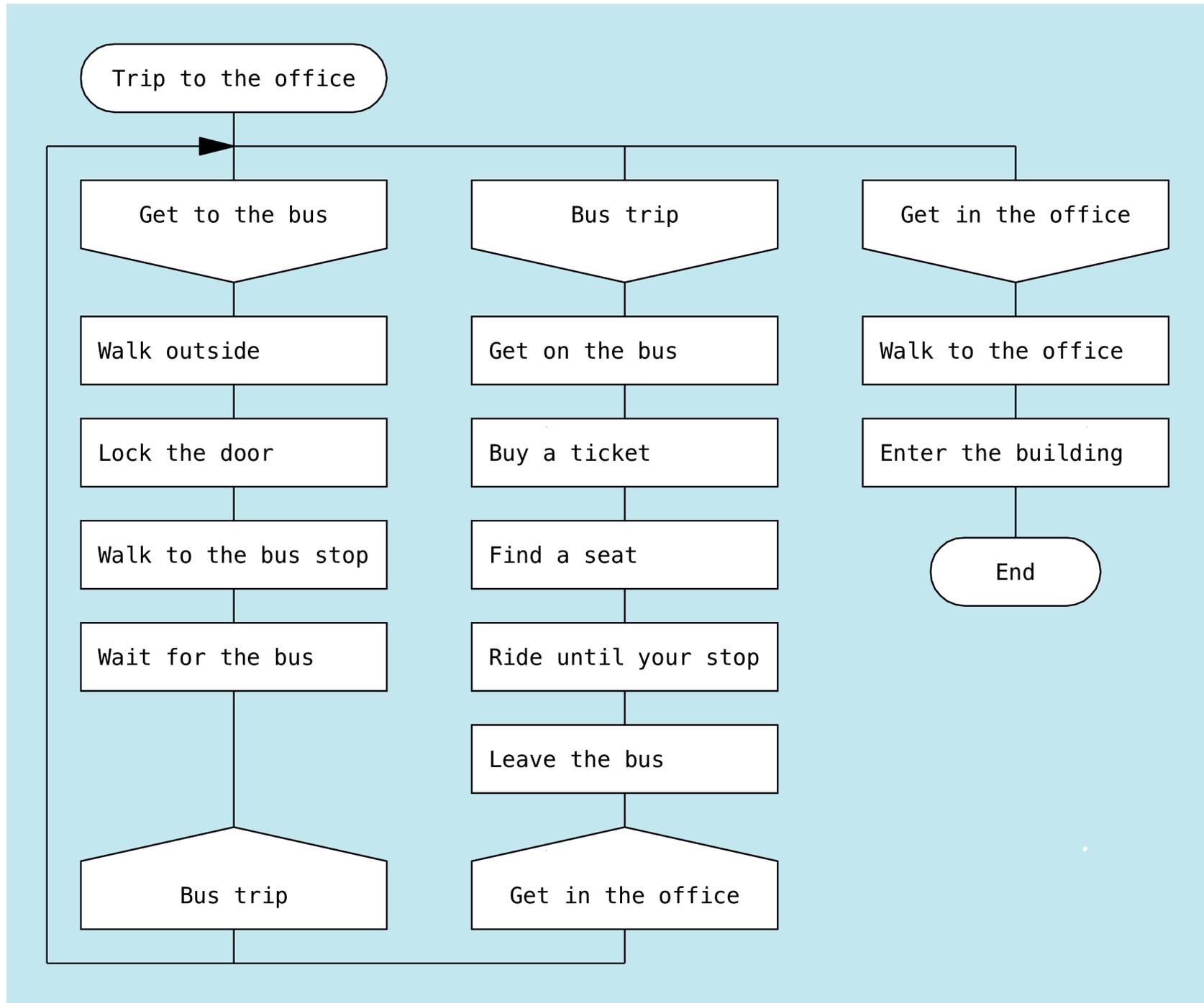
The arrangement of musical sounds in time.

What is “rhythm” on a DRAKON chart?

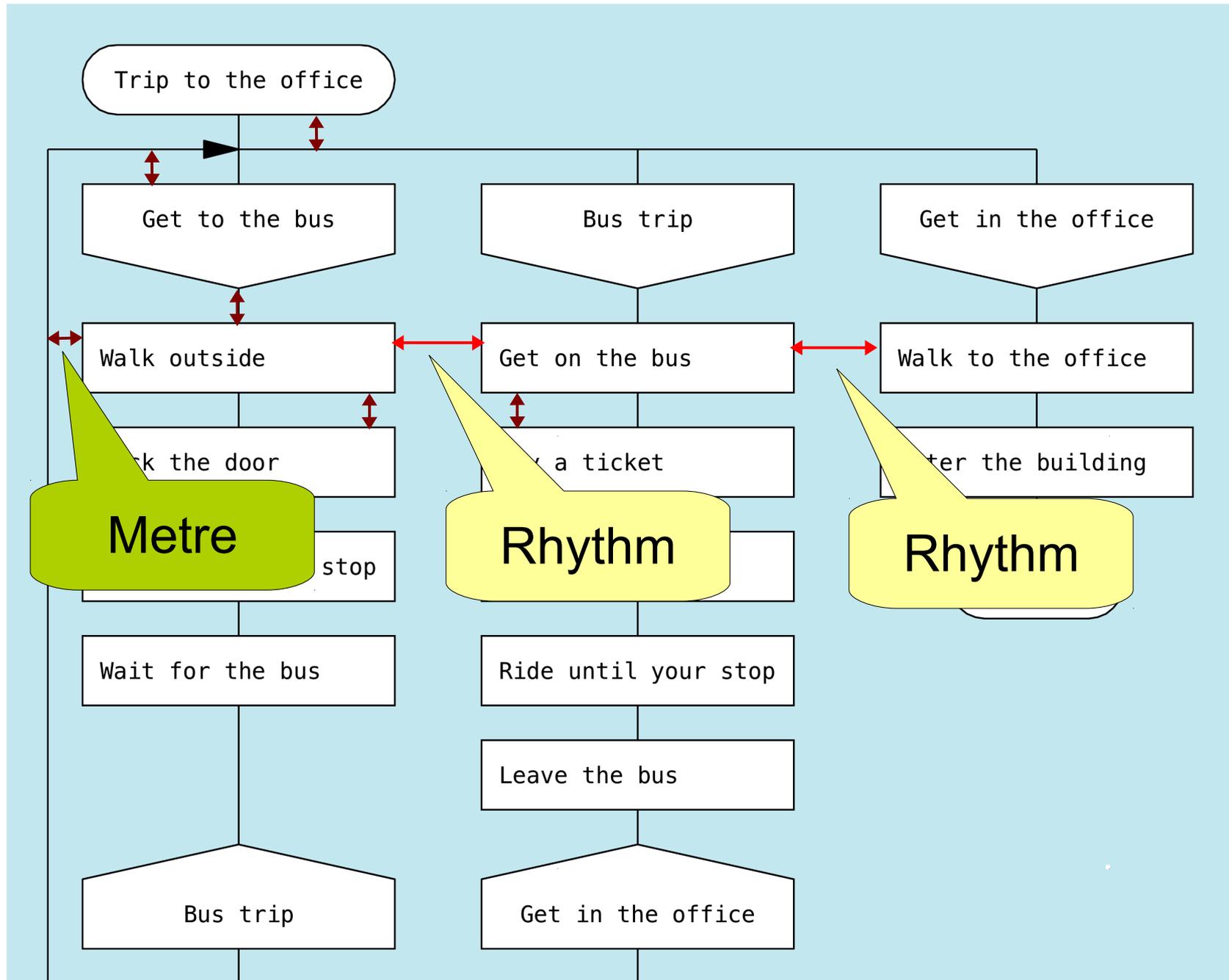
The rule that prescribes increased distance between silhouette branches.

The arrangement of branches in space

# Rhythm is 2-3 times greater than metre



# Rhythm is 2-3 times greater than metre



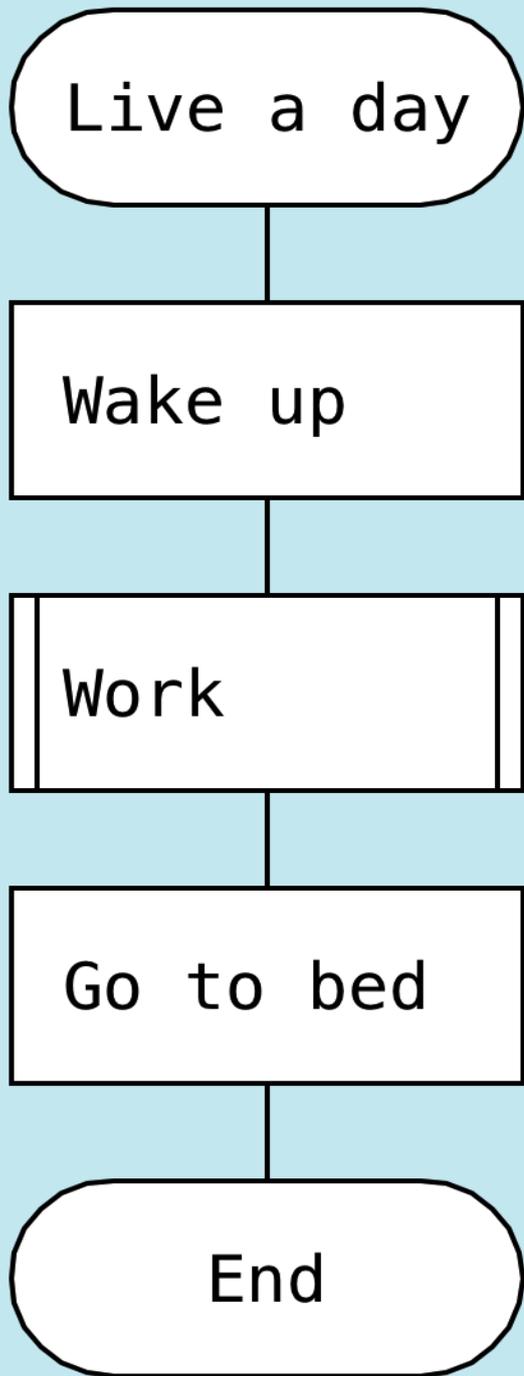
# Rhythm

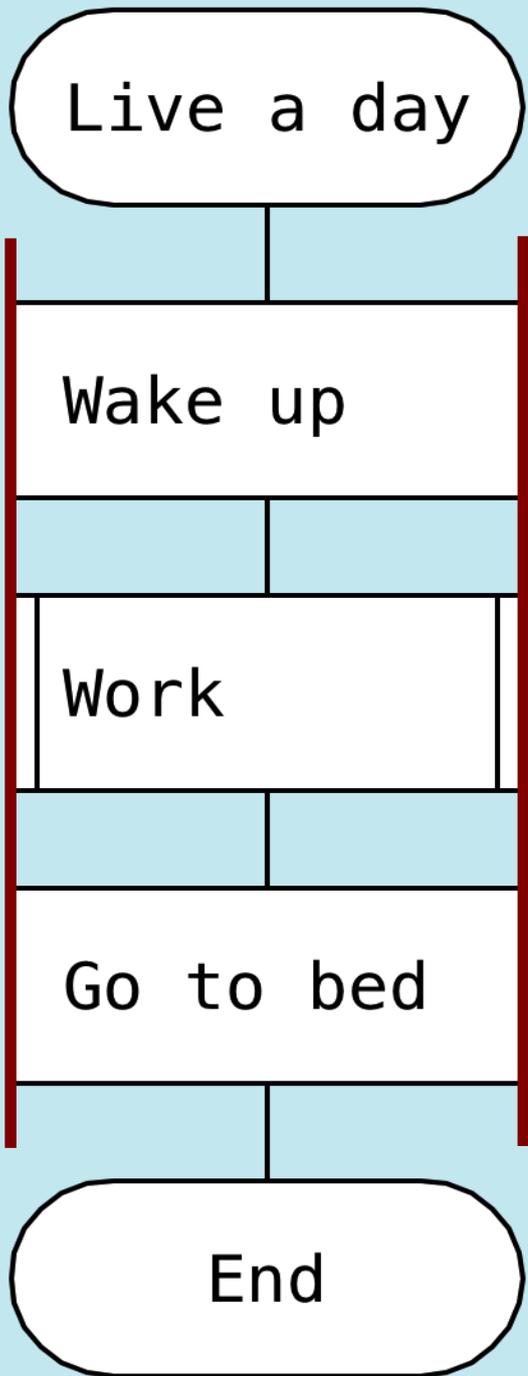
- Clearly separates branches.
- When there is rhythm,  
just a quick glance on the DRAKON chart is  
enough to see the branches.

# The same width of icons on a skewer

Why do all icons on a skewer have to be of the same width?

- The skewer looks like a single entity
- No icons pop out. The variation of width does not distract the reader

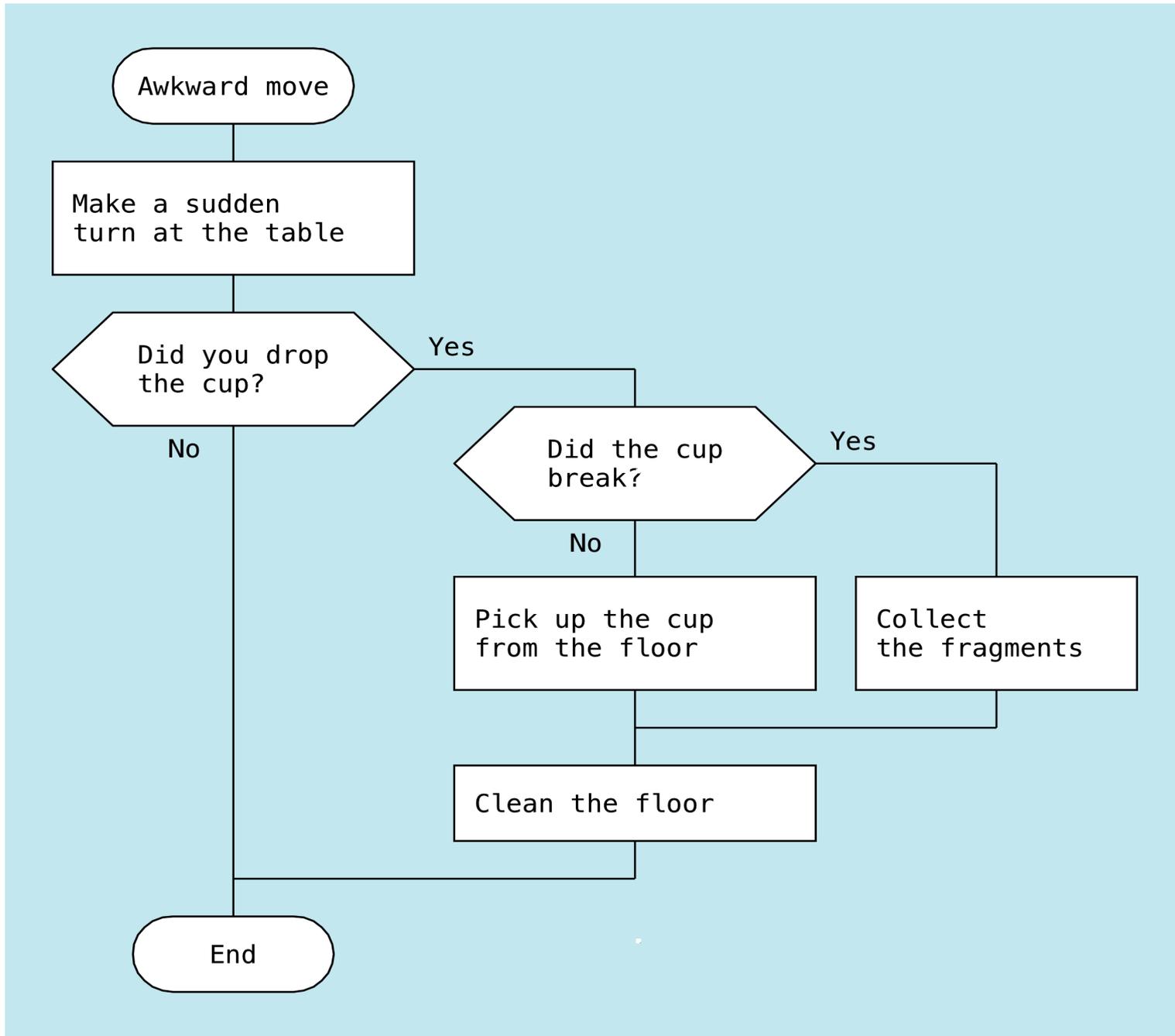




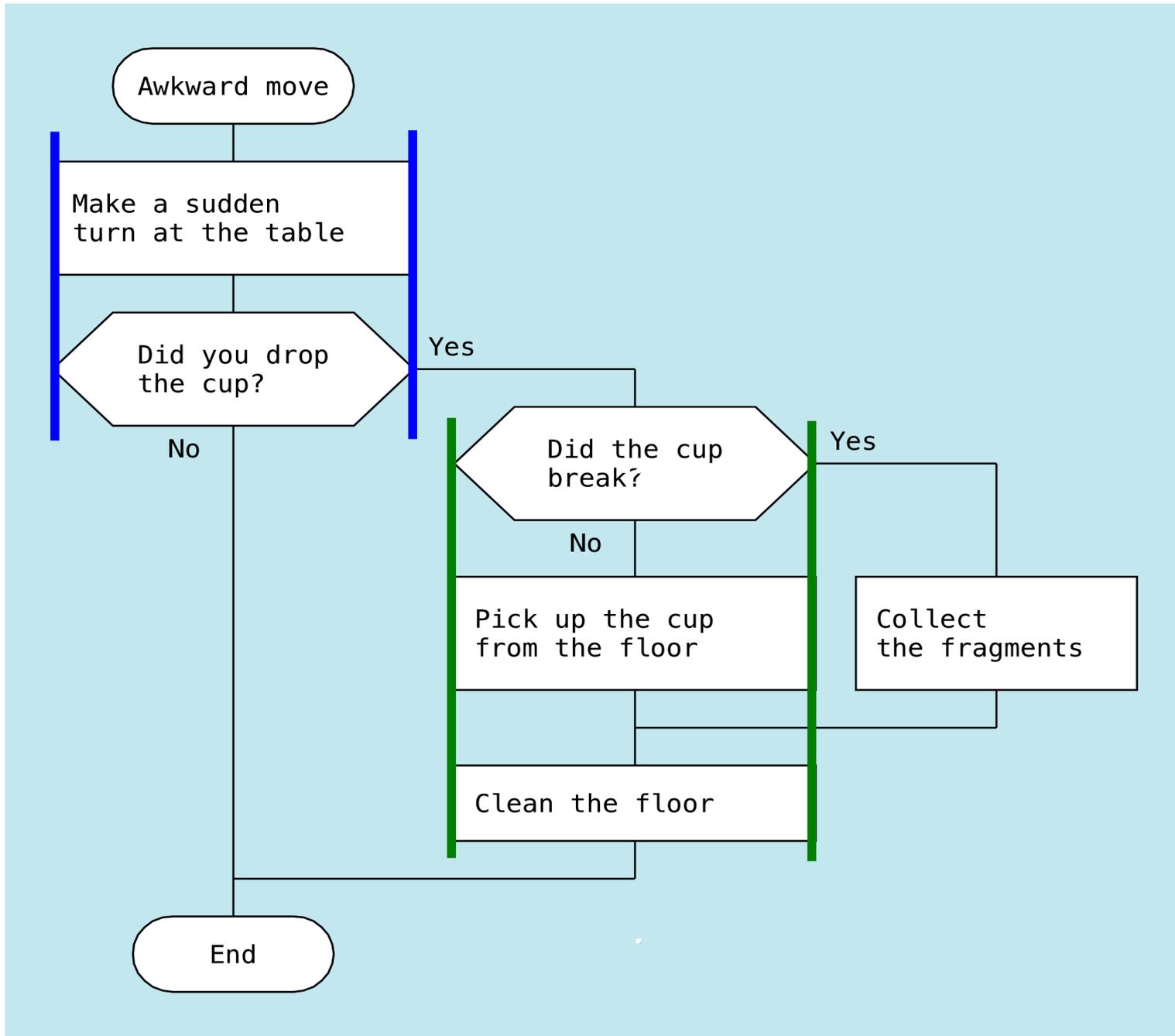
The widths of the header and the "End" icon should not be aligned with other icons

Only the icons that are part of the algorithm should be of the same width

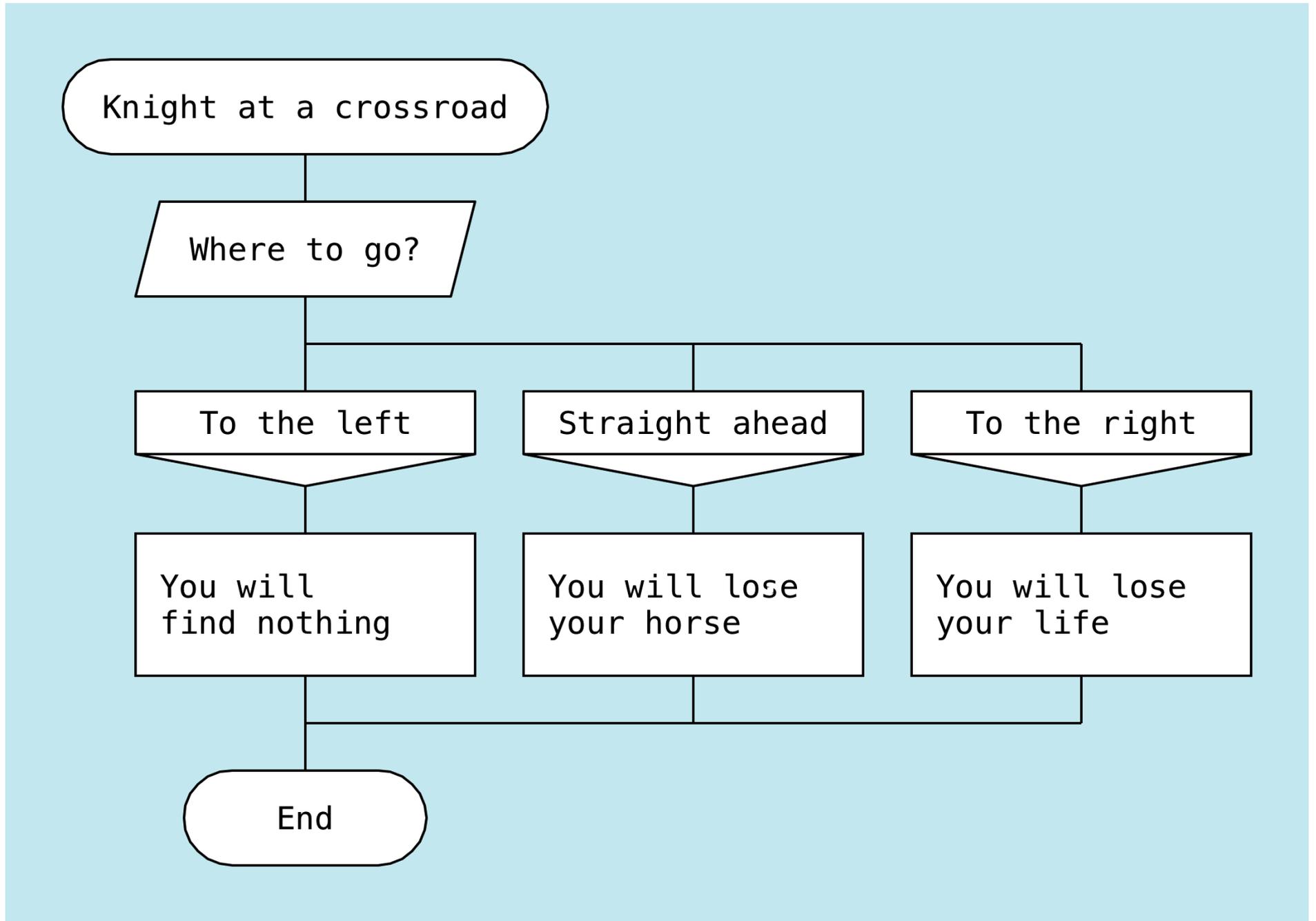
# The same width of icons on a skewer



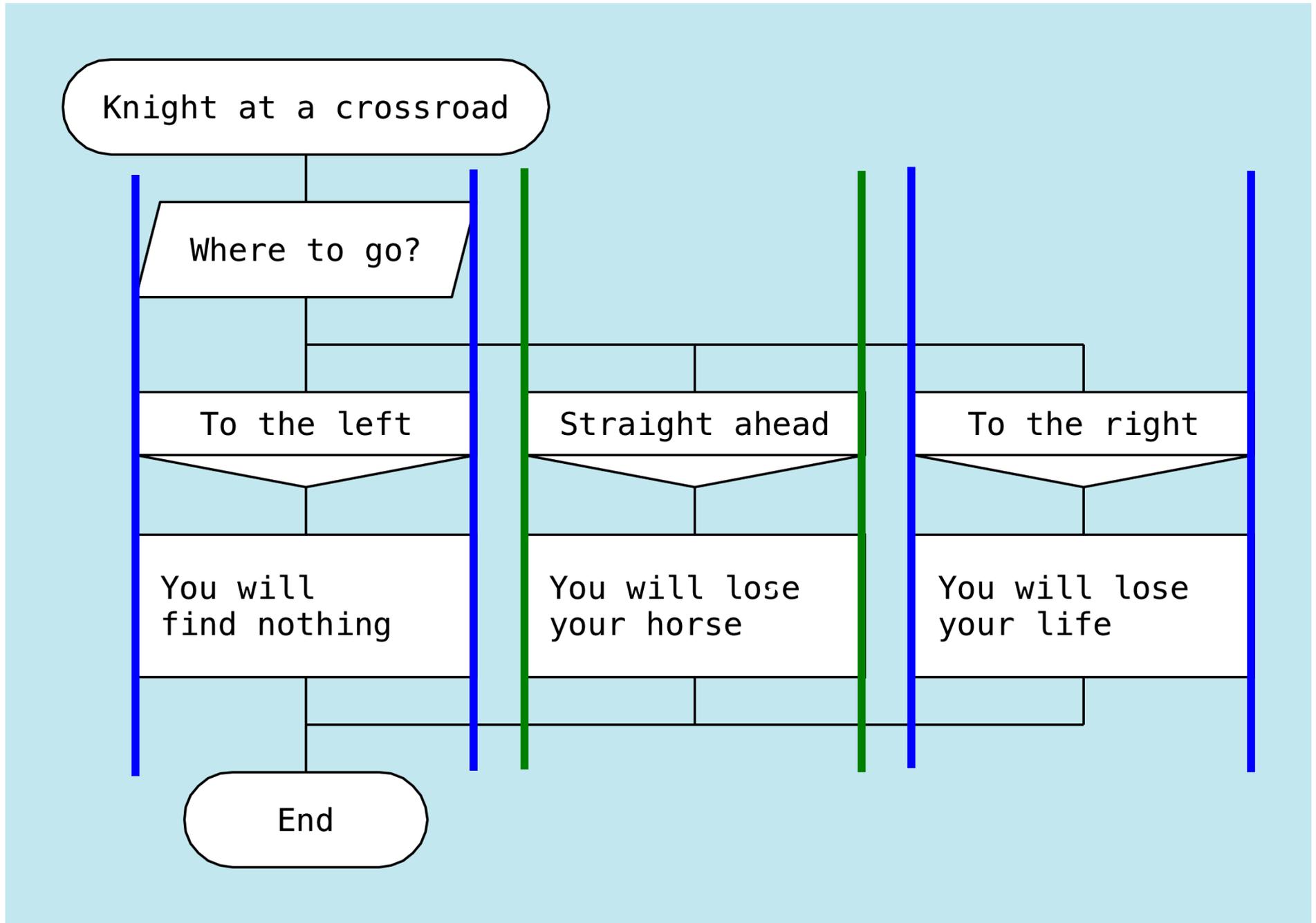
# The same width of icons on a skewer



# The same width of icons on a skewer



# The same width of icons on a skewer



# Air

is empty space between the text and  
the border of the icon



Add the beaten egg  
and milk



Add the beaten egg  
and milk

There should be enough air,  
but not too much

# Оптимальное количество воздуха

Ground black pepper  
into a food processor

Add the beaten  
egg and milk

Ground black pepper  
into a food processor

Add the beaten  
egg and milk

Ground black pepper  
into a food processor

Add the beaten  
egg and milk

Too tight. Little air.

Too much air.

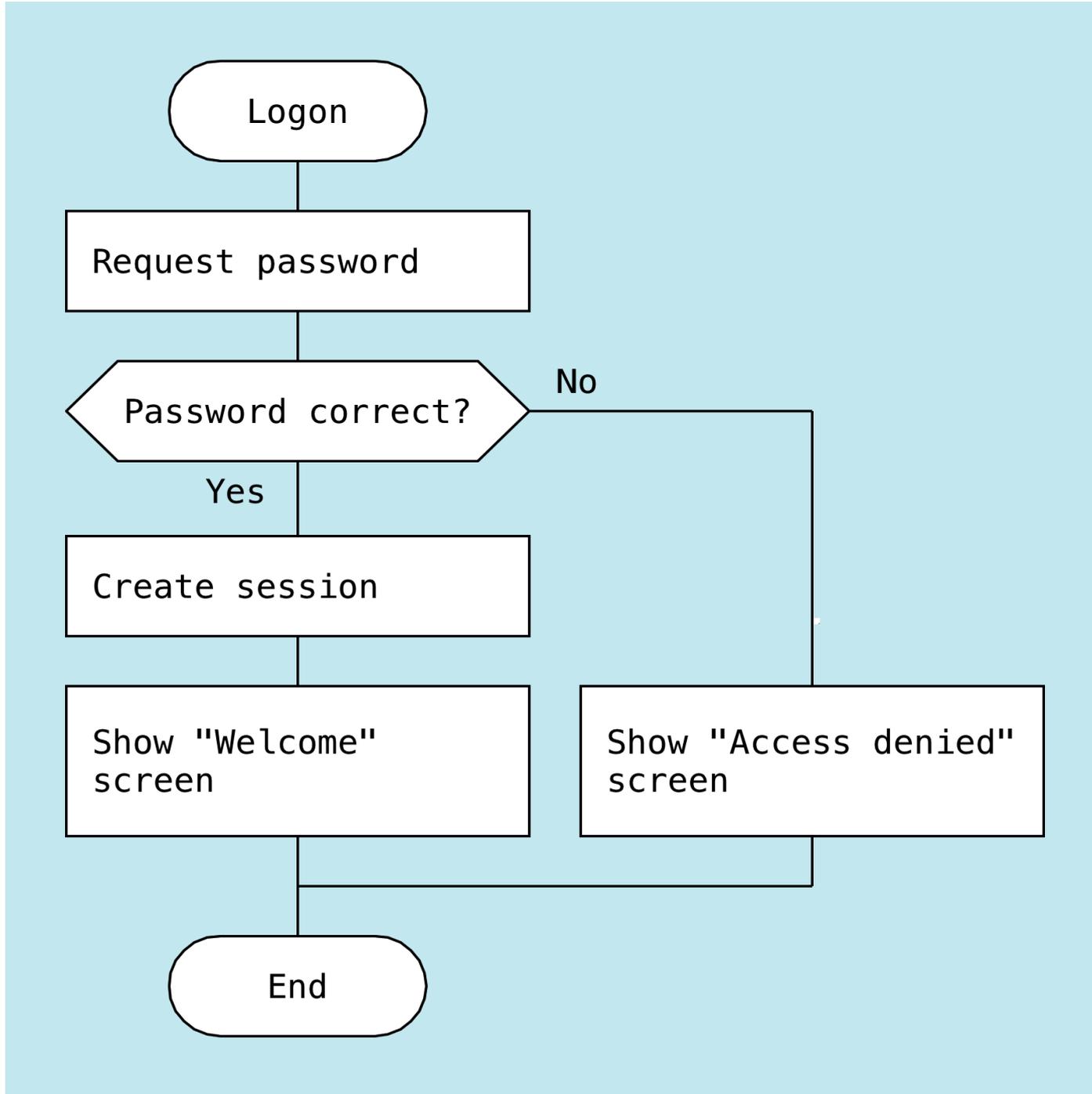
Just right.

# Common fate

What is  
“common fate”?

An obvious interconnection  
between two or more  
icons on different skewers

# The "Show screen" icons have a common fate

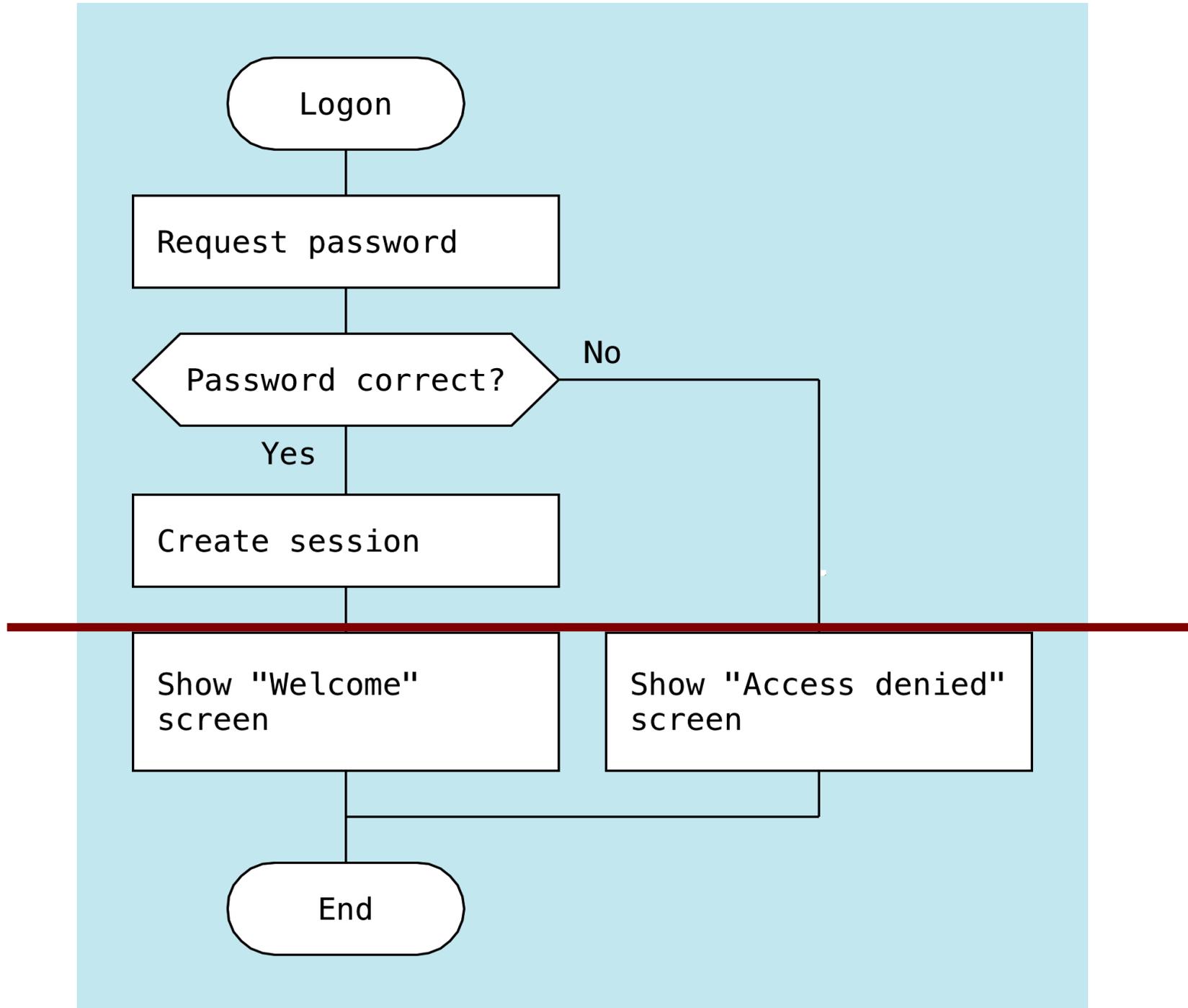


# Common fate

When do icons  
have a common fate?

- When they perform the same or similar action,
- but have a difference that depends on the skewer

# Icons with a common fate are aligned by the top edge



# Summary

Beauty techniques on DRAKON charts:

- metre
- rhythm
- same width
- air
- common fate

# Summary

## Beauty techniques on DRAKON charts:

- **metre**: the same distance between neighboring elements
- **rhythm**: an increased distance between silhouette branches
- **same width**: the same width of icons on a skewer
- **air**: enough space between the text and the border
- **common fate**: vertical alignment of interrelated icons

End

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The diagrams on the slides were made with  
DRAKON Editor

<http://drakon-editor.sourceforge.net/>

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