2021 SHOOTING STARS

2D and 3D Artwork Documentation

THE BASICS

Goals of artwork documentation

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images of artwork - necessary objectives

- the artwork should be clearly visible and should be the focus of attention
- the image is about the art. NOT about composing an interesting photograph of your artwork
- consider how your image represents important details in your work

images of artwork - technical objectives

- image should be high resolution and in-focus
- avoid over-exposed (too much light) images
- avoid dark (not enough light) images
- 2D: crop image to edge of artwork, image should <u>not</u> be framed while documenting
- 3D: context of <u>where</u> artwork is photographed is significant (neutral backdrop or relevant contextual setting)

EQUIPMENT

What you will need to create your images

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2D artwork

- indoors: flat white wall, hanging tools, even lighting natural light or clamp lights with cold-light (non-yellow) bulbs
- outdoors: flat ground, flat wall, even lighting sunlight
- camera (or smartphone camera is sufficient) do <u>NOT</u> scan your work

3D artwork

- camera (or smartphone camera is sufficient)
- first question is context important?
- site-specific pieces are: art pieces where the environment you document the artwork in is <u>relevant</u> to the artwork and the "setting" is a component of the art
- site-specific pieces: make sure area is well lit, consider time of day
- non site-specific pieces: use blank neutral backdrop, black/gray/white drop cloth or fabric
- non site-specific pieces: even lighting natural light or clamp lights with cold-light (non-yellow) bulbs

LIGHTING Light source tips and tricks



LIGHTING

Light source tips and tricks

outdoors, golden hour

- in photography, the <u>golden hour</u> is a period <u>shortly after sunrise or before sunset</u> during which daylight is redder and softer than when the sun is higher in the sky.
- bright, overcast day

indoors, setup

- natural light or clamp lights with cold-light (non-yellow) bulbs
- place lights to <u>evenly</u> light work
- do not place lights too close (overexposure or too far from artwork)
- avoid glares or cast shadows in image
- (you can also use natural outdoor light <u>only</u> if the room lets in an adequate amount of sunlight)

** don't overthink lighting, just make sure your work is well lit and visible

3D INDOOR SETUP

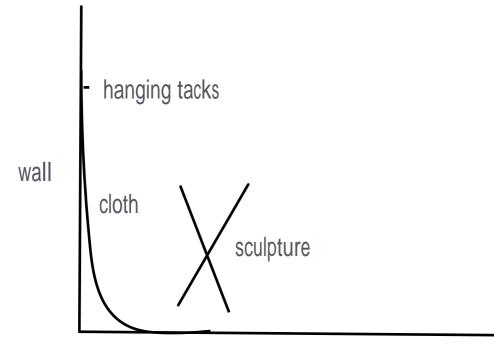
Creating a neutral backdrop

3D INDOOR SETUP

Creating a neutral backdrop

indoors, setup for non-site specific artworks

- lighting prepared or well-lit space identified
- wall adjoined to floor/ground area
- drop cloth or large piece of unwrinkled fabric stay neutral: black, white, gray
- hanging pins/tacks/nails





EDITING

Controlling the digital image of your artwork

EDITING

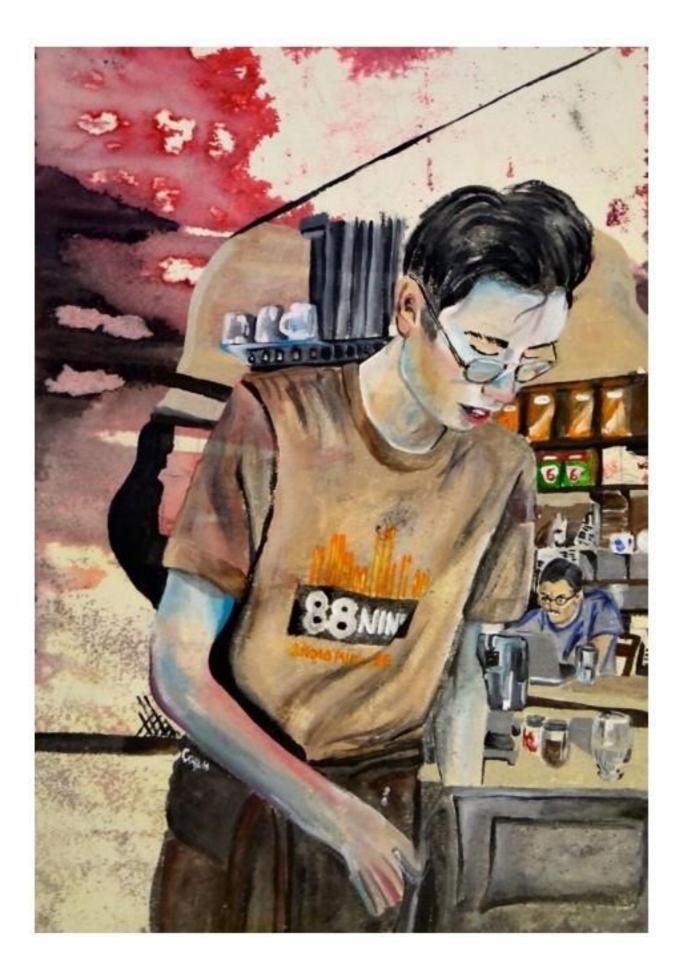
Controlling the digital image of your artwork

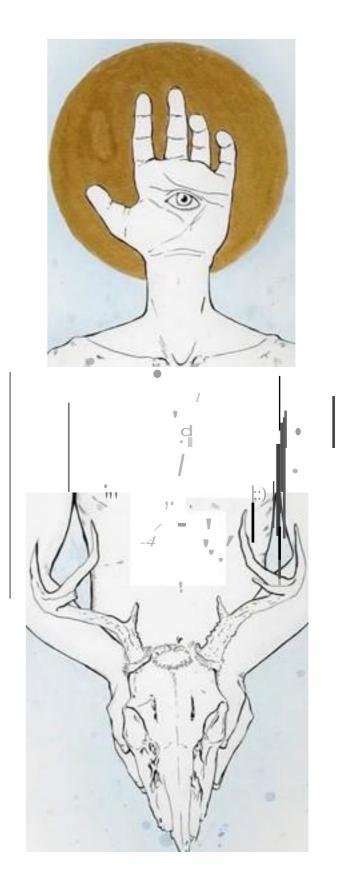
what elements to consider when editing your images

- color
- white balance
- contrast
- brightness
- saturation
- temperature (warm v. cool)
- crop out unnecessary space around image
- alignment of image in frame

2D EXAMPLES

Samples of well-documented 2D art



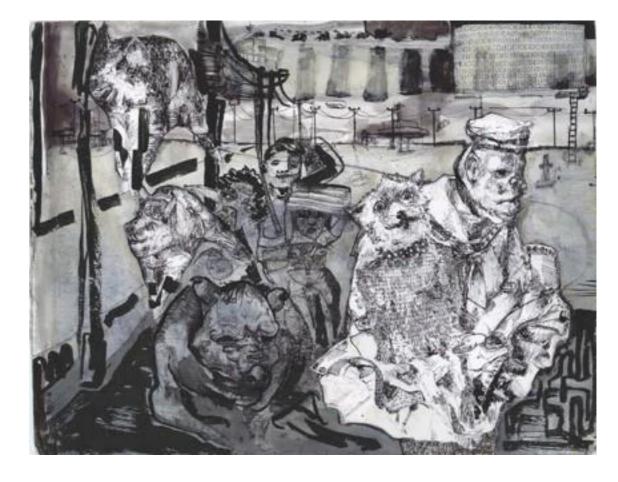












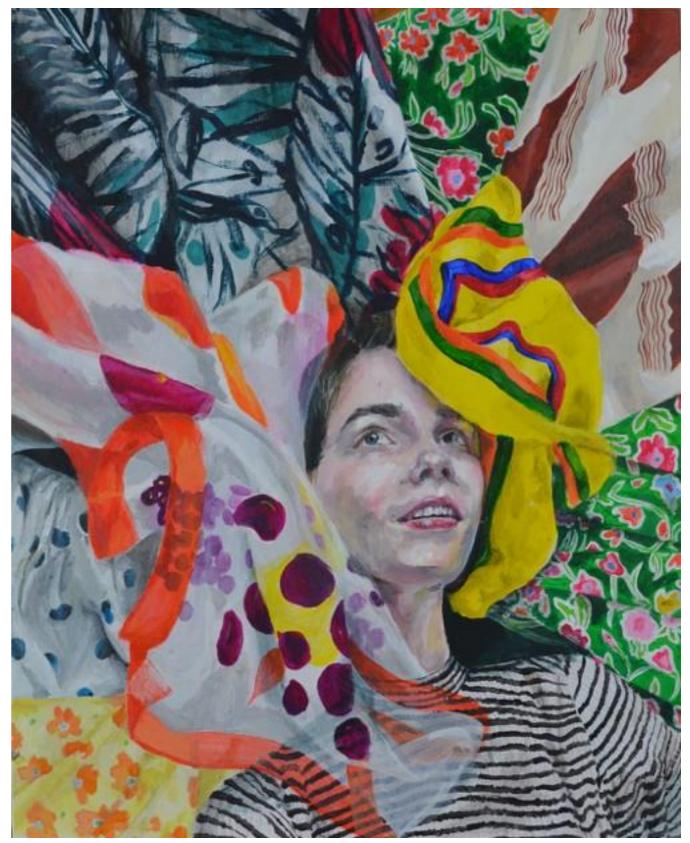


















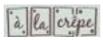
Cup Design



Napkin Design



Logo Design

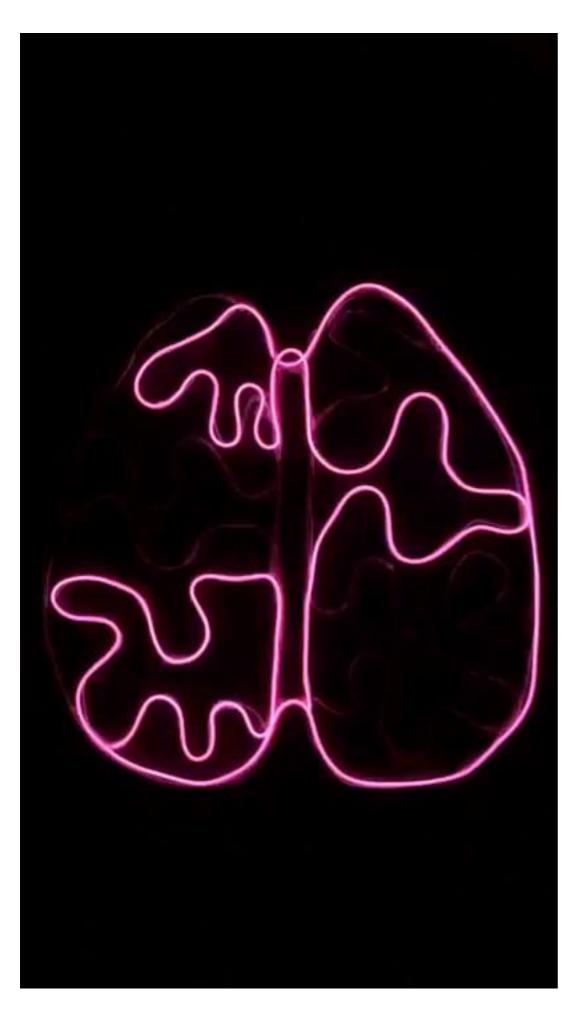


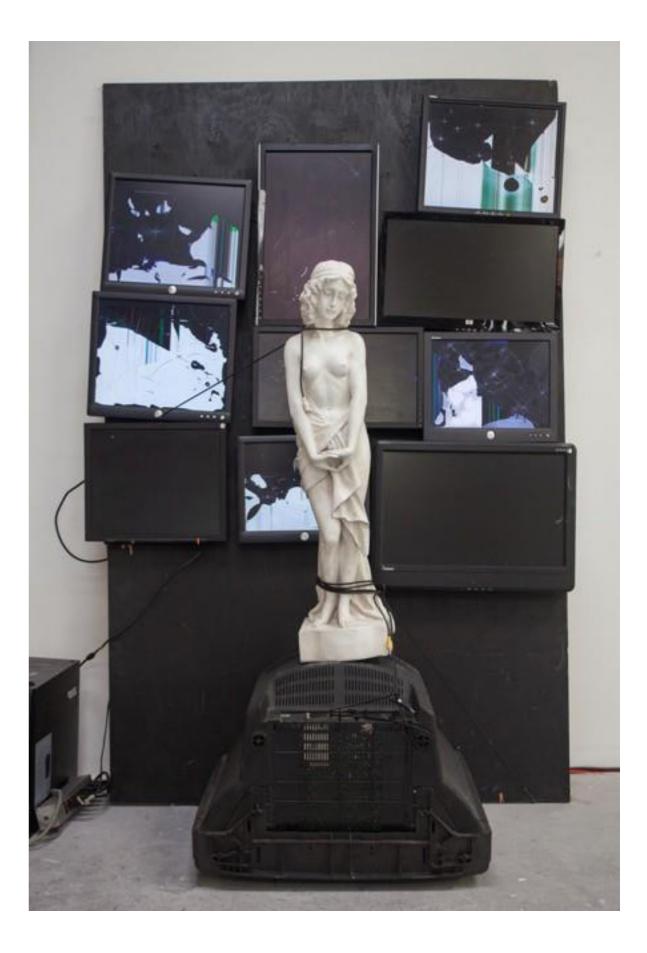
ALTO CrifM Food Tnu.k



3D EXAMPLES

Samples of well-documented 3D art



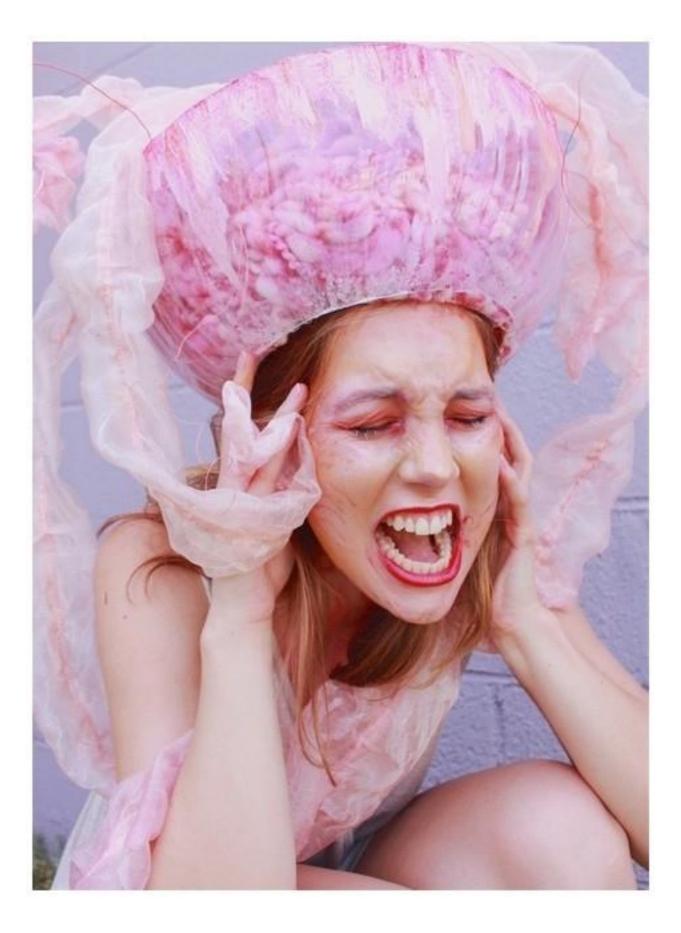


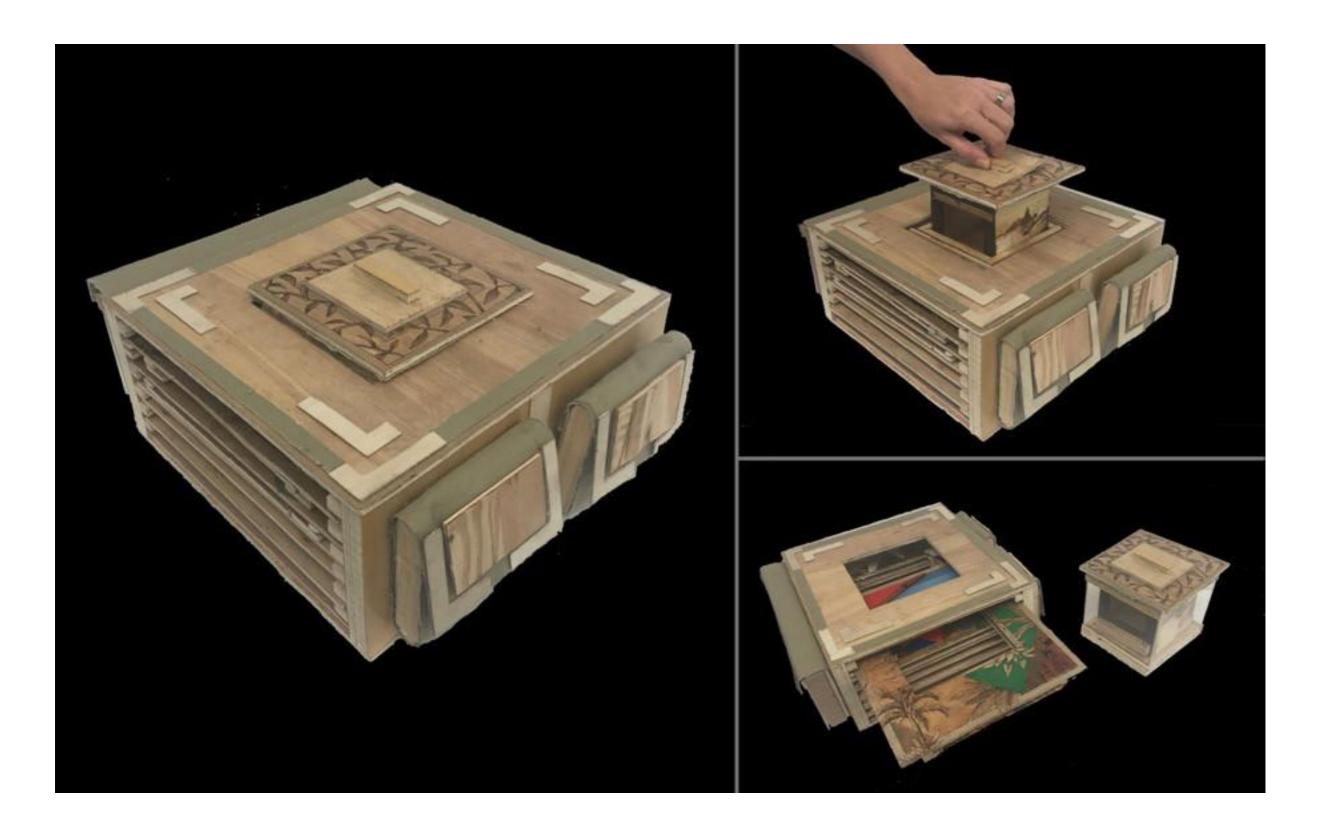
































QUESTIONS?

Send them to

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Best wishes!!