

➤ LIGHTING

- Photographing art is best done outside in natural light.
- Avoid direct sunlight.
- Place art in light shade. Make sure light is even, no dappling. Use a diffuser if even shade is not available.
- If you must photograph indoors, place art near a window, door or on a wall that gets good light. Turn off room lights.
- Use white foam core boards for bounce (increasing) or fill (decreasing/evening out shadows) light. More about this [here](#).

➤ TRIPOD

- Using a tripod ensures stability of the camera and therefore reduces blur caused by camera movement (using a camera remote or the self-timer will reduce this even further).
- A tripod helps to get the proper angle to the artwork. The camera must be held at the same angle as the art (parallel to the artwork).

➤ CAMERA/PHOTO SETTINGS

- Do not use a flash.
- Photos must be submitted in a high resolution, JPG format, 1-3 MB file size.
- If you plan on editing your image, shooting in RAW is best.
- It is suggested to use 100-200 ISO, F8

More in depth information about photographing artwork can be found at the links below:

[How To Photograph Your Art](#) by Ania & Tyler Stalman

[How to Photograph Artwork](#) from Royal Academy of Arts

[How to Photograph Your Artwork for Reproduction](#) by Society6

*** A special note about 3D works ***

Photograph your 3D work following the guidelines above. If your work is free-standing, the photo should be of an angle that best conveys the work.

If a 3D work is a wall hanging, it will be displayed the same as 2D artworks and should be photographed straight on.

If a 3D work is free-standing, it will be displayed on a pedestal.

In the virtual exhibit, the image provided will always face the visitor and create a 3D-like impression (see examples in an exhibition here:

<https://artspaces.kunstmatrix.com/en/exhibition/409325/tefaf-maastricht-...>).

If you need assistance photographing and/or uploading your artwork, please contact Kelsie at tplgallery@topshamlibrary.org