



How to: Photograph Your Work (page 1-3) & Edit Your Photos (page 4-6)



- Reserve time in the Media Lab (Hamilton 512) to photograph your work with Technician assistance! <https://pafastudentservices.as.me/MediaLab>
- So why do you even want to use a camera to take photos of your work?
 - Using a camera gives you a high quality image, with the ability to accurately edit, zoom in, make prints, and more! Your phone is great for quick snapshots, but is limiting.

2-D Artwork

Paintings

- hang on the wall, place on a pedestal, or place on a table with a paper backdrop



Prints

- Hang/tape on the wall
- Scan up to 12"x17" on scanner in library or labs.
- Downshooting:** Shoot downward with the overhead stations in the Media Lab, or into the "Studio In a Box" (both options have lights already set up), or onto the floor.
- Make sure that camera is centered and parallel to your work (especially for 2D work)!

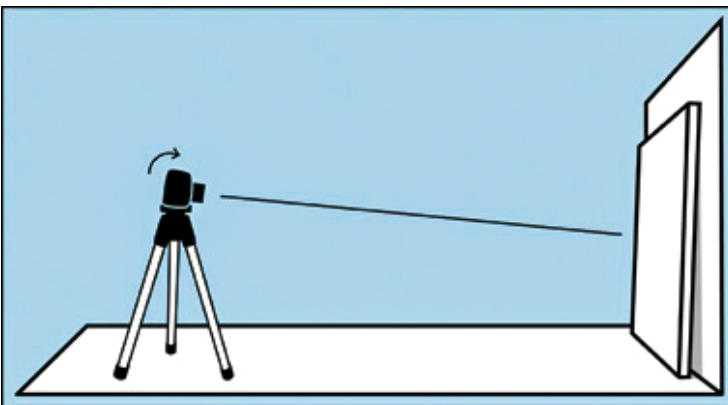
3-D Artwork

Sculptures/3D Work

- set up on pedestal or table with a paper backdrop

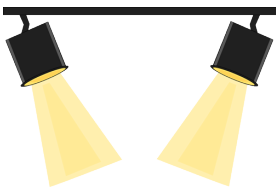


- For small/medium sized objects you can use the "Studio in a Box" in the Media Lab, which already has a backdrop (white, black, gray, or blue) and lights. This is also great for reflective objects.
- Take multiple shots from various angles
- We offer multiple colors of large paper backdrops: *White, Black, Gray, Green-Screen*
- You can take advantage of dramatic/uneven lighting to accentuate sculptures*



Installations

- Have a wide-angle lens handy so that you get wide shots with multiple walls in frame
- If you bring lights to the space, try to match the color temp (cool, warm, etc) of the light already in the space.



How to: Photograph Your Artwork

Lighting your work

Now that you have your work set up, it is important to have great lighting! Turn off overhead/extra lights and use a light kit:

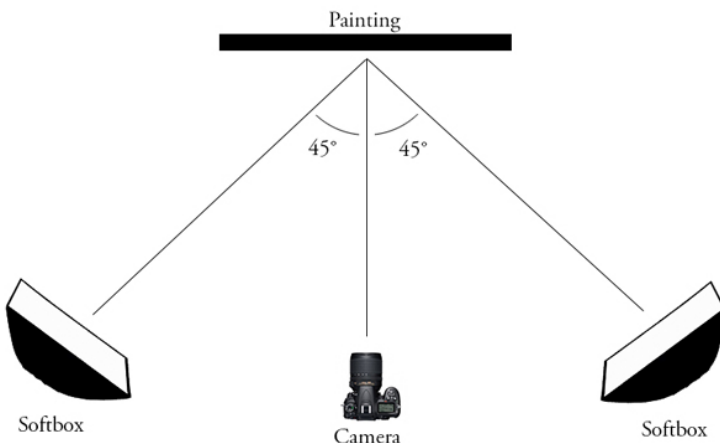
-LEDs - (aka Continuous Lighting) We offer LED lights that are easy to control and stay on constantly. They can also be used with filters to change the colors.

-Strobes - (aka Monolighting) We also offer strobes (flashes of light) in the Media Lab that can give you more control over your image, because with more light, you can have a sharper and less grainy image. These are also great to use for oil paintings because you can bounce the light, providing much less glare.

-Hot Lights - We offer hot lights that can provide you with bright lighting that is continuous. However, watch out, they can make it toasty!

-We offer *LED lights* and *Hot Lights* to check out from the library for studio & home use!

-Tip: make sure your lights are the same distance from your work as the camera, the same distance from the wall, and angled 45 ° towards your work to minimize glare.



Set Up your Camera

- Use a Tripod!
- Careful Shake Test - while holding on, making sure everything is steady
- **Camera Strap** - Use when moving the camera around
- **Battery & SD Card** locations are on the side or bottom of the camera
- Use Remote **Shutter Release** to prevent motion blur while using tripod
- Delete Everything Off SD Card: If you are using a shared camera, you should do this **before** you start, so you don't run out of space halfway through the shoot. Do this in

Menu >

Setup Menu >

"Format Memory Card"



- First thing - Make sure you are shooting in **RAW** image quality. You can do **RAW + JPEG** if you would like to have a thumbnail to view. RAW gives you the best quality and least amount of compression - making editing easier because will not lose the detail in those highlights or shadows, and can zoom in with high quality. Do this in *Menu* > *Image Quality* or with the "i" / "Q" button



- If you are using a zoom lens, **ZOOM** into your image. Leave space for cropping.

- Use "Live View" / LV to view your image through the Camera screen



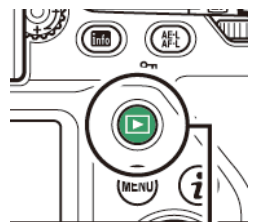
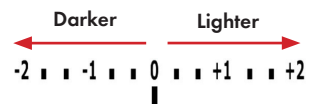
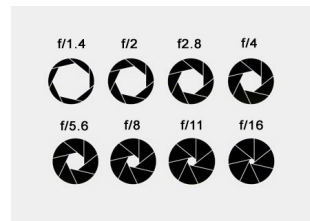
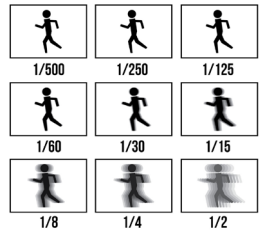


How to: Photograph Your Artwork

Camera Settings

- I suggest **Aperture (A)** mode for shooting work. Manual gives you full control, but you can choose Aperture mode to select your aperture and ISO, and then the camera will adjust the shutter speed.
- These settings (*The Exposure Triangle*) control the light in your image: **Shutter Speed, Aperture (f-stop), and ISO.**
- **Shutter Speed** is how fast your camera takes the picture: How fast the shutter opens and closes. Faster = Less Light. Slower = More Light. *With a Tripod and Shutter Release or Timer, you can go slower without motion in the photo.*
- **Aperture** is how large the diaphragm in your camera opens. Just like your pupil! The smaller the hole (larger the number), the more of your image that is in focus. This is why the best Aperture for Flat 2-D work is f/8 to f/16. For 3D Objects, aim closer to f/16.
- **ISO** - the sensor in your camera - tells it how much light to absorb. Best ISO is 100-400. The lower the number, the less grainy your image will be. Try not to go over 1600 ISO or else details will be fuzzy when you zoom in.
- If you are shooting **Manual Mode**, check your **light meter**! You want the marker to be in the middle: Left - Darker. Right - Lighter. If you are using Strobe, you will need to underexpose - (light meter - left).
- **White Balance** - AUTO. White Balance is how the camera corrects for different temperatures of light. Take an extra picture of your work with a **Gray Card** in front of it - this is for Accurate Colors.
- **Focus** - Use Auto Focus (AF) (change this on the Lens) and press the shutter button down halfway to focus. Then, you can switch to Manual Focus (MF) so it doesn't keep trying to refocus. You can also zoom in on the Display to make sure it's focused! **Check** the focus every time you move the object, the camera, or start shooting a new object.
- Shoot your image! Use the Playback button to make sure that it looks how you would like. You can zoom in on this image as well.
- *Tip:* If you are using **Aperture mode** and your image is looking too dark or light, you can use **Exposure Compensation** to override the Camera's Automatic Settings.

Aperture Mode





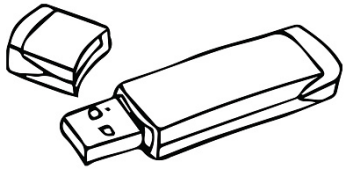
How to: Edit Your Photos

(In Adobe Lightroom)



Tips:

- So you took your photos, now what? Time to **EDIT!**
- *Why Editing is Important* - Even when you may feel like you have the “perfect” image, there can always be corrections that can be made to make you files cohesive and photos blemish-free.

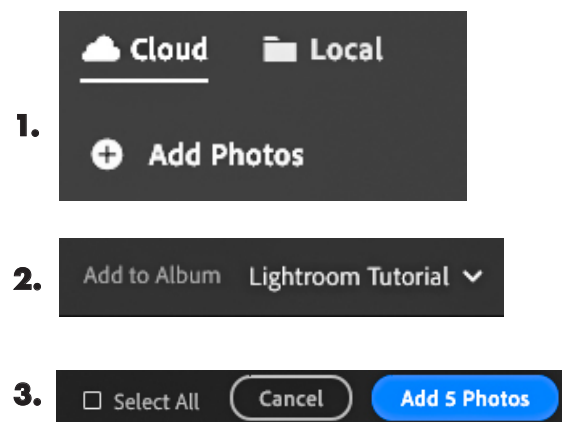


Preparing & Accessing LR

- Organization is key!
- Backing up your files - always have at least two copies of your work, whether that is on Flash Drives, External Hard Drives, and/or an Internet-based backup.
- Lightroom VS Photoshop. Lightroom gives you **non-destructive editing**, which means you can come back to your image and keep editing where you left off, or change edits from before.
- **Lightroom** (aka “Lightroom CC” or “Photoshop Lightroom”) is cloud-based and can be accessed from any device (and is what this tutorial is based on) **VS Lightroom Classic** which is more advanced and is based off of local files, so if you want to switch between devices you have to make sure everything is on a Flash Drive or Hard Drive.
- **TIP:** Access your free Adobe Creative Cloud while at PAFA!
- When you graduate you can buy the “Photography Plan” that gives you Lightroom, Photoshop, and Adobe Portfolio (to create a website!) for \$10/month.

Get Started!

- **Add your Photos!** This uploads them to the Cloud so you can access them over multiple devices. You have a lot of cloud storage through your PAFA plan. I would recommend editing the **RAW** files you took (they often have a file name that ends with .NEF or .CR2). I would add them to an **Album** (it’s like a folder in LR) to keep things organized.
- **Note:** With Lightroom, you are not editing the original image. Rather, you are editing a copy/preview of the image.





How to: Edit Your Photos (In Adobe Lightroom)



Editing Light & Color

- Double-Click Photo to Start Editing. You can go back and change these edits at any time.
- **CROP:** I like to start with "Crop & Rotate" so that if any necessary changes don't distract us when we are editing.
- **EDIT:** Next go to "Edit." You can click "Auto" to start or just add a few tweaks. In the Edit module:

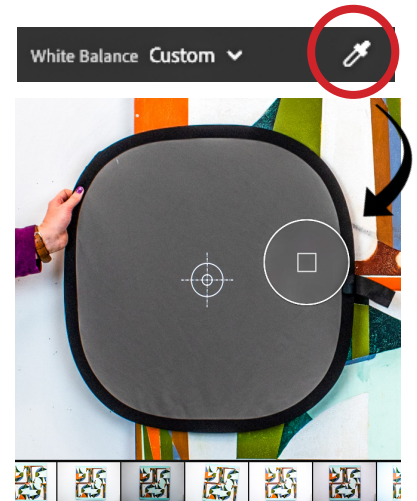
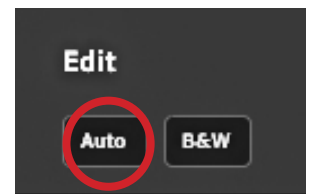
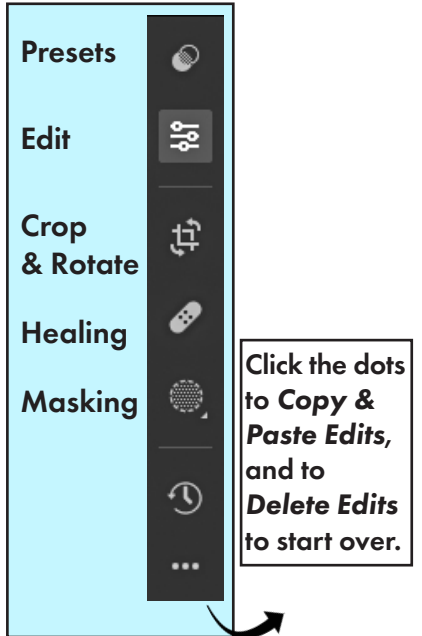
LIGHT

- Exposure** - The overall brightness or darkness of your image. Change this first if your image is too light/dark.
- Contrast** - You can add some contrast if your image is feeling flat. I usually add about +5 to +10 if needed.
- Highlights** - You can decrease the highlights if they are too bright.
- Shadows** - You can increase the shadows to bring out details that may be lost.
- Whites** - You can increase the Whites.
- Blacks** - You can decrease the Blacks to add more contrast.

Tip: You can adjust these corrections based on what looks right to you and how to create the best digital representation of your art.

COLOR

- White Balance** - Temperature and Tint
Tip: This is where your Gray Card comes in handy. On the Gray Card picture, select the eyedropper. Click on the Gray Card with the Eyedropper, and then copy the White Balance to your other picture
- Temperature** - If your image is more Blue or Yellow, move the slider to make it even
- Tint** - If your image is more Green or Pink, move the slider to make it even
- Vibrance** - Vibrance is a great way to add more color but not overload it. It increases the saturation of neutral colors and a tiny bit of the vibrant colors.
- Saturation** - Saturation adds more color to all parts of your image. It's great to use sparingly, but can overload the already vibrant colors if used too much.



How does a Gray Card Work?

(The eyedropper wants to find a Neutral Color to calibrate the white balance to, and the Gray Card is a scientifically accurate color that the computer can recognize. This is important for paintings where you want the color to be accurate.)



How to: Edit Your Photos (In Adobe Lightroom)



Editing Effects, Details, Optics

• **Tip: Zoom In** to see these changes on your image.

EFFECTS

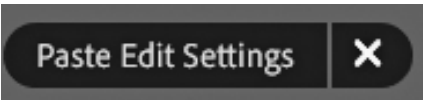
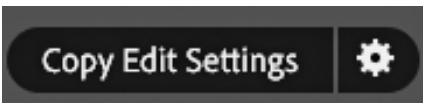
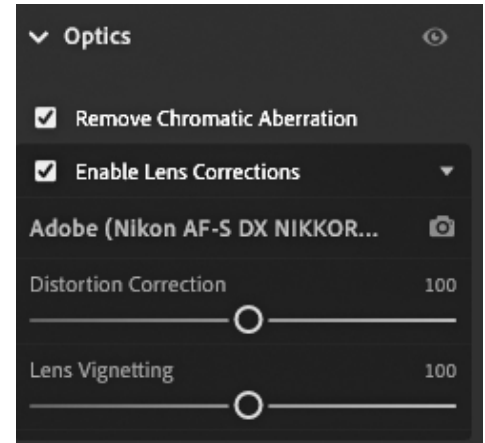
- Texture:** Can enhance or reduce texture in an image.
- Clarity:** Can provide more or less contrast

DETAIL

-**Sharpening:** helps to enhance details, to give your photo a sharper, crisp look. Great to do for printing large. But if you overdo it, your photo may look flat and fake.

OPTICS

- **Remove Chromatic Aberration.** Click Yes. (the camera sometimes will add a stray color line in an area of high contrast. This will remove it)
- Lens Corrections:** This is incredibly important to **remove warp**. If you were zoomed out (below 30-50mm zoom), then you may have a slight fish-eye warp.

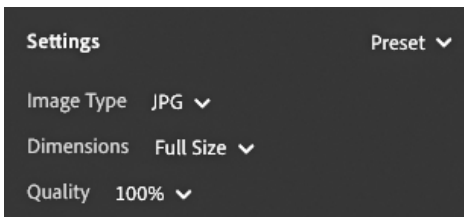


Copy & Paste Your Edits

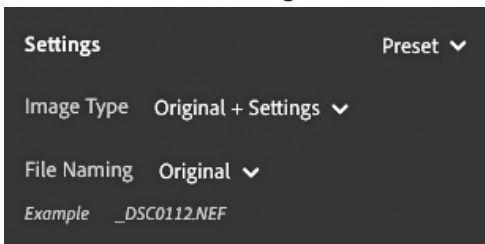
Something that is great about lightroom is that you can just Copy & Paste your edits from one image to multiple images.

- Copy Edit Settings** (Or *Command - Shift - C*) and choose what settings to copy
- Select One or Multiple Images
- Paste Edit Settings** (Or *Command - Shift - V*)
- You can also see these options in the dots on the right side.

Normal:



For Printing:



Exporting & Saving Files

Lightroom automatically saves your edits to your account.

- However, you have to **EXPORT** your file in order to use your edited file to share, post, submit, etc.
- Select the Photos you want to Export, then go to **File > Export**
- I recommend exporting as a JPG for everyday use. However, if you are saving the file for printing, export as "Original" or as a "TIFF," because both will make sure nothing in the image is compressed.
- Then "Export Photo(s)" and Save in a folder (I would recommend saving them in a folder that says "Edited")