

PHOTO PROJECT "LIGHT AND TEXTURE"

Light is the only paint on your palette and texture is the only means you have of illustrating what an object is and is made of. Angled light, revealing an object's surface gives it life and meaning while shadows and highlights create the illusion of depth and space on the flat photo image. How you render these elements determines how the subject will appear and what emotional response the viewer will have to the image. This will also verify the results of the film calibration tests.

For digital, the dynamic range / contrast of the scene is far more critical than it is in black and white photography. Remember the most vulnerable tonal areas are the highlights which are easy to "blow out" in digital imaging. Play with your point of view; get high or low, avoid the standard eye-level shot, get in close and look for the "core" or "soul" of the shot.

Subject

Your choice of subjects but it should be one that has strong textures and a real sense of its depth and space. Use natural light only, no man made fill or lighting set-ups. Give this some thought, perhaps scoping out the subjects in advance, determining the composition and what you want to convey in it as well as planning the proper time to shoot. Note the sun's track and how it will appear at various times. Look for varying contrasts and how it reveals shape, texture, dimension, etc.

Procedure

Shoot this subject to pieces. Capture at least 20-30 shots from various points of view, focal lengths, even exposure brackets. But except for using standard steps in the editing workflow to enhance and tweak the image, do not use extreme editing techniques to try to save a mediocre shot. Get it in the camera as if Photoshop did not exist.

Save the final file as follows:

- ☛ Resolution: 100 ppi
- ☛ Pixel Dimensions: 1,000 pixels on the longest dimension (either width or height)
- ☛ Bit Depth: 8 bits
- ☛ Layers: flattened.
- ☛ Color Space: sRGB
- ☛ Format: JPEG at Quality of 10-12

Rename this file and save as "yourname_light and texture.jpg"

To Turn-in

One file scaled, sized, formatted and named as shown above

Grading

This project will be graded based on the grading form. Pay special attention to your exposure. Rely on the Histogram to help you make sure your highlights are not blown out.
