Digital and Film
Photography Mr. Stiles – Summer 2024

Photo Project: Design elements: Textures & Shape.
Due date: Wednesday, 6/26 - 10 Photos.

Texture is most obvious when something is lit from the side, and even more so if lit by direct light.

Students will go out on to the campus or after school to capture TEXTURE & SHAPE digitally. Students need to look for objects that have light falling on them from the left or right side. Move around the subject looking for the shadows that bring out its texture. They may even need to move the subject, so it becomes side lit. Side lighting brings out TEXTURE because it casts shadows! There are lots of different types of texture; bumpy, pokey, fuzzy, rough, prickly, soft, and so on. Move in as close as your camera will allow you to get a good focus and make the shot. To photograph TEXTURE from a distance is not visually effective.

1.Students need to keep in mind the position of your light source when trying to capture the TEXTURE of the subject. The subject should be side lit.

2.Students should ask if the viewer will be able to describe how each subject feels by what is seen in the photograph.

Texture Examples: HERE

Texture Lesson: HERE

Shape Examples: HERE

Shape Lesson: HERE

Turn in: 10 or more photos of Textures & Shape in a folder.

Objective: Explore the use of Textures & Shape; be able to appreciate this as an art element to add to your photographs.

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Value: 100 Pts for Photo 1 Students