

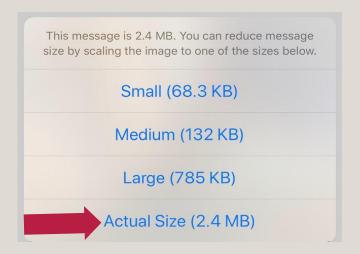
Equipment

If possible, please use a DSLR camera rather than your phone or a point-and-shoot camera. It doesn't have to be top of the line, but a DSLR will allow you to control the lighting and white balance while generating high quality/resolution photos. The highest JPG setting is best. Converting RAW images can be very inconvenient and may slow you down when downloading images from your memory card.

However, if a DSLR is unavailable, or you're unfamiliar with how to use one, an iPhone camera will do. Just make sure it isn't set to HDR or Live, and you are sending it at "actual size".

ALSO on iPhones, check your camera settings; **do NOT use High Efficiency (HEIF/HEVC format).** The images will be low resolution, and not usable.





Setup

PLACE ARTWORK ON A FLAT, LEVEL SURFACE TO TAKE PHOTOS



You can sit the artwork on the floor or table, propped against the wall. Or, you can place the artwork on an easel.



This will help prevent glare or shadows from obscuring the artwork.



Have a table and easel in the gym for this purpose.

A background placed on or behind the table would also be beneficial.

Use a Simple Background



To get the most detailed shots, a simple background helps keep your camera's focus on the artwork, rather than the background.



Contrast is your friend!

Photograph sculptures against a solid background.

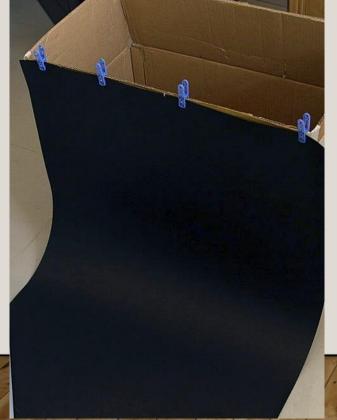
A white background works best for dark sculptures, and a black background works best for light sculptures.



You can use a piece of fabric, poster board, a backboard (like those used in a science fair), or a large piece of paper.

Simple Background Examples



















Or Make a Lightbox

Depending on your lighting situation, your lightbox may require an additional light source.

Frame Up

Don't take the picture from a distance.

Leave no more than 1–2" around your artwork to maximize resolution.

When you are ready to shoot, check the viewfinder and see how much room is around the art. If you have more than a few inches around the artwork, step closer or move back a bit. This is helpful because your camera will focus on the art without any distractions, providing you with the clearest resolution.

Do not use the zoom feature on your phone camera.

Zoom will degrade image quality. Step closer.

Fill the viewfinder with the artwork as much as possible.

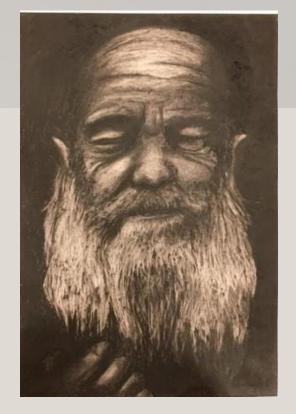








Frame Up





Position your camera horizontally or vertically to match the artwork.

If you are shooting horizontal pieces such as landscapes, keep the camera in the horizontal position. If shooting vertical artwork like portraits, adjust the camera so that it is in the vertical position.

Frame Up

Avoid KEYSTONING as much as possible!

Shoot from directly above or in front of the image.

Square the image in your viewfinder.

Cropping or using photo-editing software can fix slight issues.

Newer phones have a setting to fix keystoning in EDITING

mode.











Identification

Always Photograph the PERMISSION FORM before shooting the front to keep them in order.

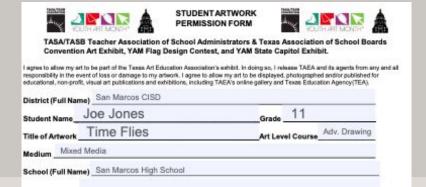
Check to make sure it's clearly readable before proceeding.

It's also helpful to number a piece of paper, then write the name/district by it, in case there is a mix-up.

Rename your photograph with the student's first & last name, and district. Make sure to save as a jpg.

For example, the sample artwork's file name would be: JoeJonesSMCISD.jpg

That way you will know which form and image go together.





3-D Entries

3D entry images can be uploaded as a collage of 2-3 views. This can be done in photo editing software, or in a collage app (such as PicStitch). Please make sure that all views are of the same quality.





Follow directions for submitting artwork that you receive from Christine Grafe, Vice President-Youth Art Month.

