Jacques Bertin

and the Seven Variables

'Retinal Variables'

from Semiologie Graphique (1967)



The Semiology of Graphics: Diagrams, Networks, Maps Jacques Bertin (1967)



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Retinal Variable: Size

Parameters

height area count



Retinal Variable: Shape

Parameters

outline associated information in legend



Retinal Variable: Value

Parameters greyscale lightness



Retinal Variable: Color

Parameters equiluminant hue differences



Retinal Variable: Orientation

Parameters *variation from horizontal ↔ vertical*



Retinal Variable: Texture

Parameters

stroke weight spatial frequency



Parameters

origin x, y, and 'z' axes



Points

"A point represents a location on the plane that has no theoretical length or area. This signification is independent of the size and character of the mark which renders it visible."

Can represent: a position in 2D space an entity with a pair of abstract values

Can vary in: thickness color & value texture



Lines

"A line signifies a phenomenon on the plane which has measurable length but no area. This signification is independent of the width and characteristics of the mark which renders it visible."

Can represent: a connection a boundary

Can vary in: thickness color & value texture

Must keep constant: positions of endpoints



Areas

"An area signifies something on the plane that has measurable size. This signification applies to the entire area covered by the visible mark."

Can represent:

a quantity of variation in each dimension a categorical grouping of points

Can vary in: position

Must keep constant: size shape orientation



Areas

"An area signifies something on the plane that has measurable size. This signification applies to the entire area covered by the visible mark."

Can represent:

a quantity of variation in each dimension a categorical grouping of points

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Variables on the plane

Retinal Variable: Size

points

lines

Retinal Variable: Shape



Retinal Variable: Value



points

lines

Retinal Variable: Color



points

lines

Retinal Variable: Orientation



points

lines

Retinal Variable: Texture



Now it's your turn...

RETINAL VAR	RIABLES		QUANTITIES			
		1	5	10	50	100
Position	version 1					
	version 2					
Shape	v. 1					
	v. 2					