

Digital Photography

How to Take and Display
Great Photographs
Lesson 4

Lesson 4

Design & Composition

- Discuss the people shots from last week.
- Wignall's elements of design.
- The elusive "great shot."
- Beaches of South Florida.
- Local animals.
- Weather and your pictures.
- Abstract photography.

Lesson 4 Objectives

- State how to critique other people's work.
- Locate Wignall's elements of design.
- Explain why subject placement is king.
- Name things that make the great shot.
- Recall why we revisited travel.

Homework Critique

- Show 'n tell.
- Why do homework?
- Let the student speak.
- Say something good.
- Offer suggestion.
- Teacher's work.
 - Which is better?
 - Why?



The Design Concept

- Maat in the universe.
- Snap shots vs. making images.
- It becomes second nature.
- Design is the focus of this course.
- I am a compulsive person.



Wignall's Elements of Design

- Subject as king!
- Horizon.
- Simplicity.
- Patterns.
- Illusion of depth.
- Format.
- Sense of balance.
- Line, shape & texture.
- Framing.
- Sense of scale.



Subject As King

- It is always about the subject.
- Subject: large, small, or middle sized.
- Background and focus count.
- Placement of subject is important.
- Where is the sun?



Camera Orientation

- Camera suggests.
- Landscape.
- Portrait.
- Frame pictures.
- Seeing.
- Quantity.



Point of View

- I use a low camera position often.
- Watch out, it does make people look fat.
- But, it almost always adds drama.



The Horizon

- Like people, the horizon dominates.
- Make it work for you.
- High or low.
- Suggest long voyage.
- Sparse, less is more.



Balance, the Rule of Thirds

- Renaissance idea.
- Slave to a rule.
- Strong diagonal.
- Simplicity.
- Again, less is more.
- High concept.



Form

- Lines, shapes, & textures.
- What is a picture?
- Art is everywhere.
- Patterns.
- Repetition.



Framing

- Bold or subtle.
- Complete or partial.
- Dedham courthouse.
- Back far enough.



Illusion of Depth

- Foreground.
- Linear perspective.
- Diminishing size.
- Loss of detail.
- Upward dislocation.
- Aerial perspective.



Sense of Scale

- Grand vista revisited.
- Big ship looking big!
- Person as gnomon.
- Sometimes you want to trick the viewer.
- Camera angle is very important.



The Elusive “Great Shot”

- A touchdown.
- 8,000 slides.
- All art is subjective.
- Why do you think I like this shot?
- Your opinion is OK.



We Live at the Beach

- How many design elements are here?
- Everything we have discussed is here.
- Beach as subject, beach as background.
- It's always changing, it's always the same.



Challenges at the Beach

- Over choice tyranny.
- Environmental issues.
Rain, fog, salt spray,
harsh light all add to
the issues.
- But, it is worth it.



Animals

- Pets.
- Local birds.
- Critters.
- Maybe even a gator!
- Don't forget the zoo.
- Human interest.



Weather and Your Pictures

- Accept it.
- Lack of shadows.
- Sky a minimum.
- Wear colorful clothes.
- Fix in Photoshop!



Make Mood Work For You

- You can move close to showcase mood.
- Or even back off as in this image of Rachel.
- Background counts in this shot.
- Layout variation.



Abstract Photography

- Shape.
- Color.
- Texture.
- Pattern.
- Scale.
- Etc.



Pictures Are Everywhere

- Point of view.
- Usual subjects, unusual treatment.
- If you [see](#) you don't need Photoshop.



For Next Week

- Read Wignall 142 – 161.
- Take a “field trip.” The beach works well.
- Use the design elements in your images.
- Try to get the one elusive “great shot.”

Did We Meet the Objectives?

- State how to critique other people's work.
- Locate Wignall's elements of design.
- Explain why subject placement is king.
- Name things that make the great shot.
- Recall why we revisited travel.
