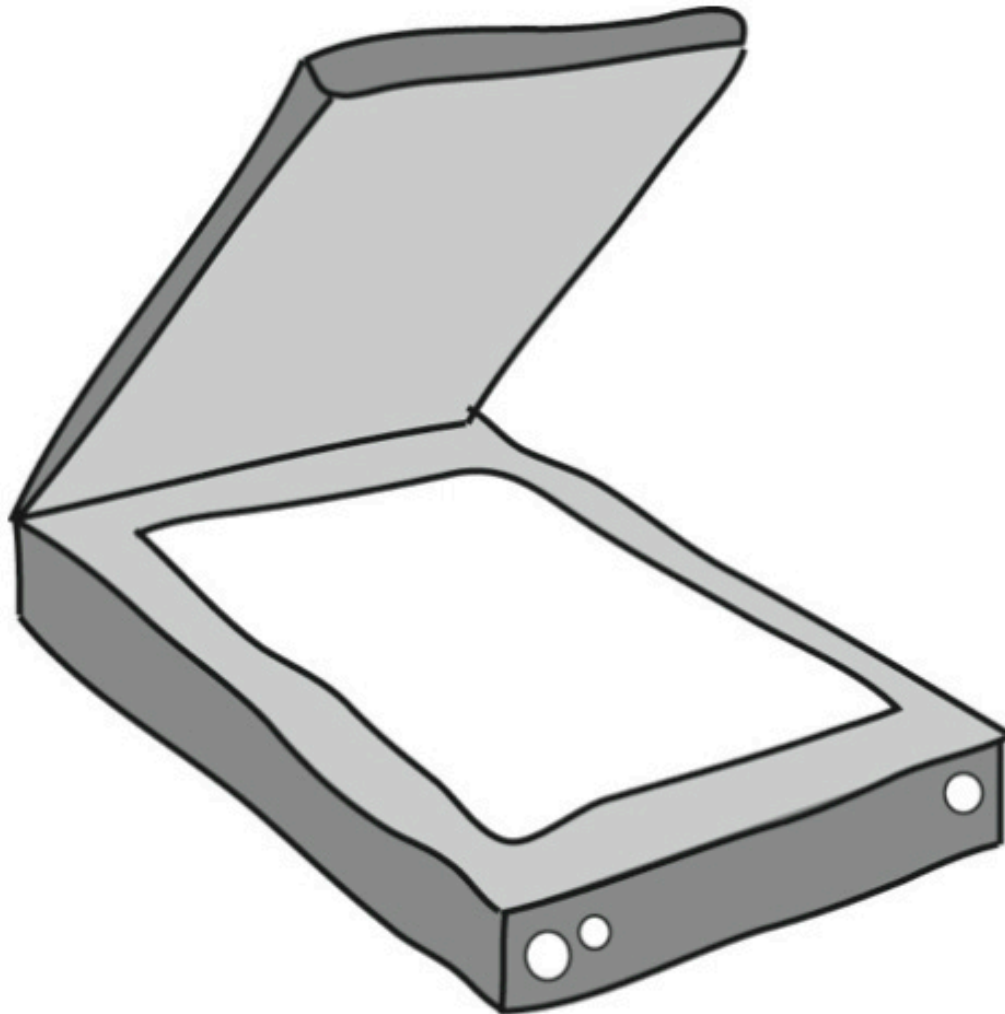
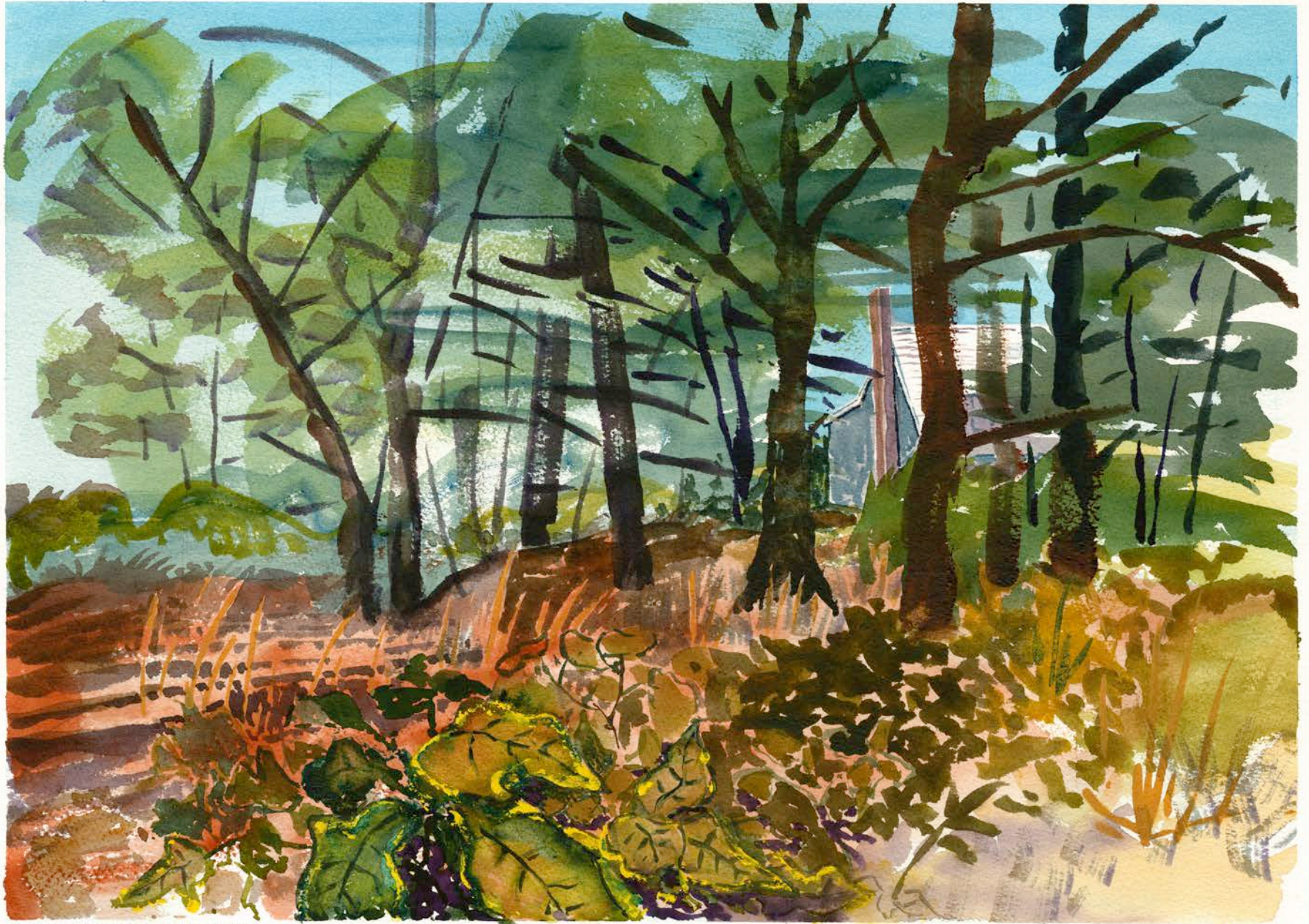


Tip #1

# SCAN IF YOU CAN



Instant images!  
yay!



HOUSE THROUGH THE PINES

LB '16

This was documented using a scanner.

Tip #2

# CAMERA SETTINGS

# M

Use the M mode (manual) on your camera. This allows you to control the setting to get the best results.

Tip # 3

# USE A TRIPOD

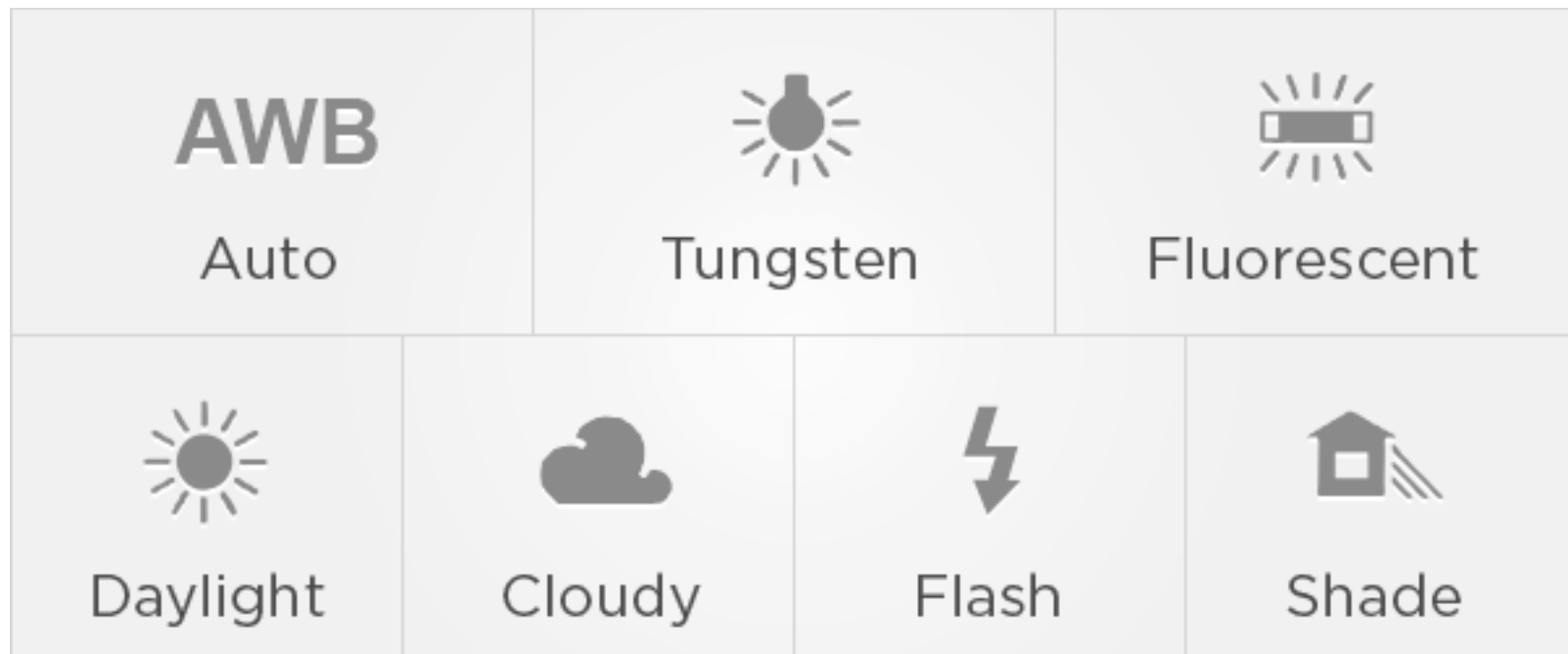
This will help with leveling and framing your work in the camera, and eliminate camera shake if you need to make a long exposure.



Tip # 4

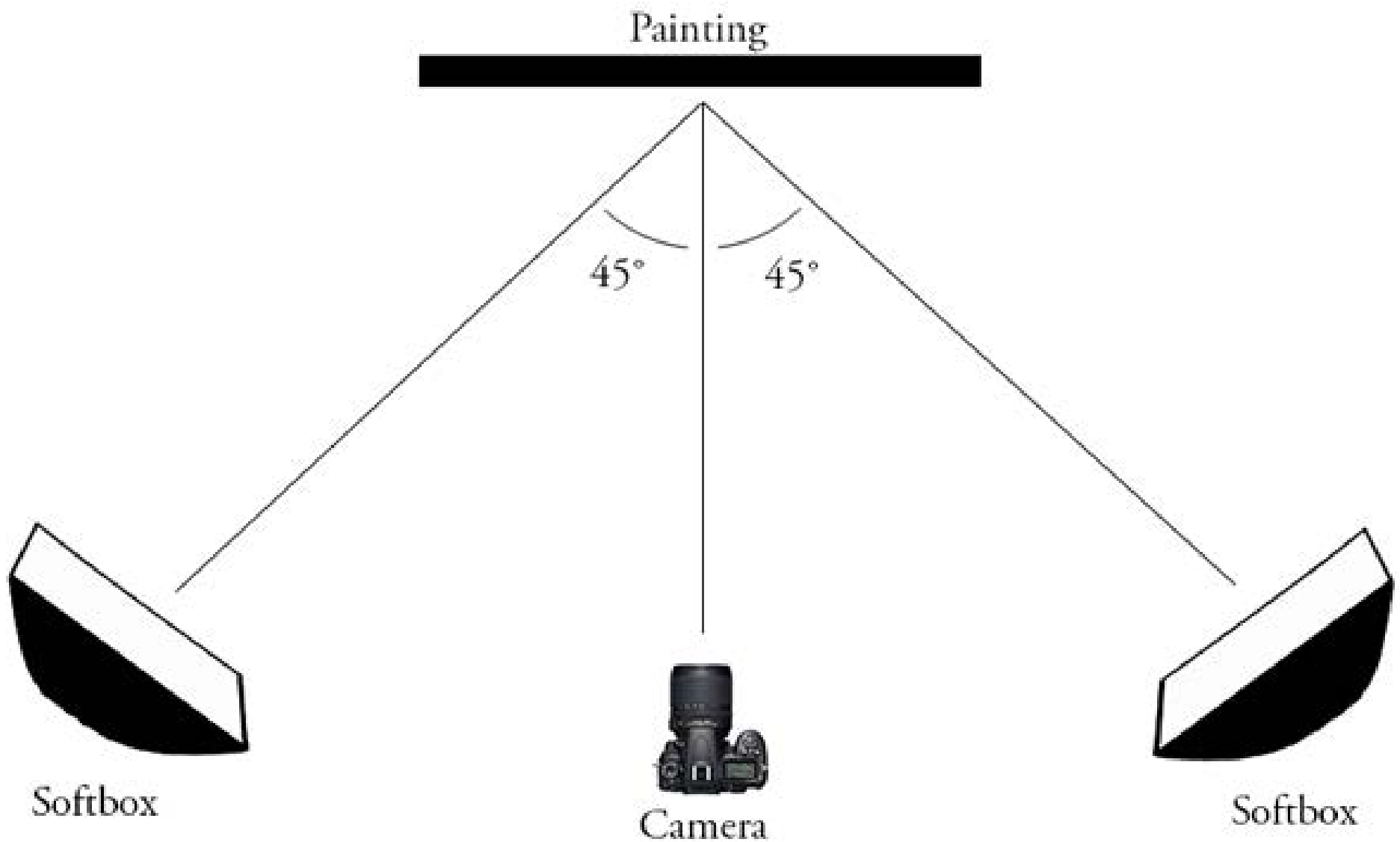
# SET WHITE BALANCE

Make sure the white balance settings on the camera match the light source that you are using.



# **SETTING UP 2D w HOT LIGHTS**

If you are shooting small prints, paintings or framed art, here is a good general rule to get you started \*if you are using hot lights



\*This is a good starting point, but it won't be right for everything



not square :(



not square :(



square :)





This was documented using two lights, set at 45 degrees.



This was documented using two lights, set at 45 degrees.



This was documented using  
natural light in 512



PLEASE DO NOT  
OPEN WINDOW  
SHADE.

DO NOT  
CUT!

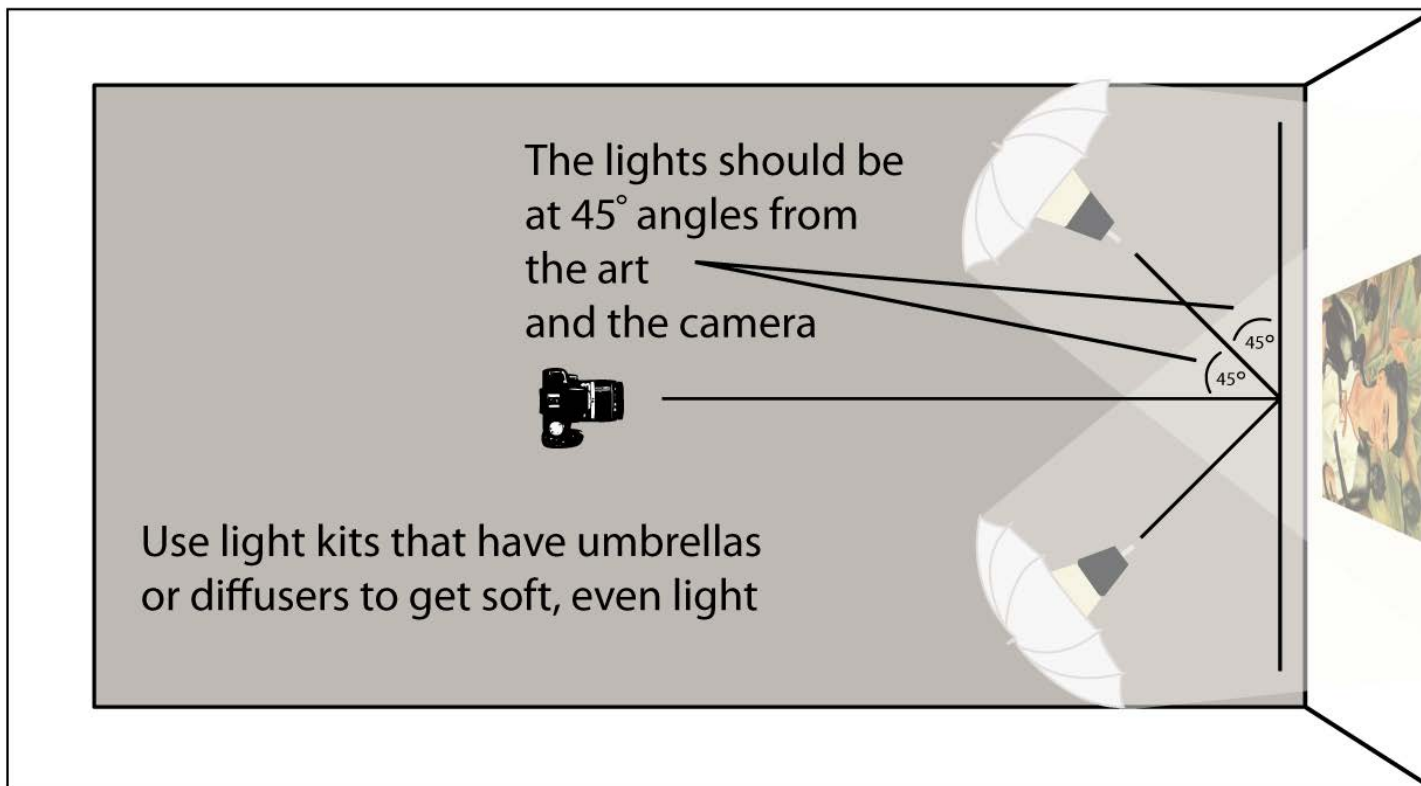
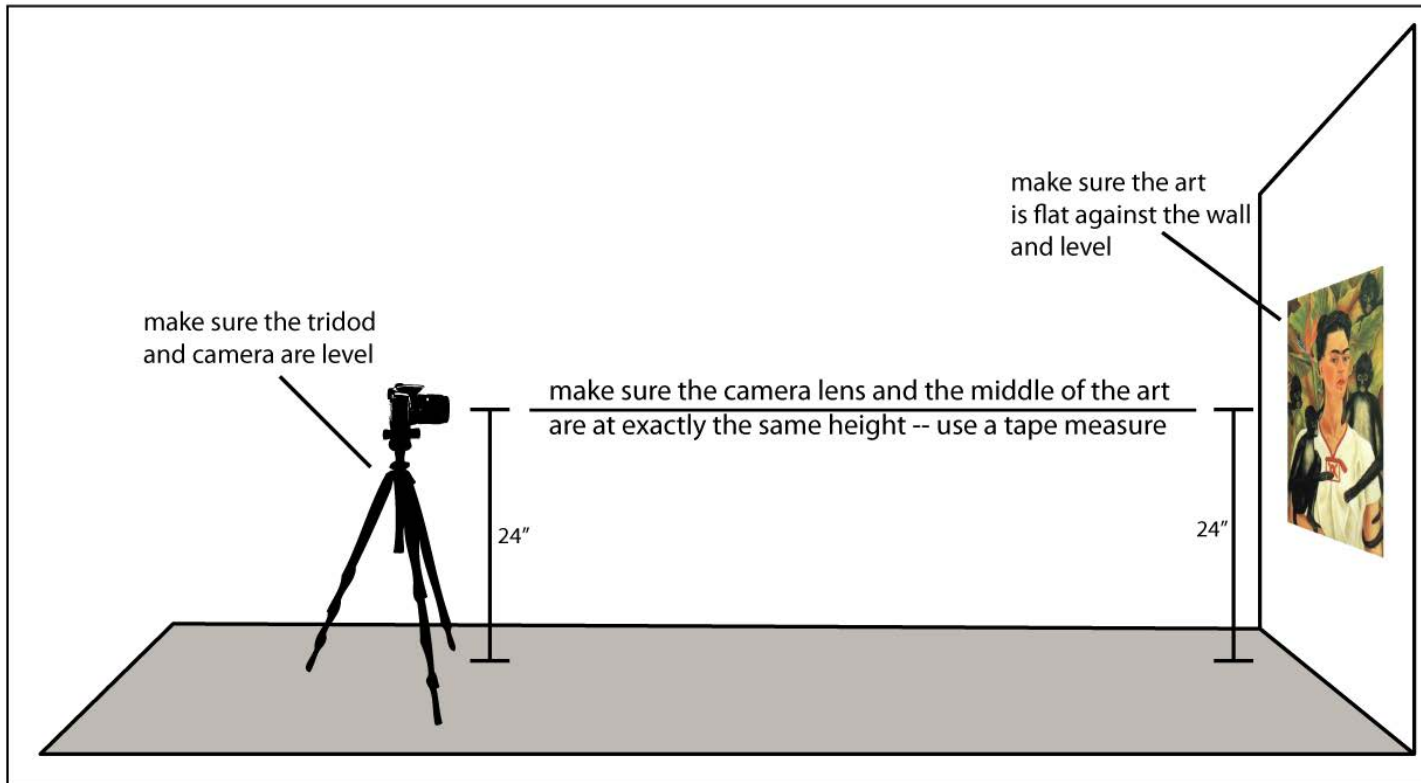
DO NOT  
CUT!  
PULL  
CHAIN  
GENTLY!

EOS 5D  
Mark IV

Canon



This was documented using four lights, set at 45 degrees.



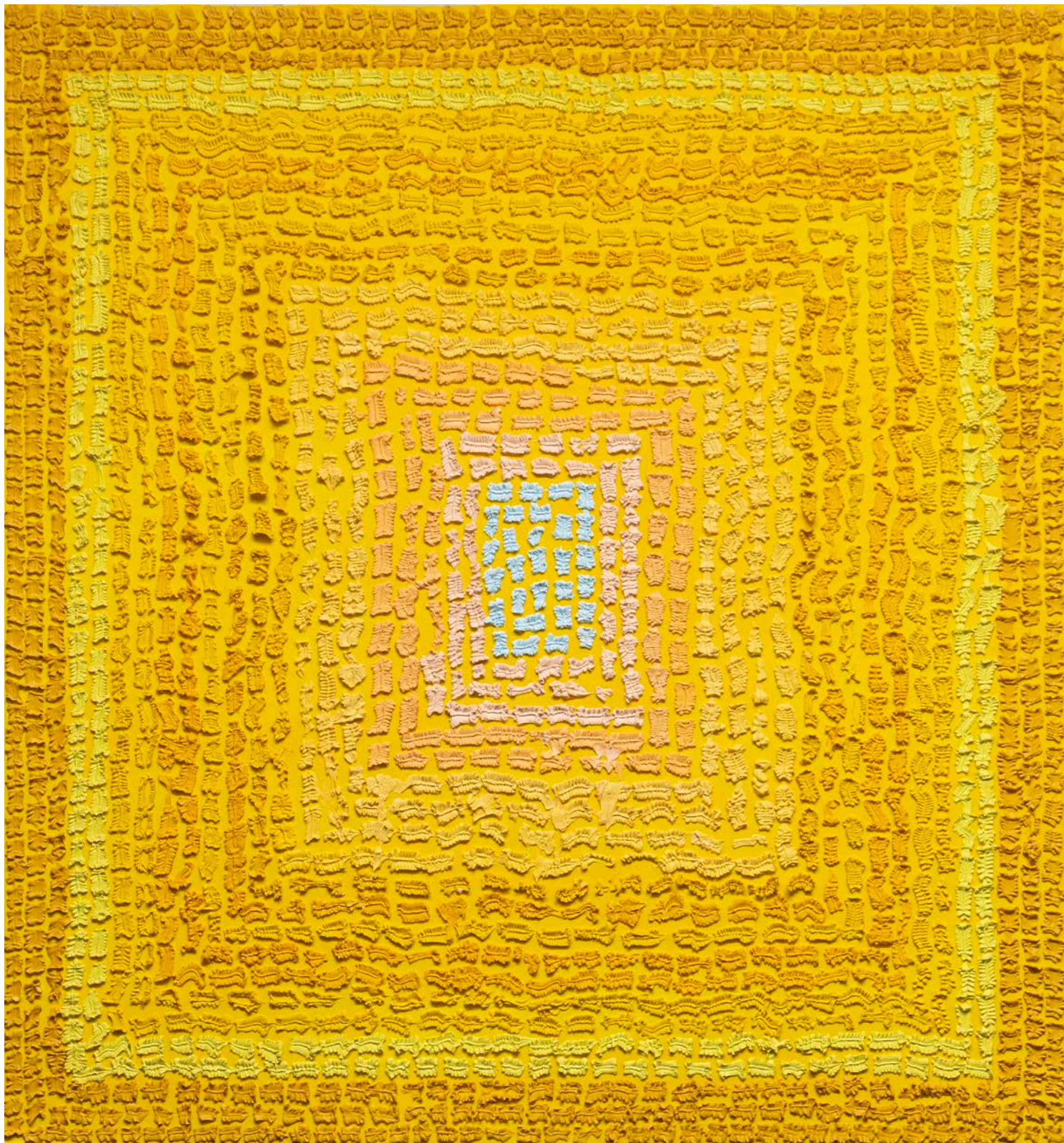
# **USING NATURAL LIGHT**

**The following images were taken in the painting studio (510) on the big crit wall on a cloudy day.**



This was documented using natural light in 510.

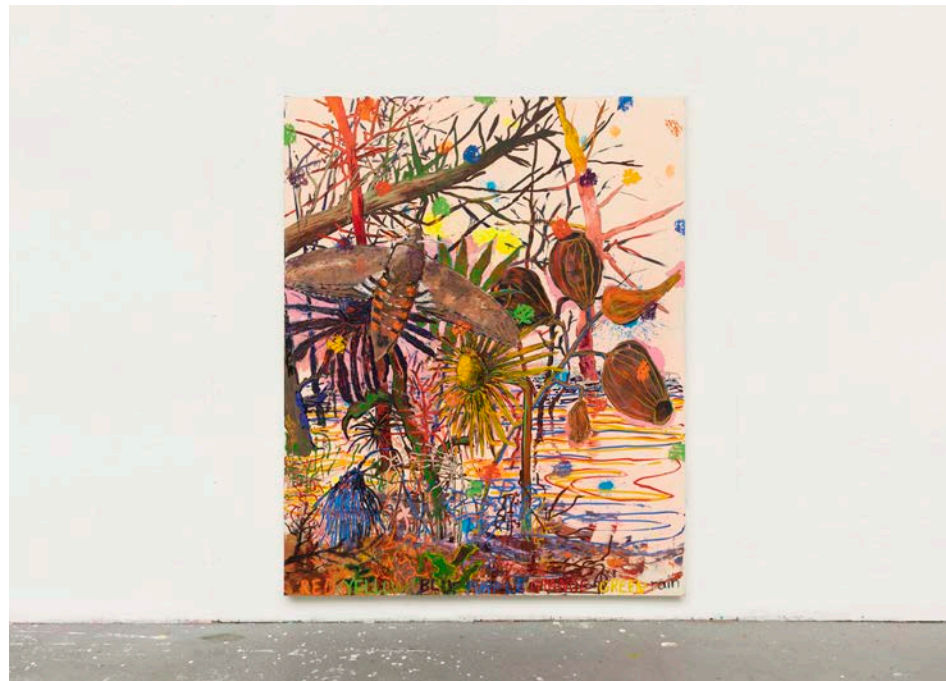




This was documented using natural light in 510.



BEFORE CROPPING  
AND COLOR COR-  
RECTING: This was  
documented using  
natural light in 510.



AFTER CROPPING  
AND COLOR COR-  
RECTING: This was  
documented using  
natural light in 510.



This was documented using natural light in 510.



BEFORE COLOR  
CORRECTING: This  
was documented using  
the overhead studio  
lights in B10.

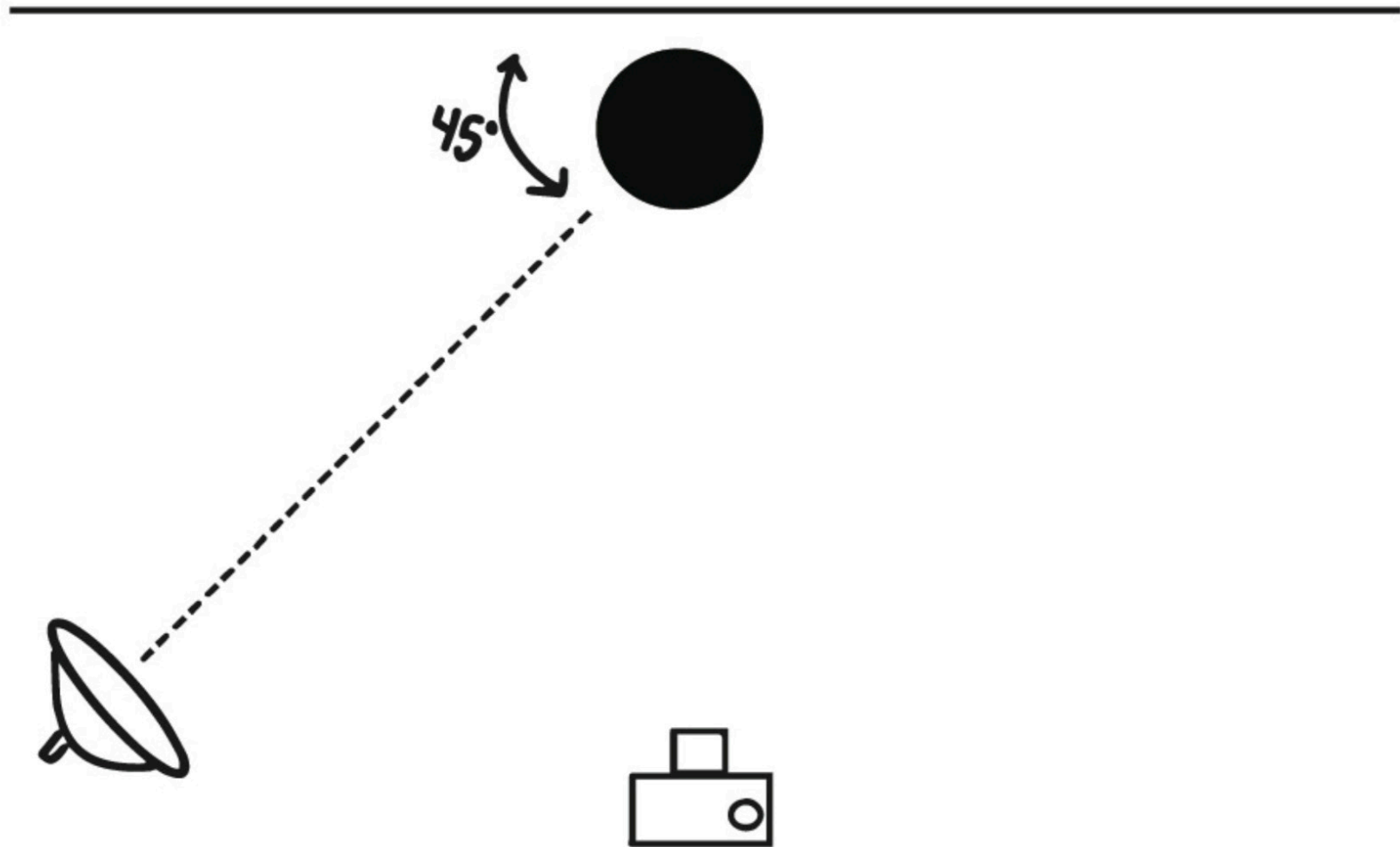


AFTER COLOR COR-  
RECTING: This was  
documented using the  
overhead studio lights  
in B10.

# SETTING UP 3D

If you are shooting small 3D objects like ceramic vessels or small sculptures, here is a good general rule to get you started

using 1 light...

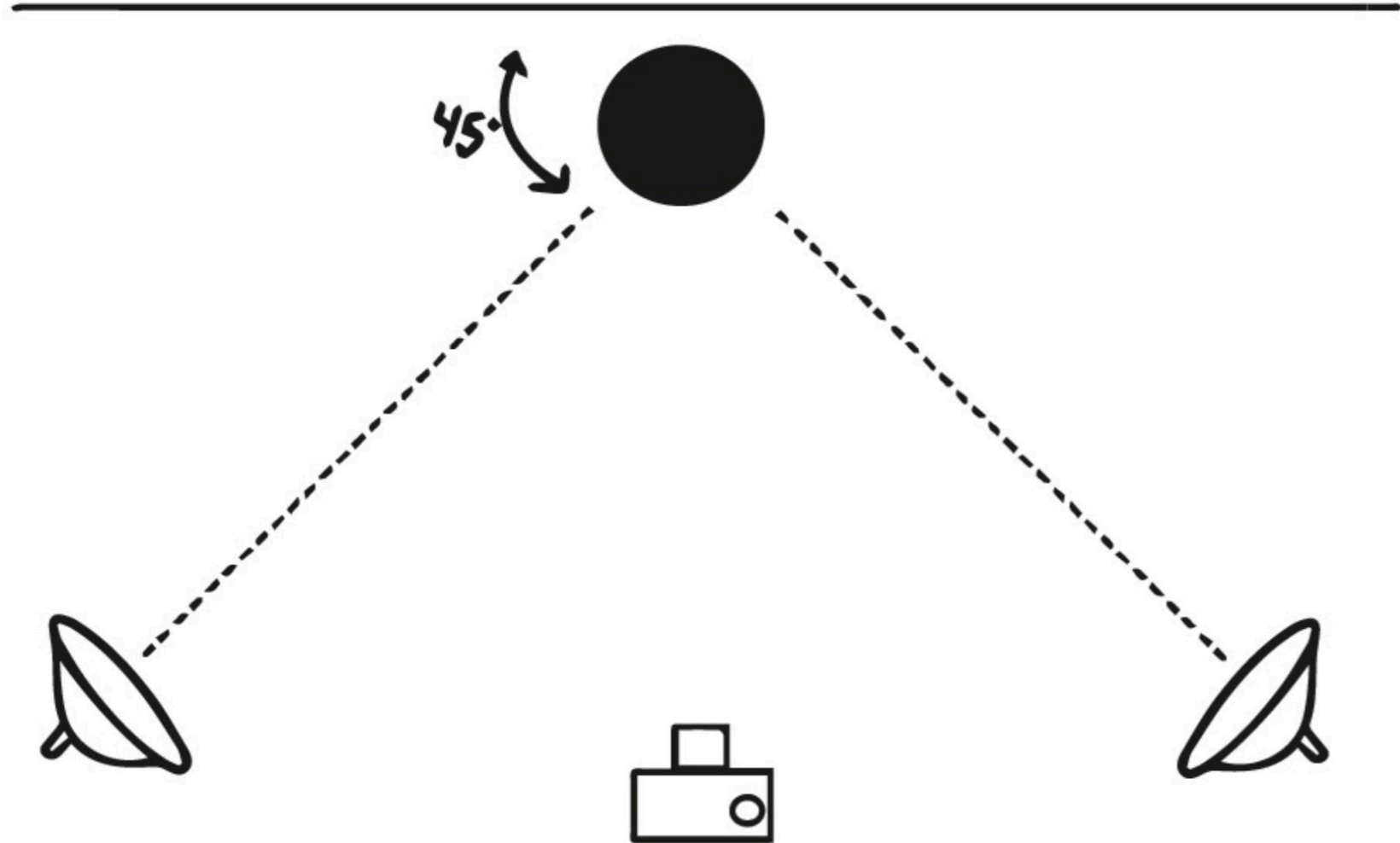


Using a single light source will create a shadowed area on the opposite side of the object. This a good way to emphasize texture and volume.



This was documented using one light with a black velvet backdrop

using 2 lights...



Using two lights will create a more flat and even lighting effect which may benefit highly detailed, less textures pieces.





This was documented using two light with a black velvet backdrop



One Light

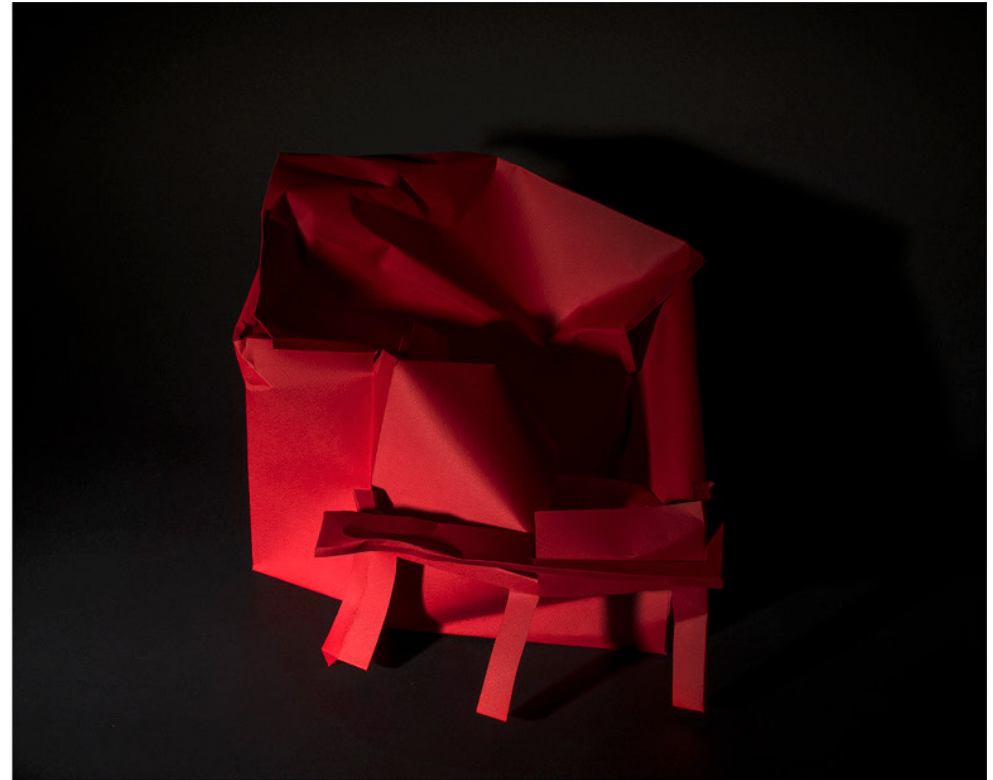


Two Lights

# **SMALL 3D OBJECTS**



This was documented using natural light in 512



This was documented using one light and a black paper backdrop in 512



This was documented using natural light and a black velvet backdrop in 512

# **LARGE 3D OBJECTS + INSTALLATION SHOTS**

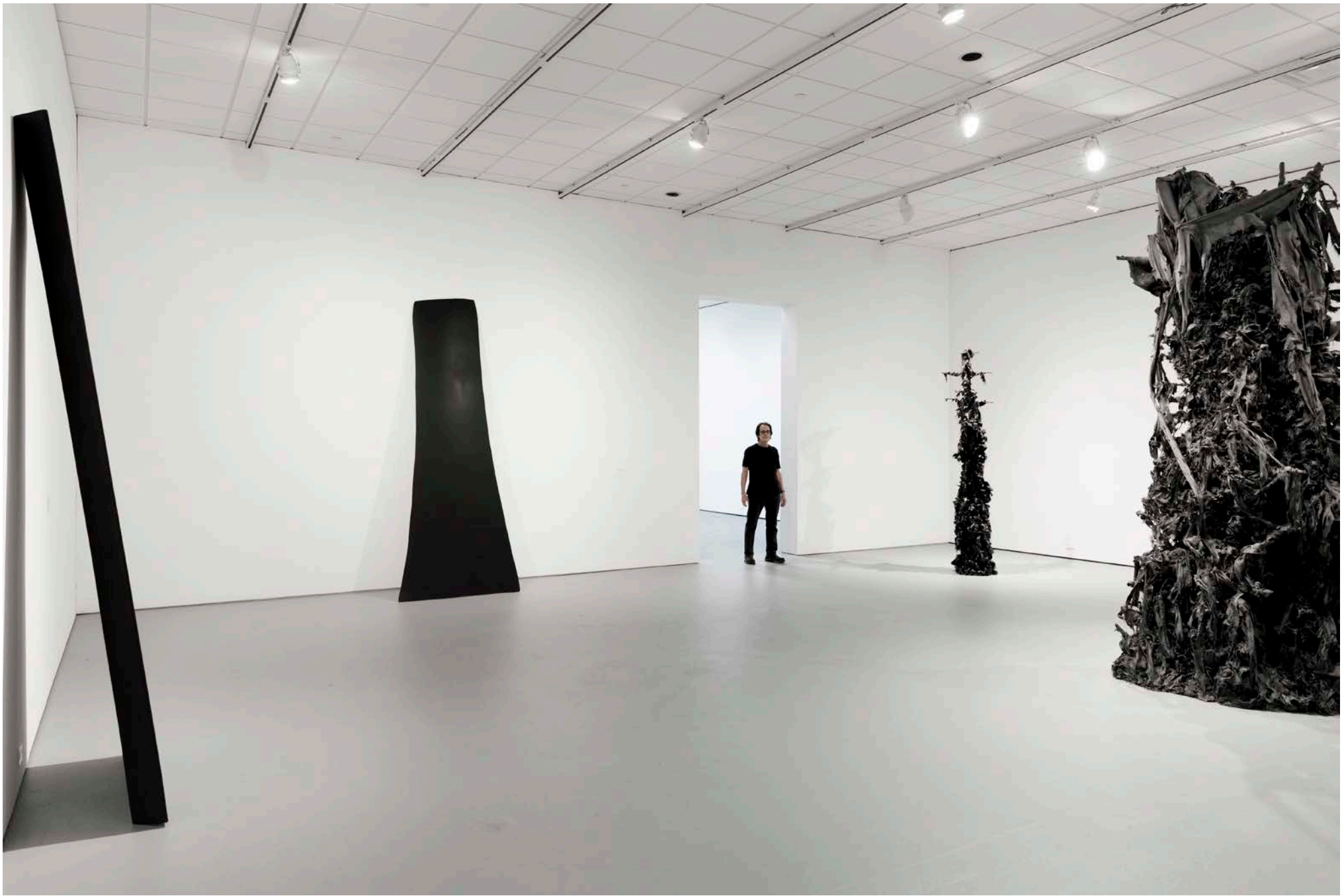


This was documented using natural light and the white backdrop in 512.





Including people adds context and scale.







Document the process, not just the finished piece.

# **PHOTOGRAPHING INSIDE THE BUILDING**

**Taking pictures in the student galleries can be tricky, but here are some tips:**

**1st floor PROBLEM** - Image looks yellow/orange because of the weird grid on the ceiling.

**1st floor SOLUTION** - Fix in Photoshop/Lightroom/Bridge or your preferred image editing software. Use the white balance tool, click on something you know should be a neutral color (like the white walls, and this should adjust your color balance).

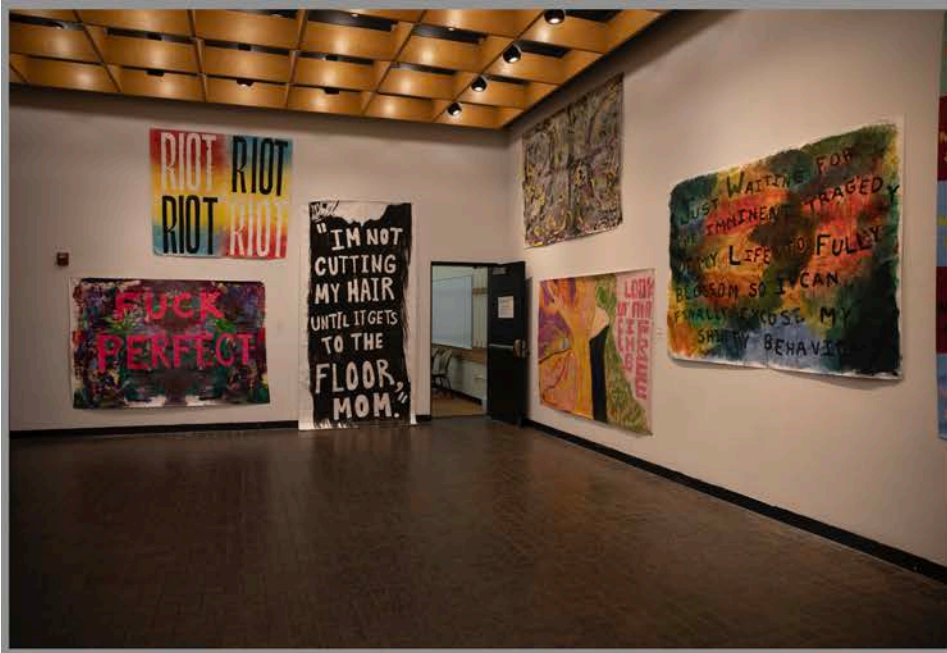
**2nd floor PROBLEM** - Mixed lighting. During the day, the light coming in from the large glass doors/windows mixes with the gallery lights. Half your picture is blue, and half is yellow.

**2nd floor SOLUTION** - Photograph after dark. Or do some fancy Photo-shopping.

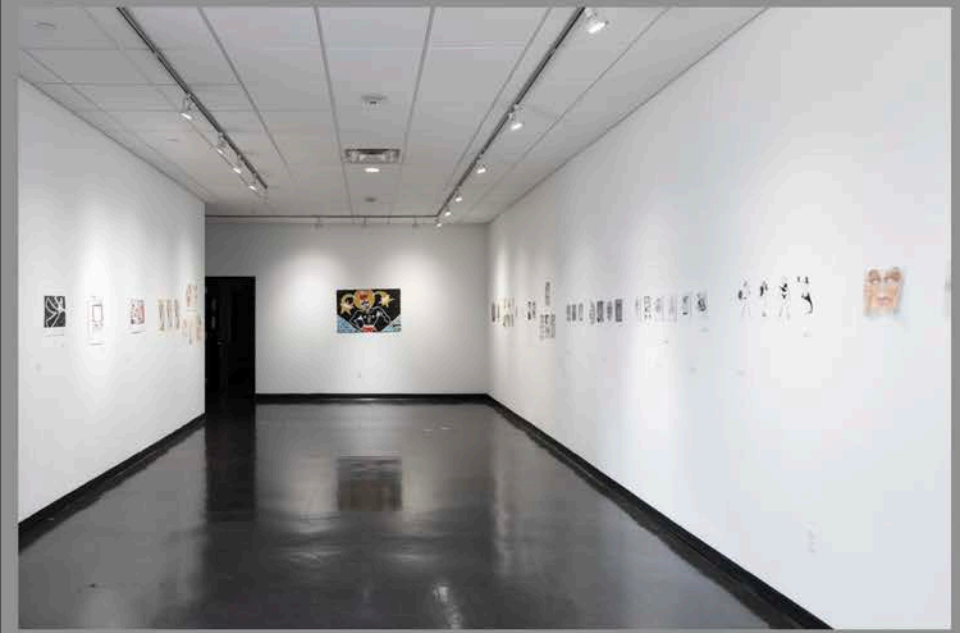
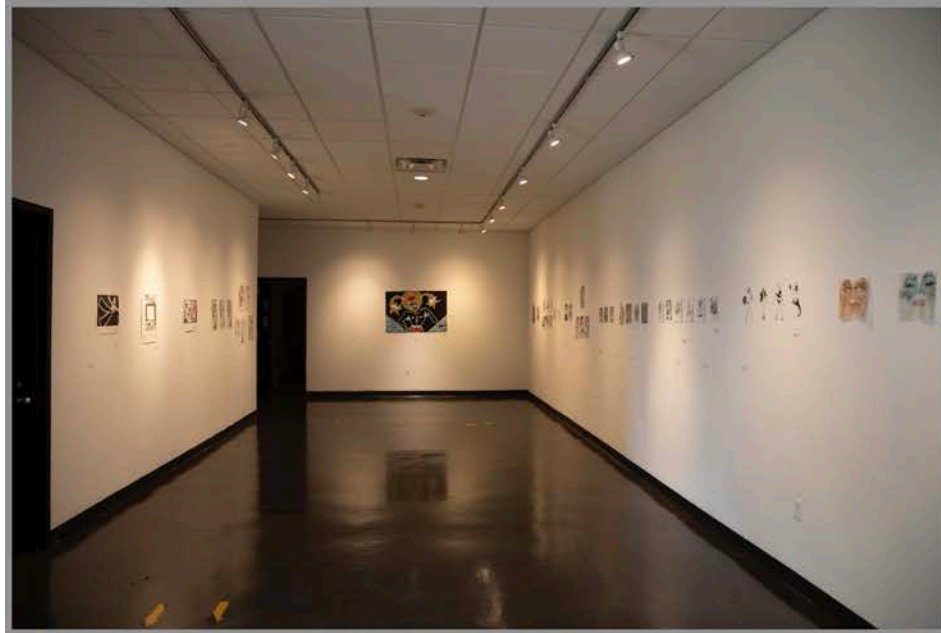
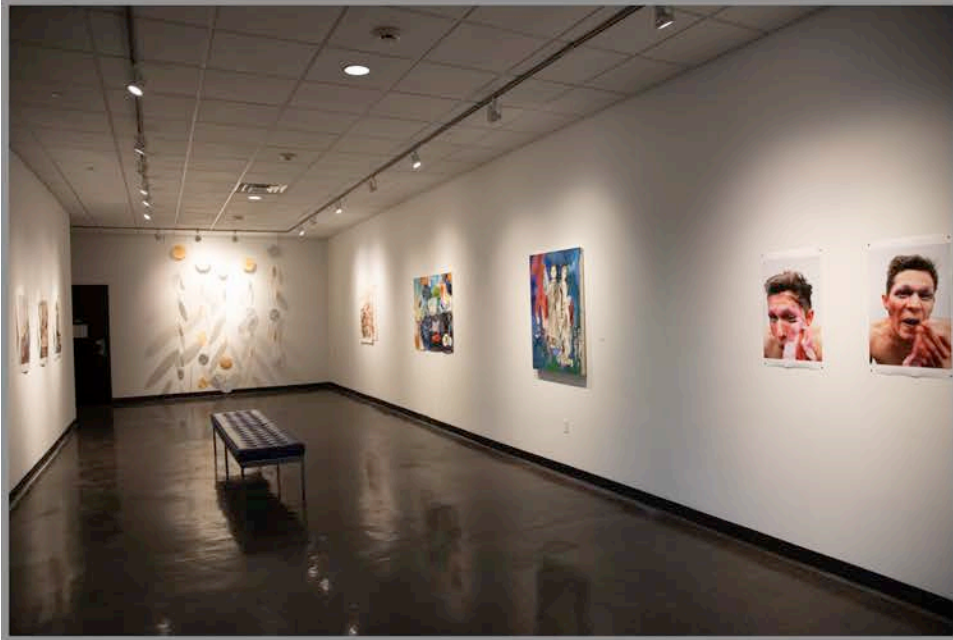
**Gallery 221 PROBLEM** - Confined room

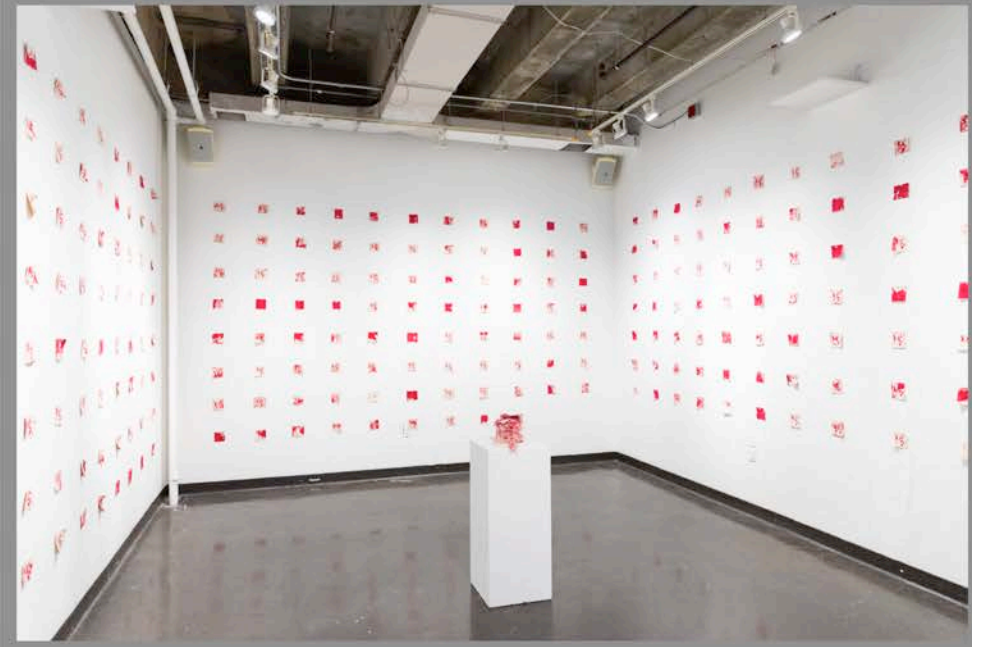
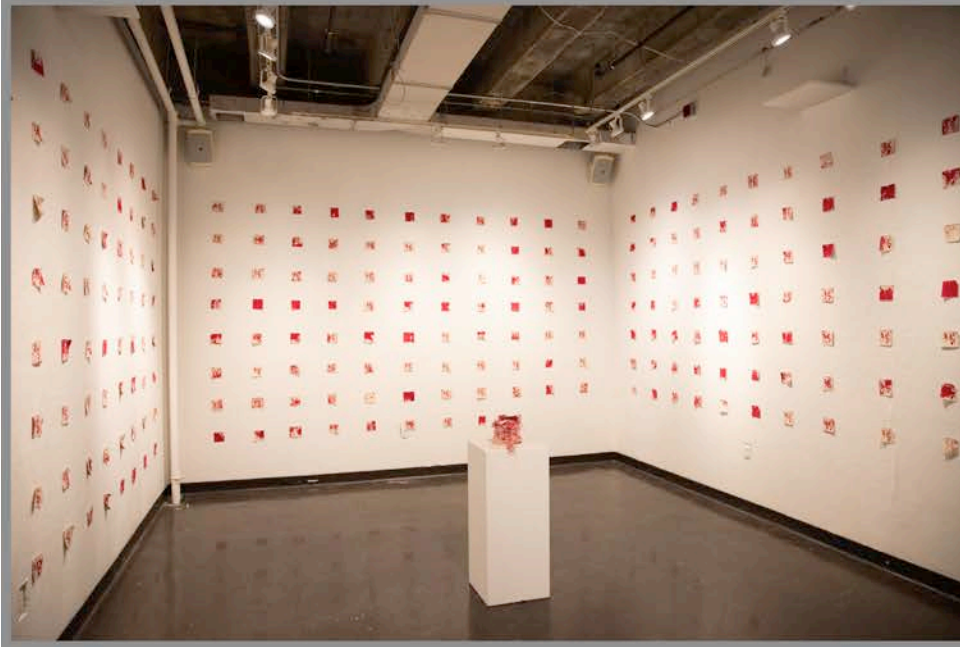
**Gallery 221 SOLUTION** - Use a wide angle lens

# **Before/After w Basic Editing in Lightroom**

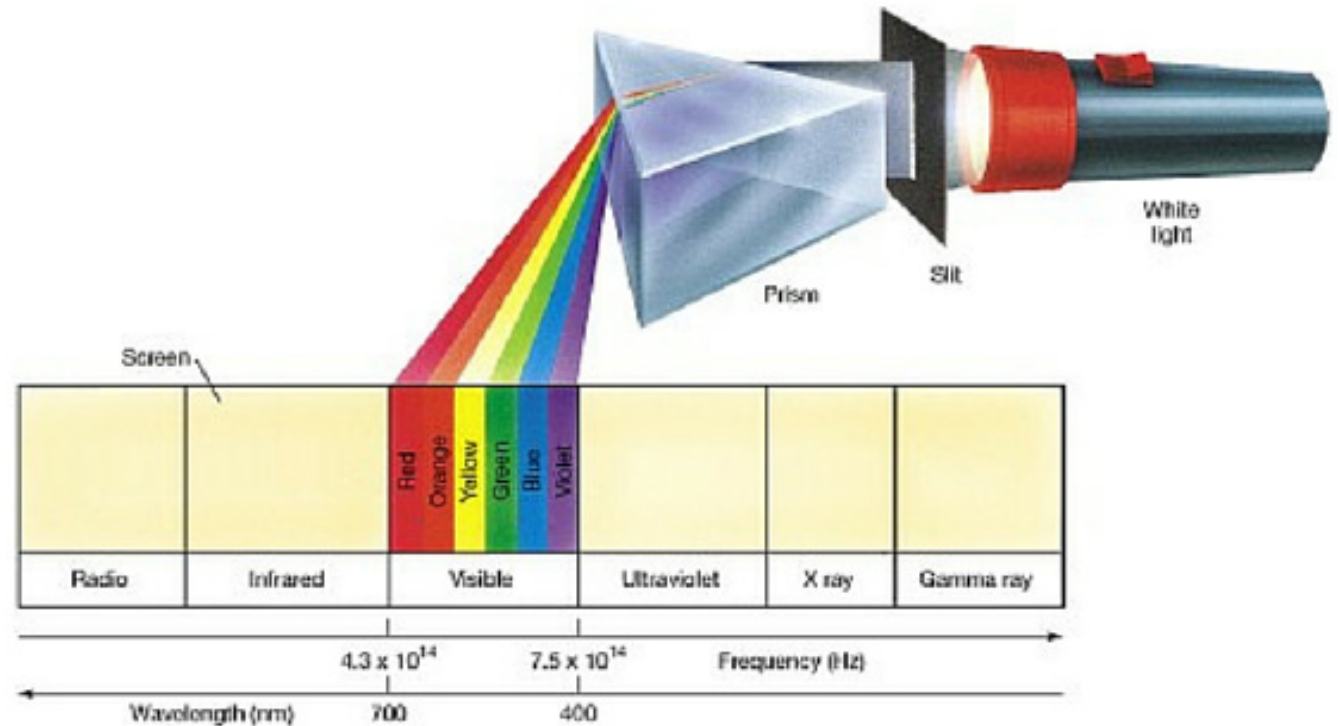






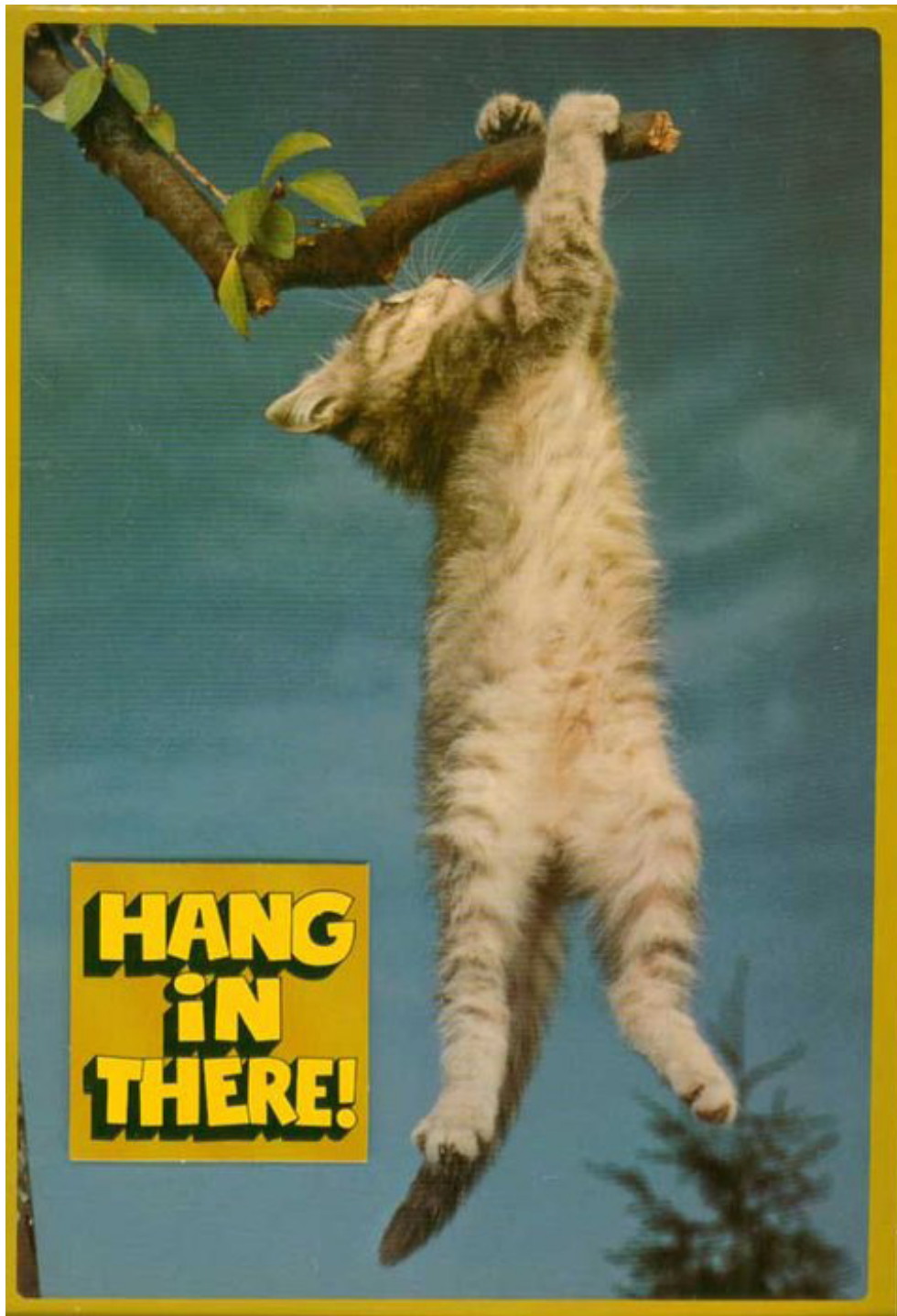


# #1 most important thing is LIGHT



Other important things to remember:

- Don't mix light.
- Keep camera/lens parallel to artwork.
- Experiment.



**HANG  
IN  
THERE!**