

Photographing Your Work at Home

Supplies:

Phone with camera
Snapseed App
A large window.
White poster board (for 3D artworks)

Getting started.

There are slightly different approaches for 2D and 3D work, but the concepts are the same across the board. Regardless, the first thing you'll need to think about is light. You'll want to photograph your work during the day using a larger window as your source of light.

Two Dimensional Works

Take all work out of frames to avoid any reflective surfaces. Start by placing your work face up on a flat surface, preferable the floor. Try to find a neutral colored surface such as grey, tan, or even light natural wood finishes will work. If you have a reflective surface on your artwork try to have a blank wall or ceiling show up in the reflection, and not an overhead light, ceiling fan, or other distracting elements.



Things to avoid:
-Direct sunlight
-Any other interior lights.
-low light situations

If possible try to have your light come in from one of the top corners of your work. This will help create natural shadows if there is any texture in your artwork. If you have direct sunlight coming in through your only window, hang a white bed sheet over it.

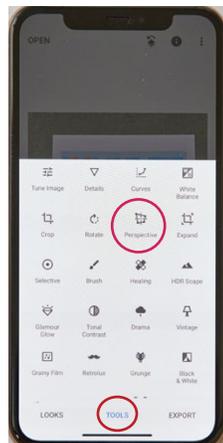
When using your phone's camera, try to fill the frame with as much of your artwork as possible, it's okay if you don't have your work square in the frame. We'll correct for that later.

Capturing & Processing Images of Two Dimensional Artwork.

Once you have your picture you'll want to open it in Snapseed. Once in SnapSeed you'll go through the following procedures:

1. Open image from your camera roll

2. Select from the "Tools" menu at the bottom "Perspective"



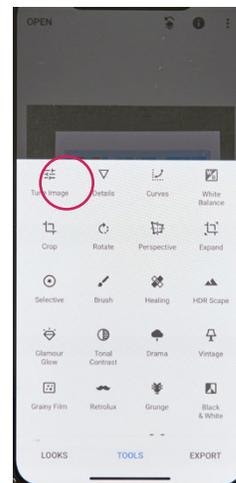
3. Perspective allow you to adjust the horizontal and vertical lines of your art work so that it is square in the frame. When you have it squared up, click the check mark in the lower right.



4. From the tools menu on the bottom select "crop". Select "free" from the crop ratio options. Slide the crop lines up to the edge of your art work. Click the check in the lower right to save changes.



5. You can also make adjustments to your image by using "Tune Image" under the Tools menu if you'd like to make it brighter or darker or adjust some of the color. Likely, your phone will create accurate color from the beginning.

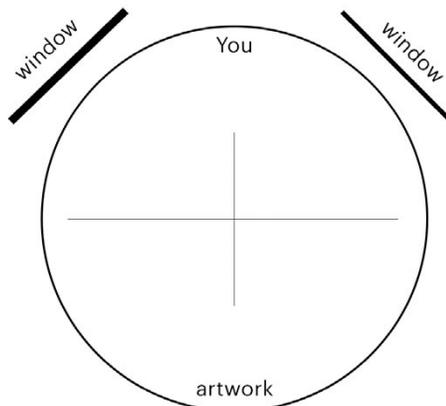


6. When satisfied with changes, select "export", "Save as copy"

Capturing & Processing Images of Three Dimensional Artwork.

Find a neutral colored surface to shoot against, a white wall works great, if you have slightly smaller artwork, white poster board would be great. You'll also want the same color on a table top as you have in the background. Alternatively you can create a sweep, with a sheet of poster board or a large sheet of watercolor paper.

For the positioning of the light source, pretend you're standing in a ring, you're at 0° in the ring and your art work is at 180°. Try to place your light source between 45° and 90° from you.



Top Down View



Example of a sweep

1. Place object at an angle that shows depth and three dimensionality of your work.

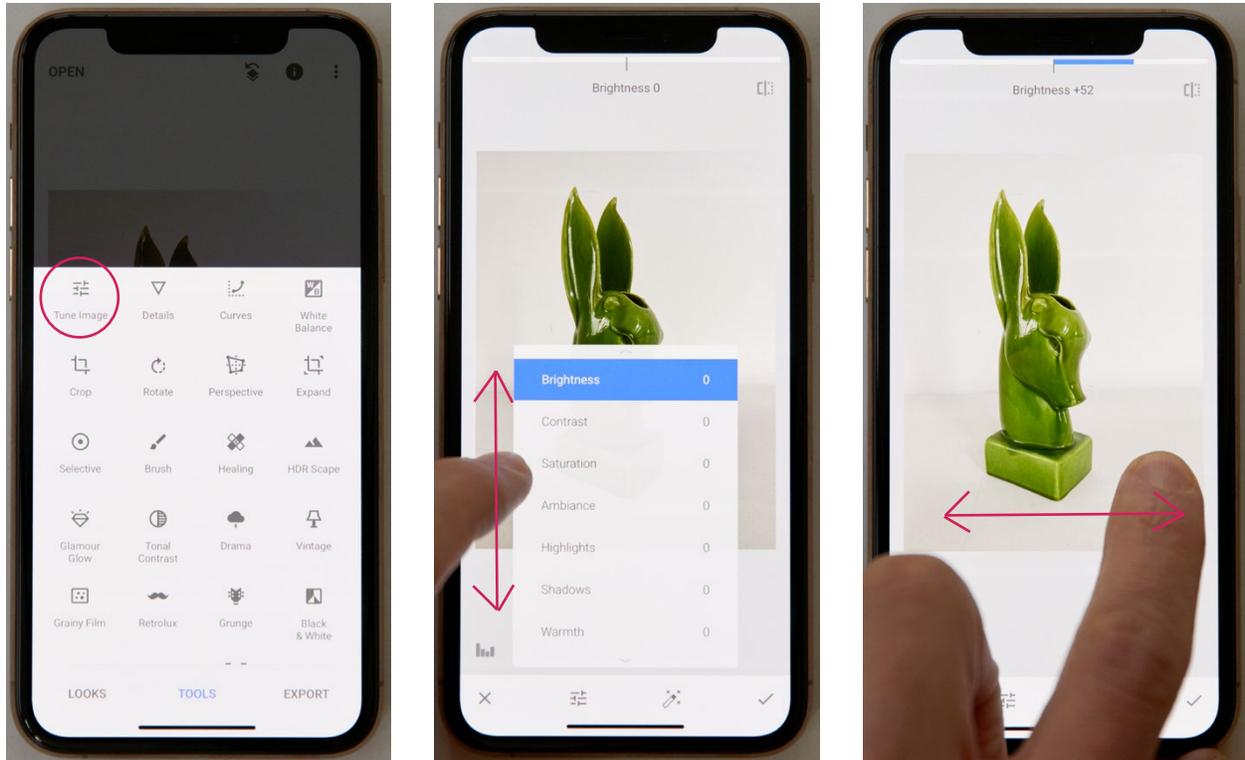
2. Using your phone take a picture filling at much of the frame as you can.



3. Open your image into Snapseed



4. Under Tools you will open the “Tune Image” Tool. This is where you’ll adjust your image to give it a white background and adjust the shadows and highlights to draw out your artworks natural colors. To access these tools under “tune image” click and drag up and down for tool selection and left to right to make adjustments.



Here is a brief rundown of what each tool does.

Brightness: adjust overall brightness uniformly

Contrast: increases or decreases the distance between highlight and shadows.

Saturation: changes the density of color in your image.

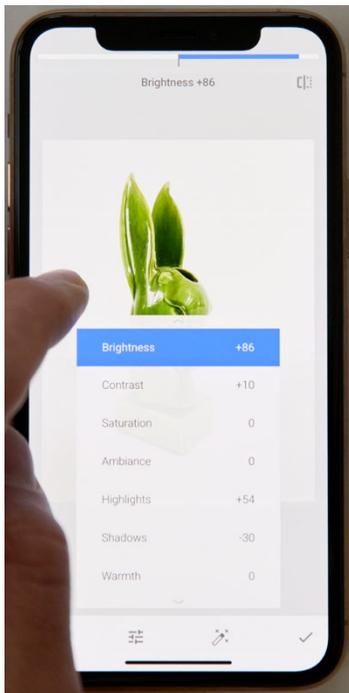
Ambiance: Adjust contrast in your image on a global level, can sometime help provide contour to your artwork. Use this sparingly as it can be too much very quickly.

Highlights: changes the intensity of the highlights in your image.

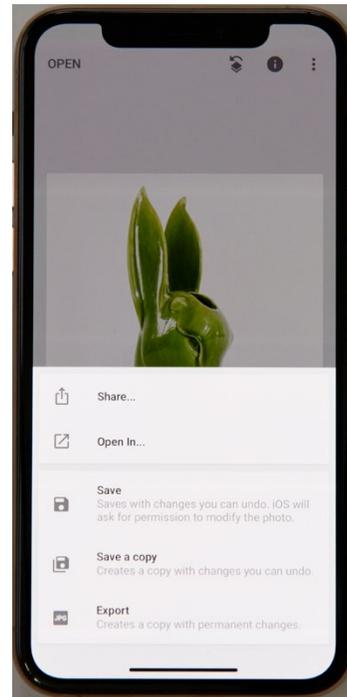
Shadows: Changes the intensity of the shadows in you image.

Warmth: adjusts your color temperature from warmer to cooler.

5. Often times a combination of tools will be needed. In this case in order to achieve the bright background and still hold detail in the object we've increases the highlight and brightness, while decreasing the shadows, this gives us a bright background but maintains detail in our subject.



6. When you're satisfied, with the results select export, "Save as copy"



Before



After



Tips:

More light is always better, the more light you have the cleaner the colors and details will be in your images. Digital cameras create noise and artificial artifacts in low light and can muddy your artwork. Lots of light will also help ensure you don't have blurry pictures.

If you are shooting artwork in a series try to shoot it all in one sitting so that the quality (time of day, direction, clouds/no clouds) doesn't change.

Take 2-3 image of each piece, this will ensure that one is sharp, and more importantly that your camera gets the correct white balance for each piece.

For 2D works, make sure they are square in the frame.

For 3D works make sure you show the depth in the piece, again lighting from a side will help this tremendously.

Troubleshooting:

Art work is initially too dark - Try a grey or slightly darker background.

Art work is initially too bright - Try a lighter background.

Blurry picture - need more light

Muddy colors - need more light