IMAGERY: The use of words to create pictures. An author can use lively description to create vivid pictures in the mind or appeal to other sensory experience; e.g. "Something is rotten in the state of Denmark" (Hamlet, 1.4). Cf. Shakespeare's description of incessant ocean waves to convey the inevitability of death: "Like as the waves make towards the pebbled shore, So do our minutes hasten to their end" (Sonnet 60). Any figures of speech such as SIMILES and METAPHORS to visualize a mood, idea or CHARACTER. Imagery may involve all the senses, but usually involves the sense of sight.

MOTIF: One of the key ideas or literary devices which supports the main THEME of a literary work. It may consist of a character, a recurrent image or verbal pattern. Destiny (to found a new city) is usually considered to be the main theme in Virgil’s Aeneid; prophecies and dreams are supporting motifs which contribute to that theme.

SYMBOLISM: The use of words or objects to stand for or represent other things. When Hamlet asks, "Will you play upon this pipe?" he is expressing his awareness that his old “friends,” Rosencrantz and Guildenstern, have been hired by his uncle as spies. They are attempting to manipulate Hamlet the way a musician manipulates an instrument. A symbol is something that stands for something else. Symbolism is more flexible than ALLEGORY. It may convey a number of meanings. The symbol of the great white whale in Herman Melville's Moby Dick, for example, may stand for the devil, nature, fate, or the Divine. In the Chronicles of Narnia, the White Stag may stand for Jesus, and all of the (at this time) unfulfilled promises of God. Like the Stag, Jesus calls us to follow and promises us unending joys (in heaven). The stag was a symbol for Christ in the Middle Ages; the antlers have been compared to a tree of life; the whiteness of Lewis's stag adds a dimension of purity.