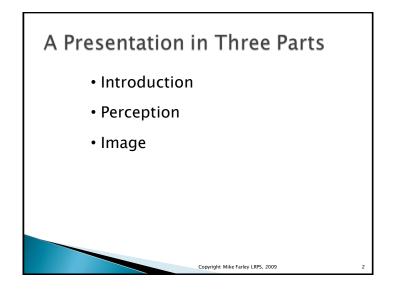


"... how you build a picture, what a picture consists of, how the shapes are related to each other, how spaces are filled, how the whole thing must have a kind of unity."

> Paul Strand American photographer and film maker 1890 – 1976

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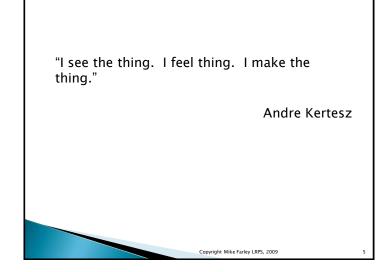


# What Judges Say

- "On a third"
- "Lead the eye into the image"
- "Diagonals"
- "Watch the edges for distracting highlights"

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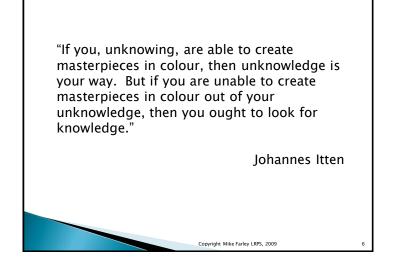
- "Red attracts the eye"
- "Triangles"
- "Check the background"

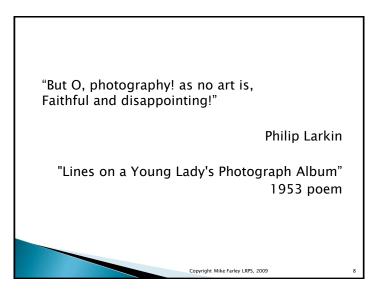


## Art and Photography

- > Drawing or painting takes time
- > Photography usually occurs in an instant
- Artists can adjust their composition
- > Photography has to deal with the vernacular

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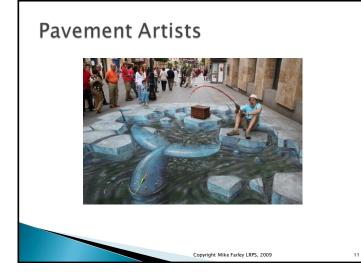


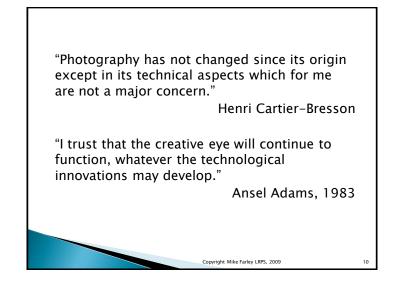


# Art and Photography

- Painters and photographers face a common problem
- How to represent three dimensions on two?
- Many artistic composition solutions apply equally to photography

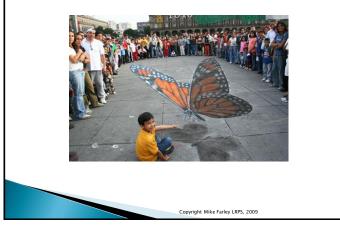
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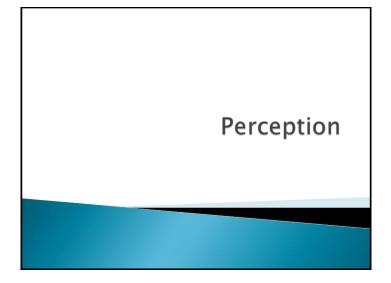






## **Pavement Artists**

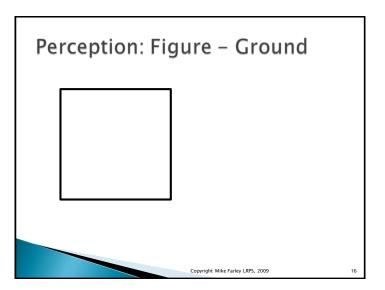


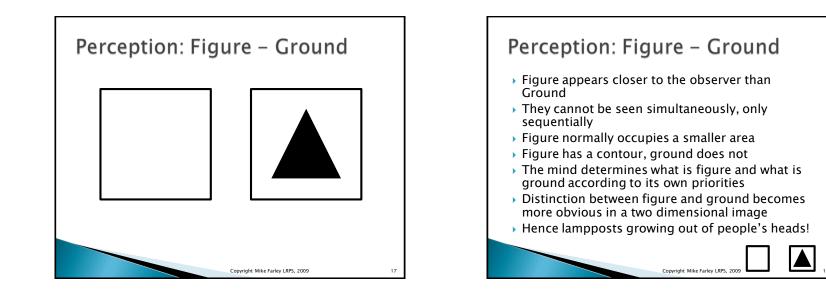


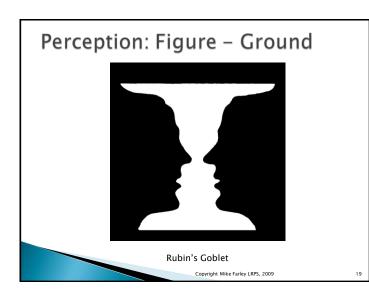
# Perception - Ganzfeld

- Imagine a scene without a visual point of reference, e.g. thick fog
- > The observer becomes disorientated
- > This is a homogenous visual field or Ganzfeld
- The mind requires a heterogeneous visual field
- Most scenes have a pair of distinguishable attributes - Figure and Ground

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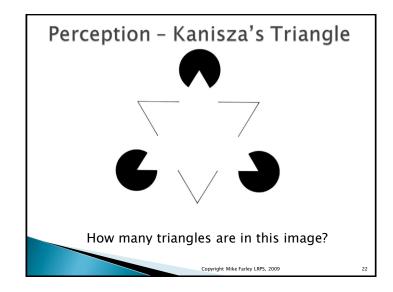


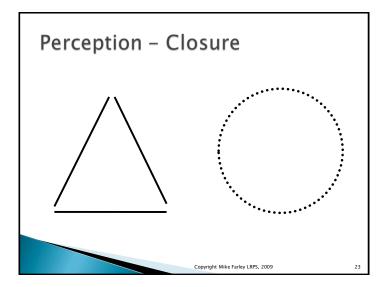


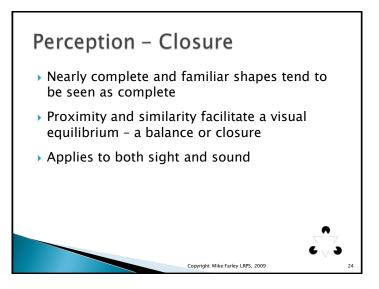




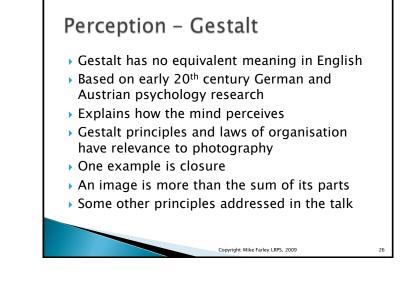








# Perception "The hardest thing to see is what is in front of your eyes." Johann W. Goethe



"Actual vision constitutes a sampling, as though only certain points of the perceived figure were fixated while others were neglected."

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Jean Piaget



# Filling the Frame

- The image requires a principal subject
- How much information does the viewer need?
- Relationship between subject and surroundings?
- Is scale important?
- Impact on viewer
- Shape of subject in relationship to format
- > Eyes need space to "see" into
- Bright areas at the edge of the frame distract

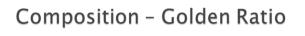
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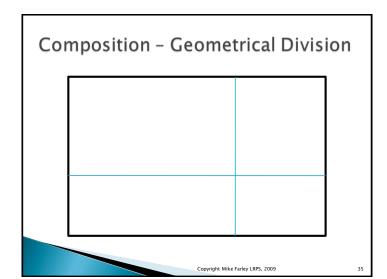


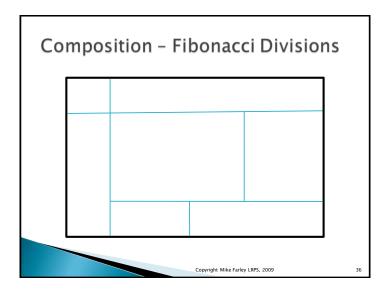


- Golden section is1:1.618033989
- Similar to 3:2 for 35 mm (36 x 24) and APS-C
- > Used to provide dynamic division
- Does not need to be applied precisely
- > Basis for the "rule of thirds"
- Objects on a third or intersection provide a harmonious balance

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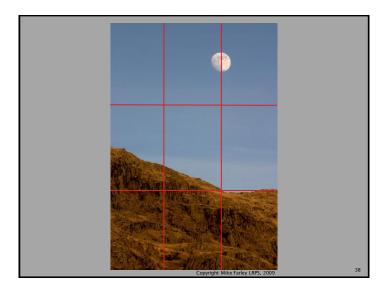
 Other divisions are possible, e.g. Golden Third















# Composition – Placement

- A variation on the Rule of Thirds
- Placing a strong element in a small section weights the image

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- In the lower section for best effect
- Side weighting also works
- Top weighting is harder to pull off







# Composition - Contrast

- German design theory in the 1920s, principally the Bauhaus
- Johannes Itten's theory of composition based on contrasts
- Light / dark
- Shapes
- Colours
- Sensations

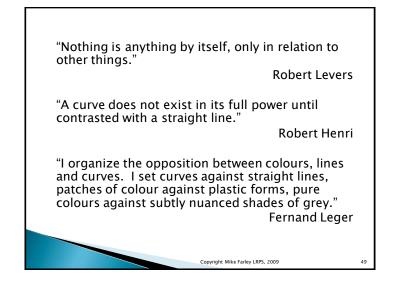
Point / line	Plane / volume	Large / small
High / Iow	Long / short	Broad / narrow
Thick / thin	Light / dark	Black / white
Much / little	Straight / curved	Pointed / blunt
Horizontal / vertical	Diagonal / circular	Area / line
Area / body	Line / body	Smooth / rough
Hard / soft	Still / moving	Light / heavy
Transparent / opaque	Continuous / intermittent	Liquid / solid
Sweet / sour	Strong / weak	Loud / soft

# Composition – Itten's Contrasts

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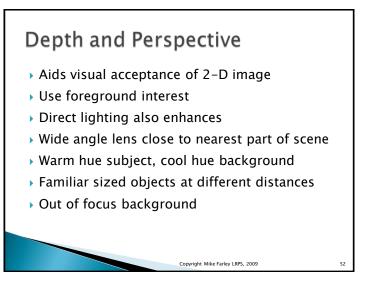
Point / line	Plane / volume	Large / small
High / low	Long / short	Broad / narrow
Thick / thin	Light / dark	Black / white
Much / little	Straight / curved	Pointed / blunt
Horizontal / vertical	Diagonal / circular	Area / line
Area / body	Line / body	Smooth / rough
Hard / soft	Still / moving	Light / heavy
Transparent / opaque	Continuous / intermittent	Liquid / solid
Sweet / sour	Strong / weak	Loud / soft

#### Sharp / blurred could be added as a photographic contrast



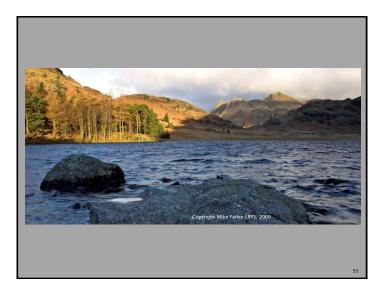


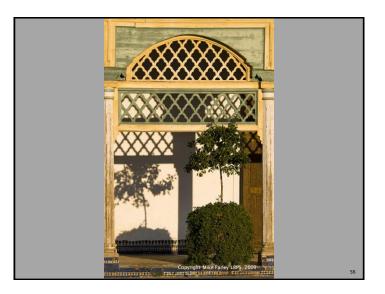




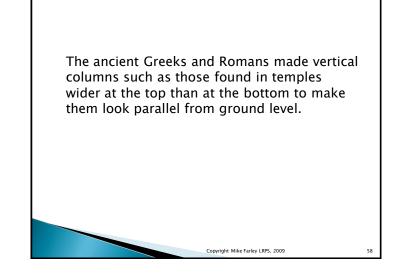












#### **Frames Within Frames**

- Enhances depth and perspective
- Creates a boundary
- Provides context
- > Draws the eye to the subject
- > Use with care avoid the cliché

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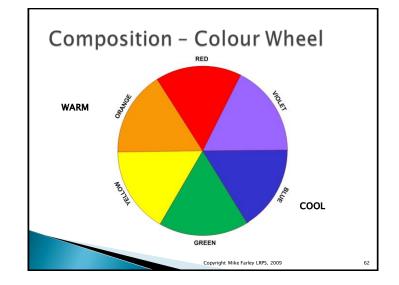




#### **Composition - Colour Wheel**

- > Primary colours Red, Yellow and Blue
- Secondary colours created from the primaries
- > All the other many hues are in between!
- Opposite colours are complementary
- > Adjacent colours are harmonising
- Contrasting complementary colours for impact
- > Adjacent colours for a gentle and restful image
- Warm tones grab the eye, cool tones don't
- A little bit of red goes a long way
- Warm tones morning/evening, cool midday

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#### Symmetry and Asymmetry

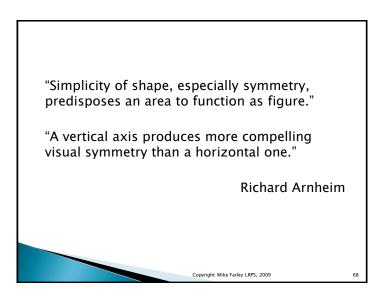
- > Strong balance of elements results in symmetry
- > Asymmetry implies strong elemental discord
- Symmetric composition will allow the viewer to wander through the image
- Asymmetric composition tends to chaos and is harder to accomplish successfully

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> Elements can be shapes, colours or edges







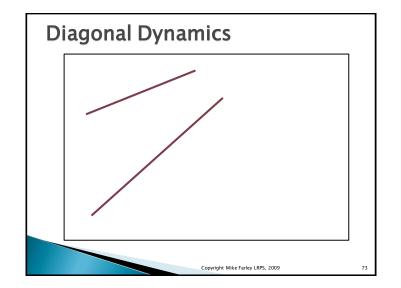


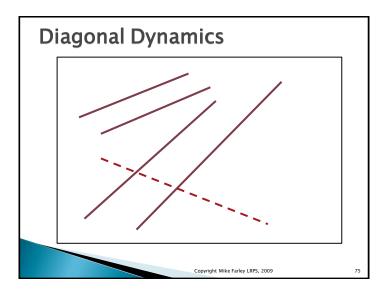


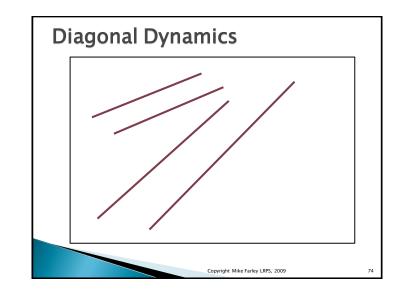
# **Diagonal Lines**

- More dynamic than horizontal or vertical lines
- Converging diagonals can enhance perspective
- > Parallel diagonals reinforce each other
- Form a stronger angle with longest edge of frame for best effect
- Maximum 45 degrees to longest edge
- Variety of diagonals can give greatest energy
- Does not have to be a physical line closure

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# Triangles

- Form a strong shape
- Implicit joining of three points of interest
- Two physical sides, assume third closure again!

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- Apex at top is most stable configuration
- > Apex at bottom introduces tension
- Brings order to the image















