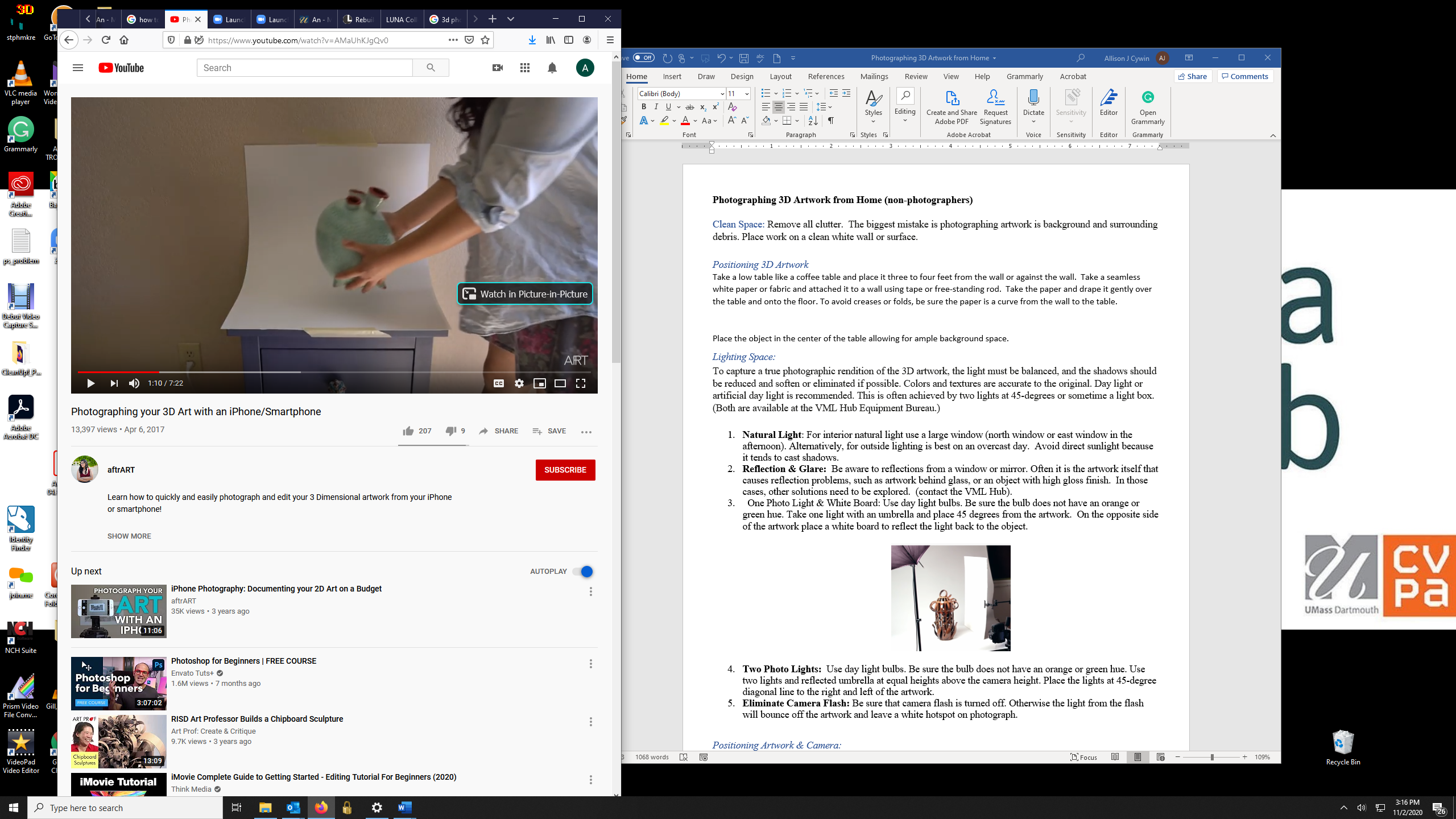
**Photographing 3D Artwork from Home (non-photographers)**

#### Positioning 3D Artwork:

## One of the biggest mistakes in photographing artwork is capturing unrelated objects and debris in the background of the photograph. Please remove all clutter and place artwork on a clean white surface. For photographing 3D artwork take a table and place in front of a wall. Attach a seamless sheet of white paper or fabric to the wall using a piece of tape, tacks, or a rod. Take the other end of the paper and drape it over the table forming a gentle concave curve towards the table. Be sure to avoid creases or folds by taping the paper to outer edge of the table.

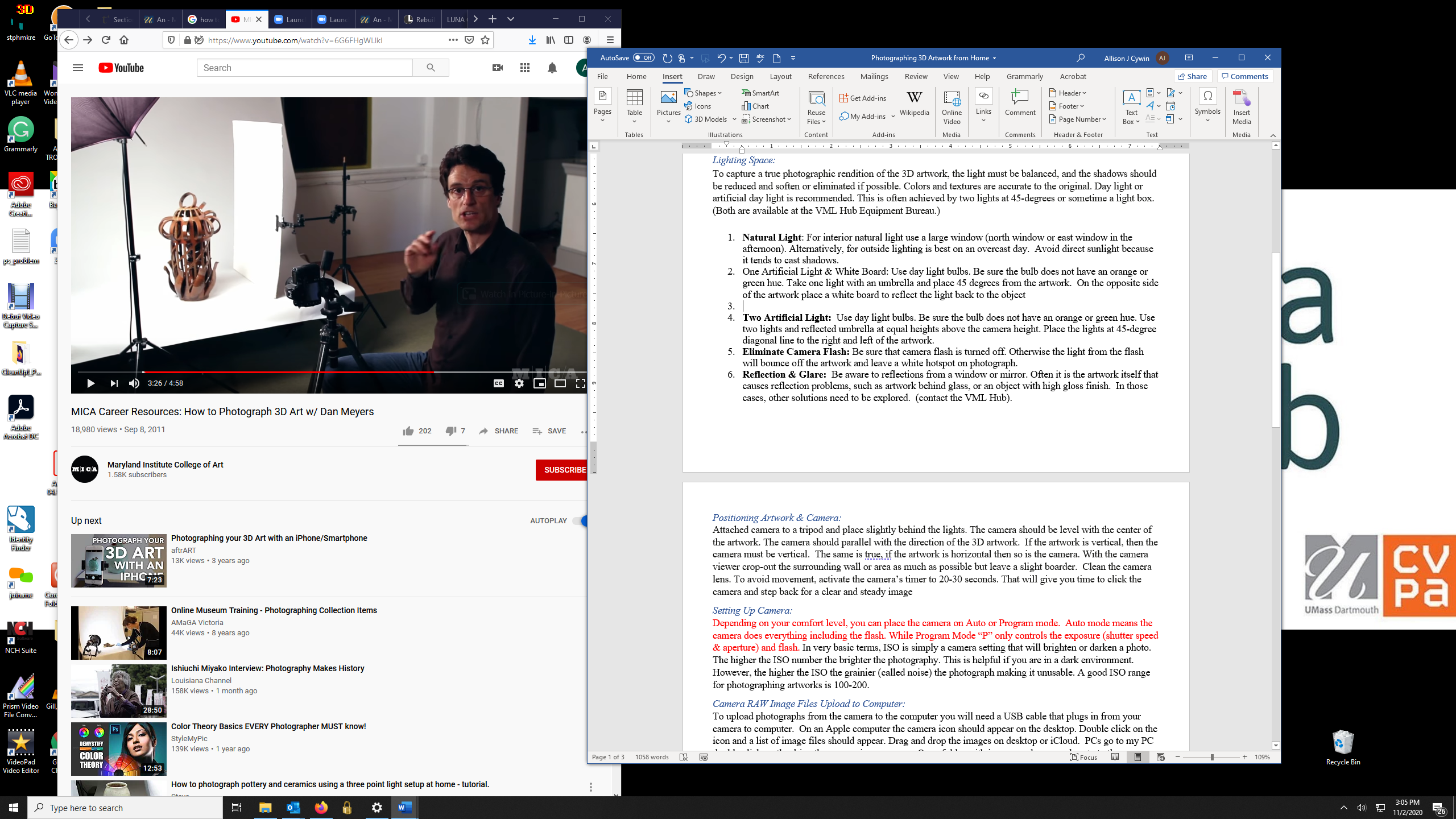


Place the object in the center of the table allowing for ample white background space.

#### Setting Up Lighting:

## When photography 3D artwork the light must be balanced, and the shadows should be reduced and soften. Day light or artificial day light is recommended. This is often achieved by two lights at 45-degrees or sometime a light box for small objects. (Both are available at the VML Hub Equipment Bureau.)

1. **Natural Light**: For interior natural light use a large window (north window or east window in the afternoon). Alternatively, outside light during an overcast day is best. Avoid direct sunlight because it tends to cast shadows.
2. **Reflection & Glare:**  Be aware of window or mirror reflections as well as reflective light caused by the materials in the artwork, like metals, high gloss surfaces, etc. In those cases, other solutions may need to be explored. (Contact the VML Hub for guidance.)
3. **One Photo Light & White Board:** Use a day light bulb that does not cast an orange or green hue. Place the photo light 45 degrees from the artwork on one side. On the opposite side of the artwork place a white board to reflect the light back to the object, as demonstrated below.



1. **Two Photo Lights:** Use day light bulbs that do not cast an orange or green hue. Take the two lights and reflected umbrellas and position them at equal heights and above the artwork. Place each light at 45 degrees angle a foot or more from the artwork; one on the right side and the other on the left. The lights must be balanced.
2. **Eliminate Camera Flash:** Be sure that camera flash is turned off. Otherwise the light from the flash will bounce off the artwork and leave a white hotspot on the photograph.

#### Setting Up Camera:

Depending on your comfort level, you can place the camera on Auto or Program mode. Auto mode means the camera does everything including the flash. While Program Mode “P” only controls the exposure (shutter speed & aperture) but not the flash. We recommend Program Mode.

In very basic terms, ISO is simply a camera setting that will brighten or darken a photo. The higher the ISO number the brighter the photography. This is helpful if you are in a dark environment. However, the higher the ISO the grainier (called noise) the photograph making it unusable. A good ISO range for photographing artworks is 100-200.

Attach the camera to a tripod and place it slightly behind the lights, and parallel with the artwork. In other words, if the artwork is vertical, then the camera must be vertical. The same is true if the artwork is horizontal then so is the camera. With the camera viewer crop-out the surrounding wall or area as much as possible leaving the artwork as the focal point.

Clean the camera lens. To avoid movement, activate the camera’s timer to 20-30 seconds. It will ensure you the time to click the camera and step back for a clear and steady image.

Take multiple angles of the 3D artwork.

#### Upload Photographs to the Computer:

To upload photographs to the computer you will need a USB cable that connects the camera to computer. This cable should be with the camera. Once the camera and computer are plugged together then turn on the camera. For an Apple computer, the camera icon should appear on the desktop. Click on the icon and a list of image files should appear. Drag and drop the images on desktop. On a PCs, open “thisPC” directory and locate the camera drive. Double-click on the camera icon and open the image folder. Copy and paste files to the computer.

### Photo Editing (Photoshop)

* Using Corsair Desktop launch Adobe Photoshop.
* Go to Photoshop file tab from the top navigation bar and select open file.
* Select your image file(s) and click to open
* To crop or to make adjustments to the image, simply click the “image” tab from the top navigation bar. A dropdown list of adjustment features is available including image size, color, levels, contrast, light, crop, saturation among others. (Need help with Photoshop features please contact the VML Hub. <https://www.umassd.edu/cvpa/vml-hub/>. We are happy to train or help.)
* All changes are permanent so be sure to save the file as a copy using the “SAVE AS” function. Be sure to save the new image as a .jpg file and maximum 12.

### Questions please contact Allison Cywin [acywin@umassd.edu](mailto:acywin@umassd.edu)

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