

Documenting Artwork at Home | 2D

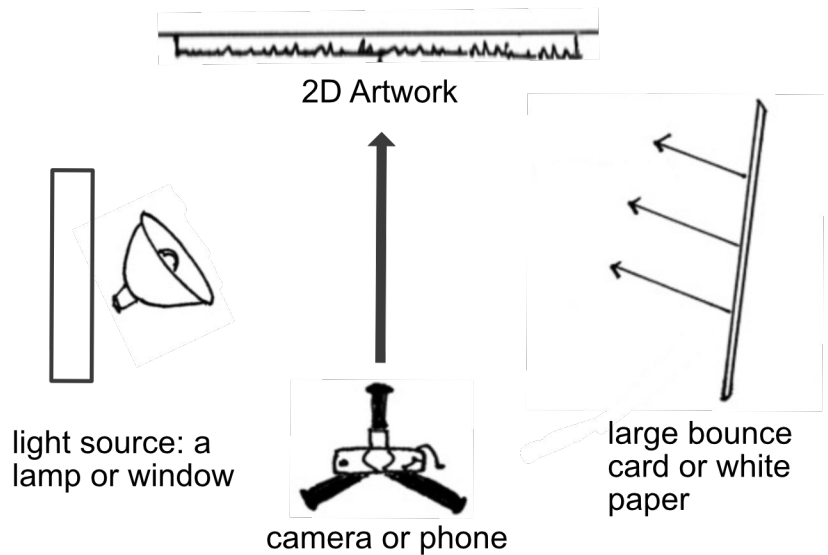
Most of your audience will see your work as a digital representation, so it is important to take your time and make the images as accurate and high quality as possible. A little preparation and care will make up for the lack of fancy equipment. The better the documentation, the better opportunity you will have for grants, jobs, shows, and getting into graduate school.

Items for documenting 2D work:

- a camera phone or camera
- clear plastic pushpins
- binder clips
- VSCO camera app

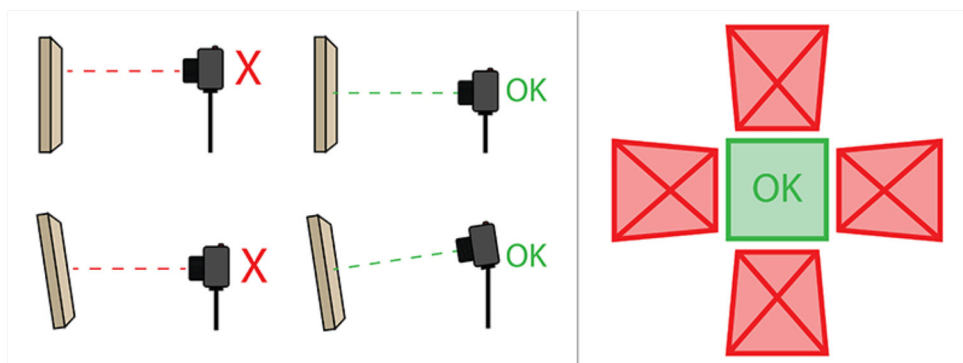
Suggested items:

- tripod with cell phone adapter
- painter's lights



- 1. Find your light source.** Determine whether you wish to use a natural source from a window / outside, or an artificial light source like a clip lamp. Use binder clips on the corners of your artwork, and place artwork near the light source flat against a neutral surface using pushpins (ideally a white background, but gray or black will work).
- 2. Position your camera.** Place camera or phone at the height of the center of your artwork, and as close to the subject as possible. *Note* The lenses on phone cameras can be very wide. Any part of the subject that is near the edges of the frame will be distorted. Back up your camera until no part of your artwork is near the edges of the frame.
- 3. Set up your bounce.** Use a large piece of white paper, foam core, or other large white surface as a bounce. Place opposite your light source, just out of frame, to bounce some light on the darker side of your work.
- 4. Take the photo.** Take multiple images, ensuring all 4 corners of your artwork are visible and in focus and properly exposed. Move in closer to take detail shots of texture if desired.

Tip: Make sure your camera or phone is parallel to your artwork and centered to minimize distortion.



Documenting Artwork at Home | 3D

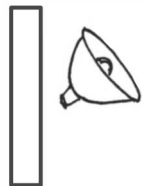
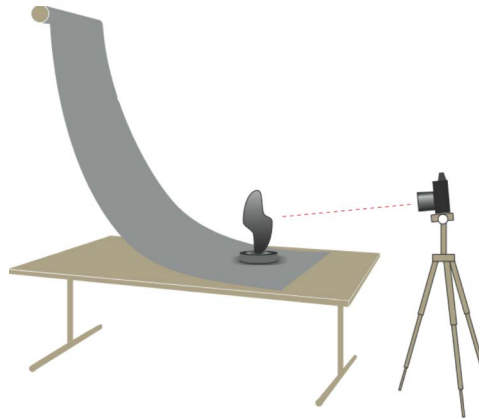
Most of your audience will see your work as a digital representation, so it is important to take your time and make the images as accurate and high quality as possible. A little preparation and care will make up for the lack of fancy equipment. The better the documentation, the better opportunity you will have for grants, jobs, shows, and getting into school.

Items for documenting 3D work:

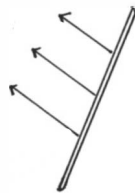
- a camera phone or camera
- flexible poster board or neutral fabric
- tape
- white foam core board
- a large, flat surface (table)
- VSCO camera app

Suggested items:

- tripod with cell phone adapter
- painter's lights



light source:
a lamp or
window



large bounce
card or white
paper



camera or phone

1. **Find your light source.** Determine whether you wish to use a natural source from a window/ outside, or an artificial light source like a clip lamp. Set up your flat surface (table) so that your light source is off to the front and side of your artwork- see diagram.

2. **Set up your backdrop.** Tape one edge of the neutral fabric or poster board to the wall, and tape the other edge to the flat surface. Ensure your backdrop has a gradual arc or sweep.

3. **Place your artwork.** Place your artwork on the flat surface, not too close to the arc of your backdrop.

4. **Set up your bounce.** Use a large piece of white paper, foam core, or other large white surface as a bounce. Place opposite your light source, just out of frame, to bounce some light on the darker side of your work.

5. **Take the photo.** Take multiple images, ensuring all of your artwork is visible and in focus and properly exposed. Ensure your camera or phone is at the height of your artwork to eliminate distortion, and photograph! Move in closer to take detail shots of texture if desired.

Photographing With VSCO App

The VSCO app has many features that will help you document and edit your images right from your phone. While some features are paid, we will only be using what is free in the app. You can use the auto setting in the app, but we would suggest taking control of settings like exposure compensation, shutter speed, ISO, white balance, and manual focus.

After opening the app, click the camera icon at the top of the studio screen.

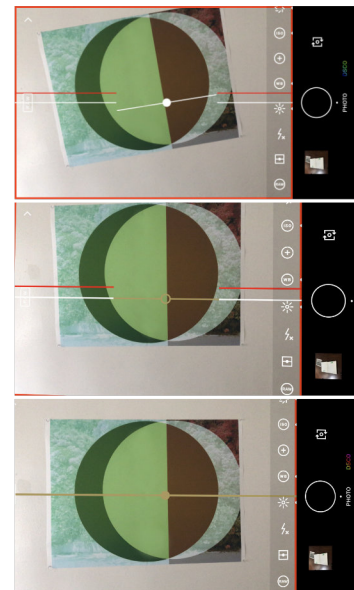


RAW Format: At the bottom left of your screen, click the RAW icon. This lets you shoot in RAW file format. RAW images don't use compression or any algorithms with your images. RAW files are all of the information your camera can take, leaving you with better quality and more in control of the editing process.

Tiltmeter: Tap the grid icon twice. This fantastic tool will ensure you have a straight image, left to right, and top to bottom!

Leveling is easy; you will see a broken white line in the center of your screen and a line that rotates around a center point. By turning your phone to the left or right, make one unbroken line. The left and right of this line will be white and the center green.

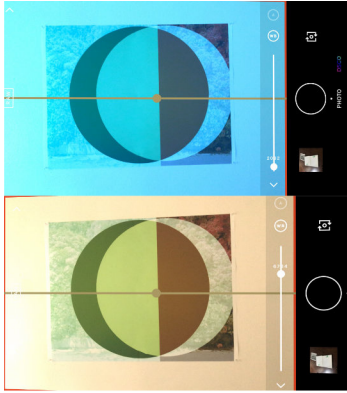
You will also see a broken red line by tilting your camera up and down. You can bring the broken line to the center of your image. When the red and white lines disappear, leaving you with only a green line, your phone is perfectly straight. (You still need to ensure your phone is parallel to the wall while shooting. Walk to the side of your phone and make sure it's on the same angle as the wall you are shooting your work on.)



Exposure Compensation: Tap the sun icon for exposure compensation; this allows you to control the brightness of your image. All you have to do is drag the slider to adjust brightness. Aim for an image that is slightly dark to your eyes to make sure you don't have any blown out highlights. You can make it brighter later, but you can't get back missing highlights.

Tap "A" to the right of the slider if you want to revert to Auto Exposure. Tap the arrow to the left of the slider to exit Exposure Compensation.

Flash: The lightning bolt icon offers four different flash options. You don't want any of them. Hit the icon until you see a lightning bolt with an X disabling your flash.

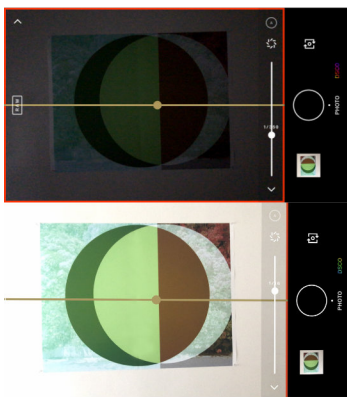
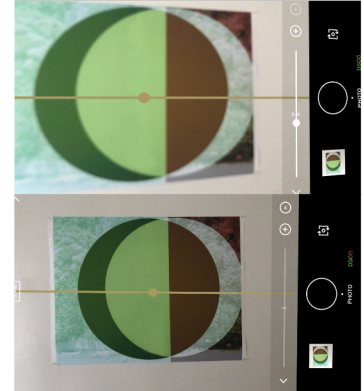


White Balance: White Balance allows you to shift your colors from warm (orange/yellow) to cool (blue/cyan). Tap the WB icon, then drag the slider to adjust the color. Be very delicate with the white balance. I would not suggest raising or lowering it for more than 300 points. Trust your eyes, but be aware every screen is different, and what looks good on your phone might be distracting when viewed from another screen.

Tap “A” to the right of the slider to return to Auto White Balance. Tap the arrow to the left of the slider to exit the White Balance setting.

Manual Focus: Manual Focus lets you control focus using a slider, rather than tapping on the screen. Focusing with this method will ensure your focus is on what you want. Your art, right?

Tap the Manual Focus icon (+ symbol), then drag the slider left or right to adjust focus. Tap “A” to revert to Auto Focus. Tap the arrow to exit Manual Focus.



Shutter Speed: The Shutter Speed icon (a circle made up of small lines) lets you adjust the camera’s shutter speed. Shutter speed refers to the amount of time the shutter is open when you take a photo. Drag the slider left to make the shutter speed faster. Or drag it right for a slower shutter speed.

Adjust this only if you have a tripod to avoid camera shake. But if you do, it’s a great way to balance your exposures.

ISO: The ISO setting controls the camera’s sensitivity to light. Increasing the ISO makes the sensor more sensitive to light. Tap the ISO icon, then drag the slider left or right. Drag left to make the camera less sensitive to light. Drag right to make the camera more sensitive to light. Note: high ISO settings can introduce noise (grain) into your photo. This is the absolute last thing we would suggest for getting a good exposure. Lower your ISO and have a longer shutter speed if you can.



Preview Your Photos: When you take a photo, you can view it by tapping the image thumbnail at the bottom left of the screen. Scroll through your recent photos by swiping across the screen. When viewing a photo, you have several options. To edit the image, tap the Edit icon (two sliders) at the bottom of the screen. Tap the Options icon (three dots) to save, delete or share the photo. To exit the image preview, tap the arrow at the top left. This takes you to your VSCO studio, where all of your images are stored. The studio is an essential feature because you have one place to check for consistency in exposure, color, and clarity. If you want to take more photos, tap the Camera icon at the top of the screen. To exit the camera and return to your VSCO studio, tap the arrow at the top right of the camera screen.

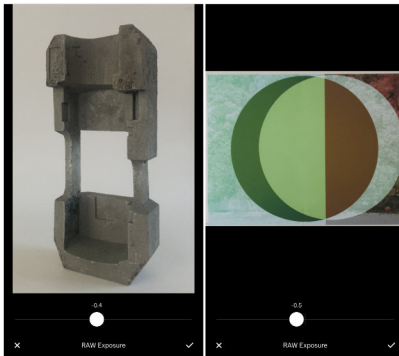
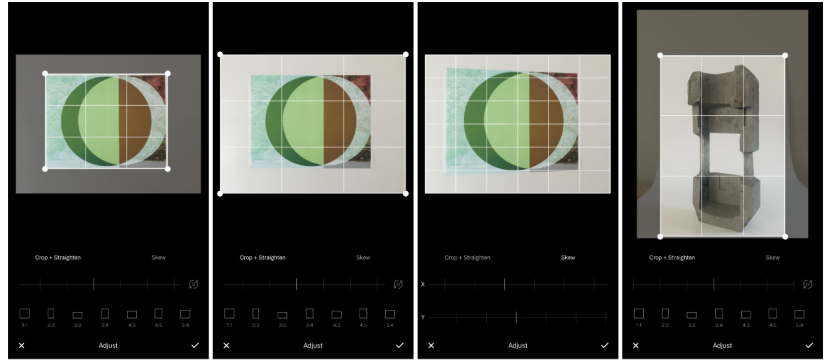
Editing With VSCO App

From your gallery, double click an image on the bottom left. You will see a slider icon. Click the icon to edit your pictures. Editing should be minimal, because you took your time and did a thorough job setting the shot up. Looking at the gallery should give you an indication of the direction your images need to be edited. Your images should look consistent, and if the amount of light or the color temperature of light changed, so have your pictures.

Adjust:

1. *Crop + Straighten* has preset crop ratios e.g., 1:1 (square), 4:5, 16:9, etc. You can also manually crop by moving the corners of the grid in or out. To straighten your photograph use the slider bar at the bottom of your image.

2. *Skew* will adjust your X, and Y-axis. For example, if you were shooting at a slightly upward angle, you can use the Y sliders and change your perspective. This will allow you to straighten your lines.

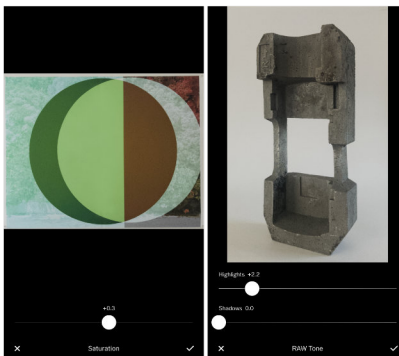
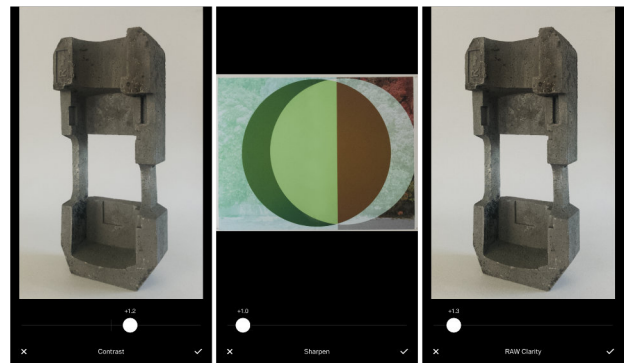


Exposure: Using the slider bar at the bottom, you can adjust the exposure. Slide to the right to make the image brighter and slide to the left to make the image darker. Save and look at it in your gallery, to ensure your images in total are consistent.

Contrast will separate your dark and light tones. Use sparingly.

Sharpen: Use Clarity.

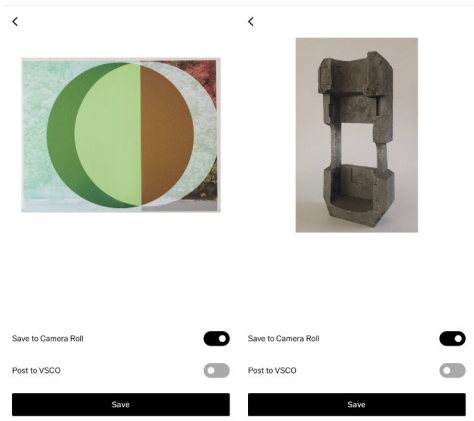
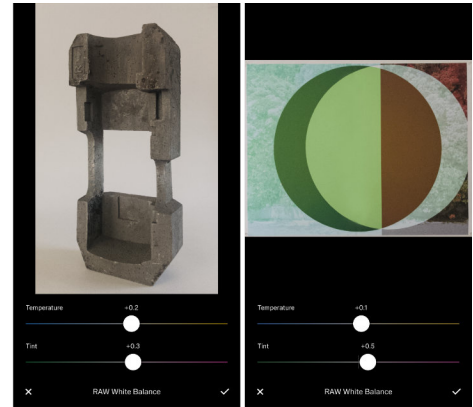
Clarity: Use sparingly. We suggest not going over 3.0, but every image will be different.



Saturation changes the vibrancy of your image.

Tone is for adjusting your highlights and shadow separately.

White Balance will help with your color temperature. Make slight adjustments if your image is too cool or too warm.



Saving: When you are finished editing your images, click the next button in the top right of the screen. In this example, you can save your photo to the camera roll in your iPhone. Now the final edited version will appear alongside your other images.

