

## 6. Photographing Your Artwork:

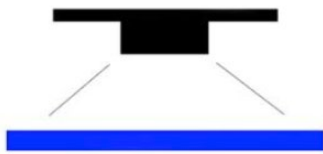
**6a. 2D Artwork:** Most phones will take a high enough quality image for your application.

- Hang your 2D artwork on the wall as level as possible
- Take your photographs in bright, consistent natural light with no shadows or glares cast across the artwork. The light needs to be bright so the resulting image doesn't come out blurry AND it needs to be natural light (the sun) so you don't get what are called color casts, which usually result from artificial lighting. Just because the sun should be used in taking photographs, it does not mean you need to be outside to document your work. Photograph your work from sunlight streaming through a window BUT don't take photographs using sunlight early in the morning or late in the evenings, as the sun is at too extreme an angle at these times for the light to be consistent.
- When photographing your work, be sure the camera is parallel to and centered over the painting.

### Scenario 1: The camera and 2D Artwork are level to each other:

\*\*\*\*GOOD\*\*\*\*

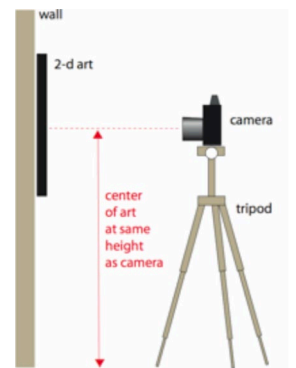
Camera is held directly parallel to the 2D Artwork:



The resulting documentation, which is desirable:



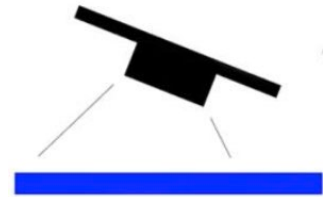
Also, it helps to have your camera at the same height as your artwork:



### Scenario 2: The camera and 2D Artwork are NOT level to each other:

\*\*\*\*NO GOOD\*\*\*\*

Camera is NOT held directly parallel to the 2D Artwork:



The resulting documentation, which is NOT desirable:



**6b. 3D Artwork:** Ask your mentor for help and plan ahead, it takes a long time to photograph 3D artwork. A bright room with defused daylight can work as well or better than an additional light source.



Shooting 3D work can be complicated – keep it as simple as possible. You need: a backdrop (ask your 3D mentor), 1 or 2 defused light sources (check out or ask around), two pieces of stiff white paper / Styrofoam / press board.

Have your light source above your work, high enough there is no significant glare or deep shadows. A second light source coming from the front / side can help. Have to white board on each side of the piece to bounce some light under and all around your object.

