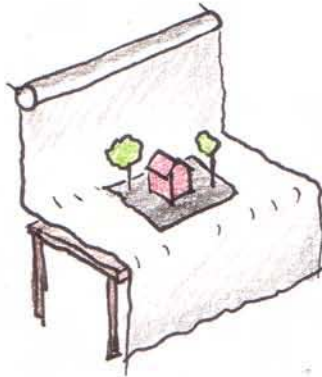


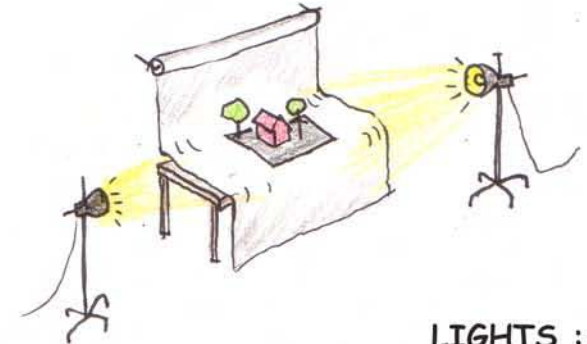
## BACKDROP :: 1

Contact Emily Rafalak, to access photo studio at second basement of Margaret Morrison. Cover a flat horizontal surface and backdrop with a black, white, or neutral background.



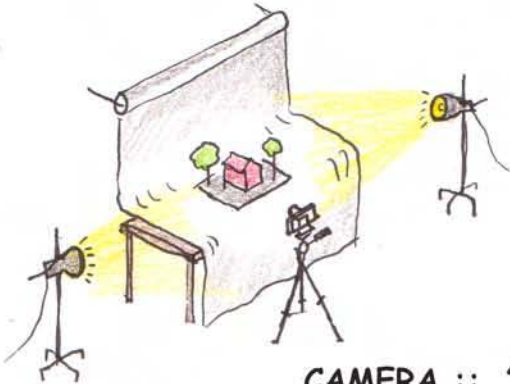
## MODEL :: 2

Place model on top of surface. Make sure model is cleaned and in good condition to avoid excessive photoshop manipulation.



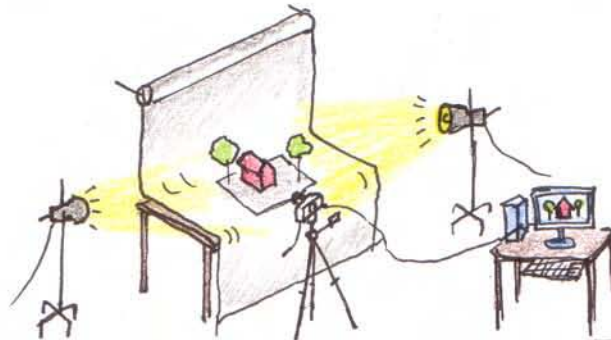
## LIGHTS :: 3

Gather two lights and place at about 45 degrees to model. Depending on the "mood" or the atmosphere of model, lights can be placed at different locations. For example, to achieve a sunset effect, lights can be placed at a lower angle to cast longer shadows.



## CAMERA :: 4

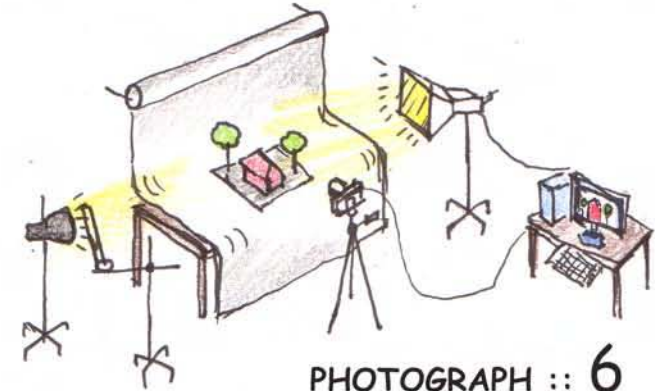
Mount a camera to a tripod. Tripod is placed between the two lights and in front of model. Make sure camera is in manual mode and correct color setting depending on lights used. Indoor lights are usually tungsten, white balance. The ISO setting should be set to the lowest number possible to capture greatest detail with least visible noise. Recommended ISO speed is 100. Aperature is set to F16 and shutter speed is 1/5 of a second. File capture mode is set to largest RAW file to preserve the greatest memory of the picture.



## COMPUTER :: 5

Connect the camera to a computer to allow manipulation of manual camera settings. Shoot pictures of model and observe pictures taken on the computer screen to best analyze quality. A few points to look for:

- Pictures should avoid hard shadows and blown out areas. Hard shadows and blown out areas create mystery of model material and what the model actually looks like.
- Pictures should have good detail to display craftsmanship.
- Color should appear neutral and true.

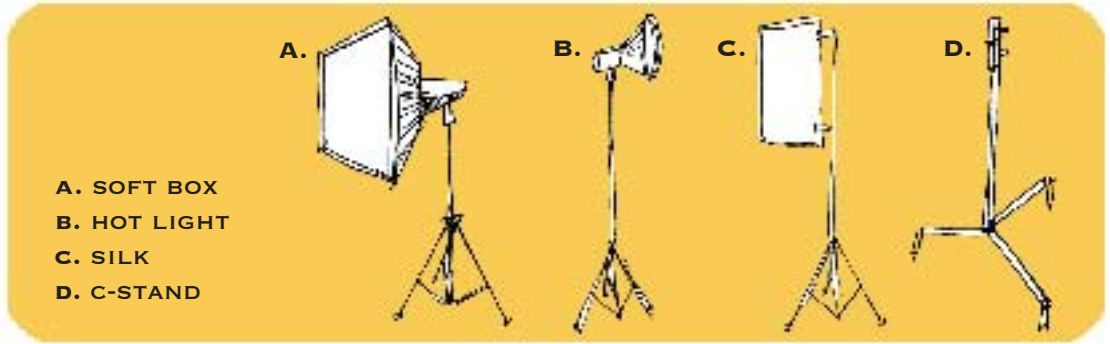


## PHOTOGRAPH :: 6

After observation, make adjustments to lights and camera to take better picture. If the photograph is too dark, bring the lights in closer. If too bright, bring the lights farther out or use a filter to block out harsh light. If parts of model appear blown out or light is uneven, use a piece of foamcore/chipboard to manipulate amount of light hitting the different parts of model and background. Experiment with taking pictures until results are achieved. Remember to save files!

# HOW TO PHOTOGRAPH YOUR MODEL

(in a photo studio environment)



## 1. camera settings

1. PUT CAMERA ON MANUAL SETTING

2. TURN OFF FLASH

3. SET WHITE BALANCE TO TUNGSTEN SETTING

## 2. studio set-up

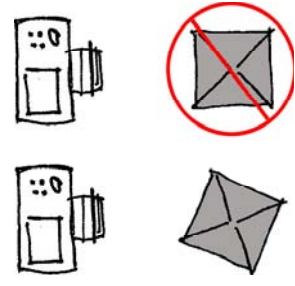
THE SHOOTING STUDIO IS LOCATED IN THE SECOND BASEMENT OF MARGARET MORRISON

CONTACT EMILY RAFALAK, EMILYG@ANDREW.CMU.EDU, TO RESERVE THE SPACE OR FOR INFORMATION

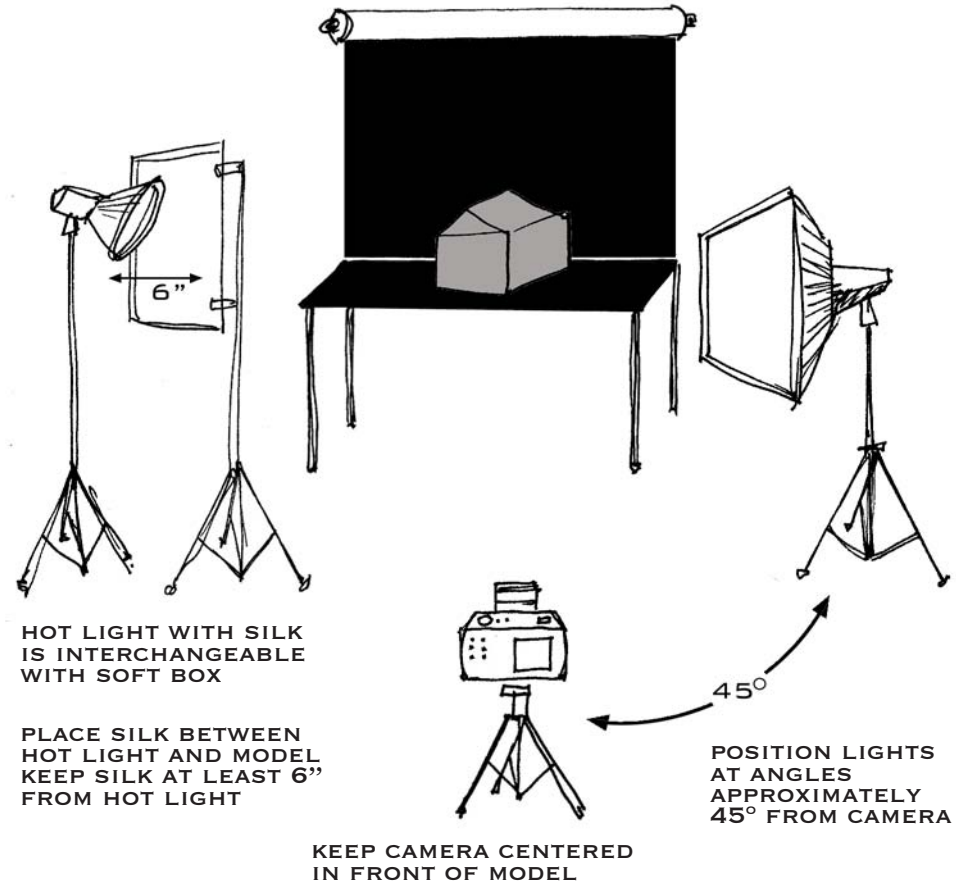
1. LOCATE AND POSITION BLACK SEAMLESS PAPER BEHIND AND UNDERNEATH THE MODEL

MAKE SURE PAPER IS CLEAN. IF NOT, CUT, REMOVE, AND DISPOSE OF THE DIRTY SECTION

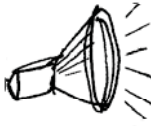
2. DO NOT PHOTOGRAPH THE MODEL STRAIGHT ON



- 3. POSITION CAMERA ON A TRIPOD
- 4. SEE DIAGRAM RIGHT FOR SPECIFIC LIGHT PLACEMENT INSTRUCTIONS
- 5. TURN OFF OVERHEAD FLUORESCENT LIGHTING



# 3.



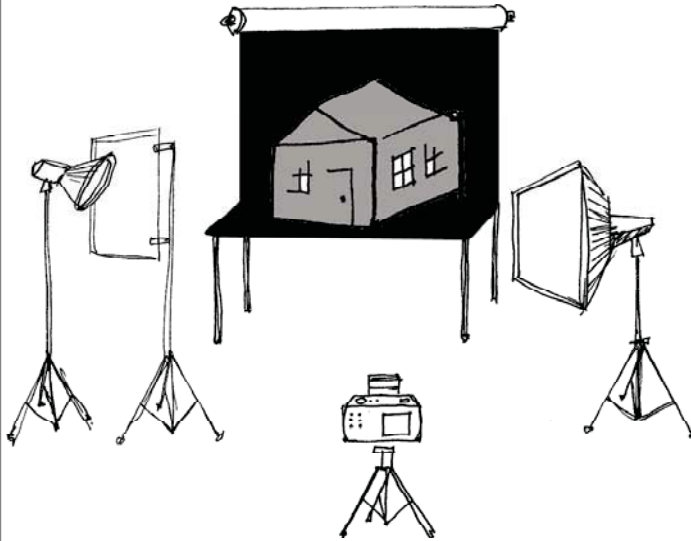
## lighting adjustments



CONSIDER HOW YOU WANT TO USE LIGHT TO PORTRAY YOUR MODEL, TIME OF DAY/VARIOUS SHADOW OR SUN EFFECTS OVERALL DEPTH AND DETAIL INTERIOR VIEWS, ETC.

THE GOAL IS TO ATTAIN BEST POSSIBLE PHOTOGRAPHIC RESULTS SO AS TO MINIMIZE PHOTOSHOP REFINING

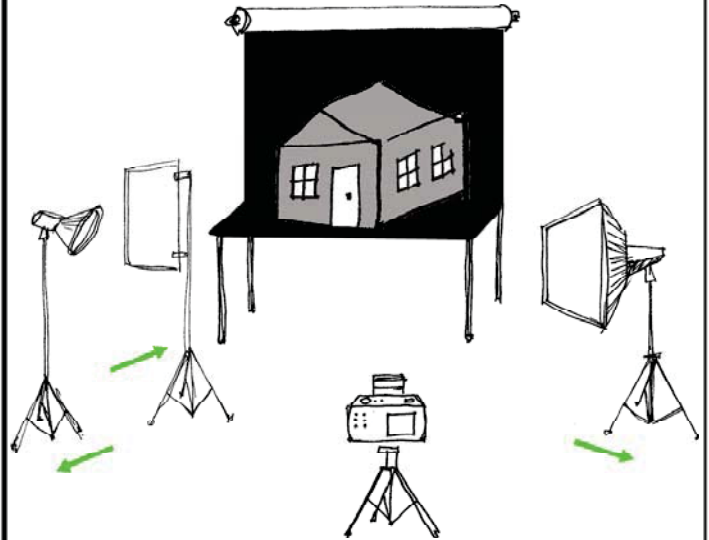
INSTRUCTIONS AS PER PHOTOGRAPHING MODEL TO SHOW MAXIMUM DEPTH AND DETAIL



LIGHTING IS TOO HARSH, MODEL IS MISSING DETAIL AND TONALITY VARIATION

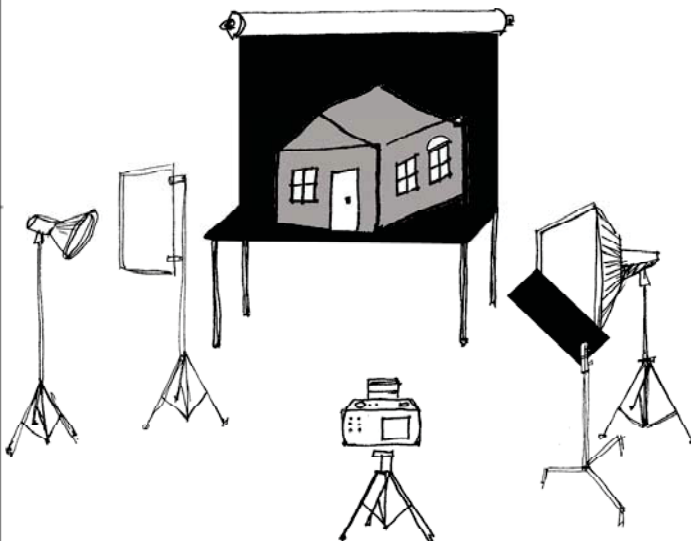
TO SOFTEN LIGHTING:

1. PULL HOT LIGHT AND SOFT BOX FURTHER FROM THE MODEL
2. MOVE SILK FARTHER FROM HOT LIGHT



SOME HIGHLIGHTS ARE TOO BRIGHT, SOME TONAL DETAIL STILL MISSING

CLAMP A PIECE OF BLACK FOAM CORE IN THE C-STAND AND POSITION IT AS NEEDED TO BLOCK EXTRA LIGHT ON MODEL



ROTATE THE MODEL AND USE THESE LIGHT SETTINGS TO PHOTOGRAPH DIFFERENT VIEWS

### other informative notes:

AS IS THE FUNCTION OF A SOFT BOX, A SILK WILL EVEN OUT HIGHLIGHTS, SOFTEN SHADOWS, ADD TONALITY TO HIGHLIGHTS AND SHADOWS

TO ACHIEVE HARSH SHADOW EFFECTS, USE THE HOT LIGHT WITHOUT A SILK POSITION LIGHTS CLOSER TO MODEL

BRING A LAPTOP FOR DIGITAL IMAGE VIEWING IN THE STUDIO. THIS WILL AID IN DETERMINING THAT THE PICTURES ARE IN FOCUS AND ALSO ACCURATELY PORTRAY SHADOW/HIGHLIGHT DETAILS.



SOME CAMERAS ALSO HAVE SOFTWARE TO ALLOW A DIRECT CAMERA TO LAPTOP CONNECTION IN ORDER TO VIEW EACH IMAGE AS IT IS TAKEN

**MOST IMPORTANTLY, TAKE LOTS OF PICTURES!**