



Kerikeri High School

Helping students generate ideas

‘Making Art with Photographs’

Looking at a blank board can be hard for a student... it is like writing an essay but not knowing where to start.

Sometimes just writing a paragraph or shooting a short series of photos without worrying where they go on the board, is enough to generate ideas in lots of directions.

Just like someone might write a few paragraphs of the body of an essay before they write the introduction or conclusion.



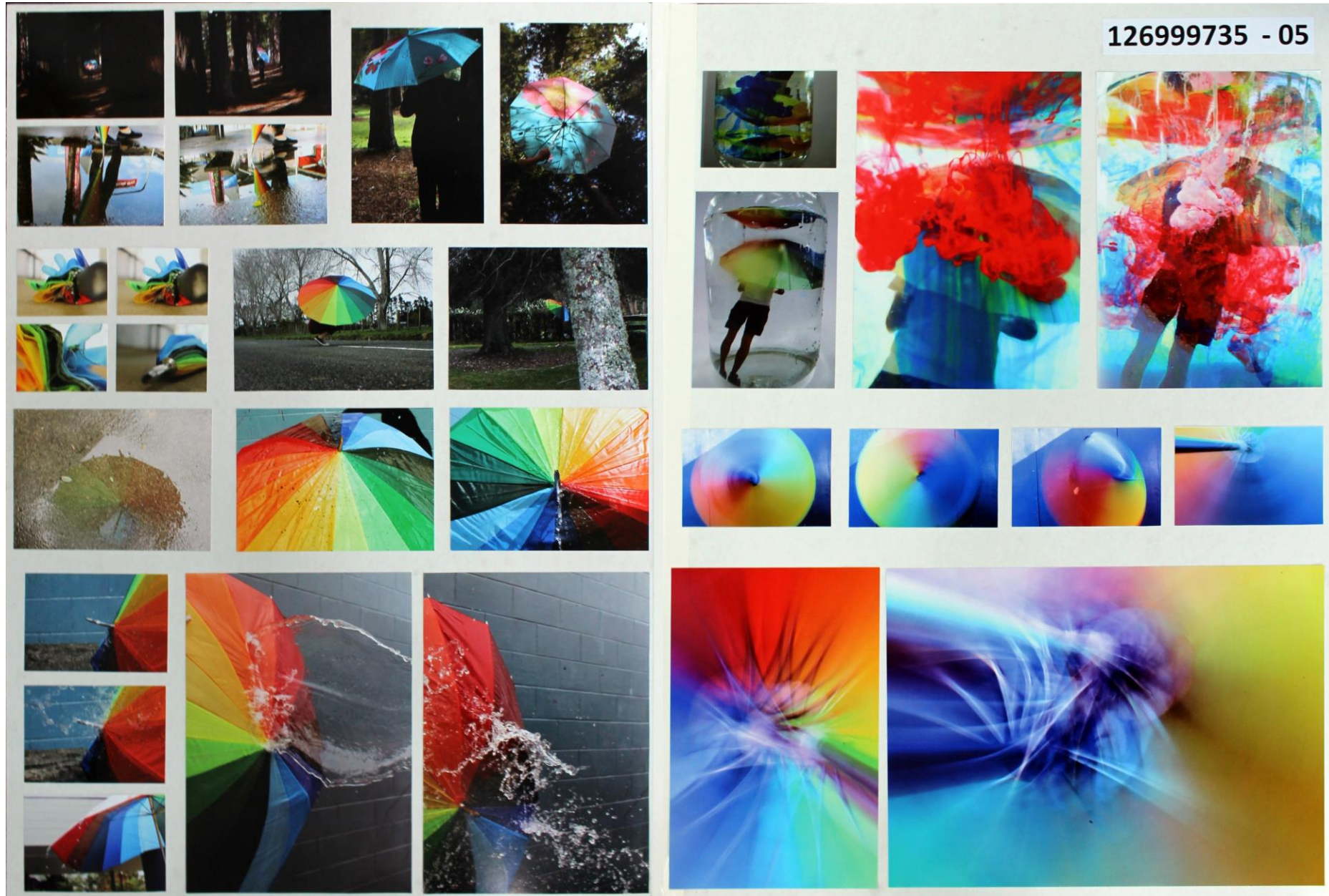
The short series process can be repeated to build each paragraph on the folio



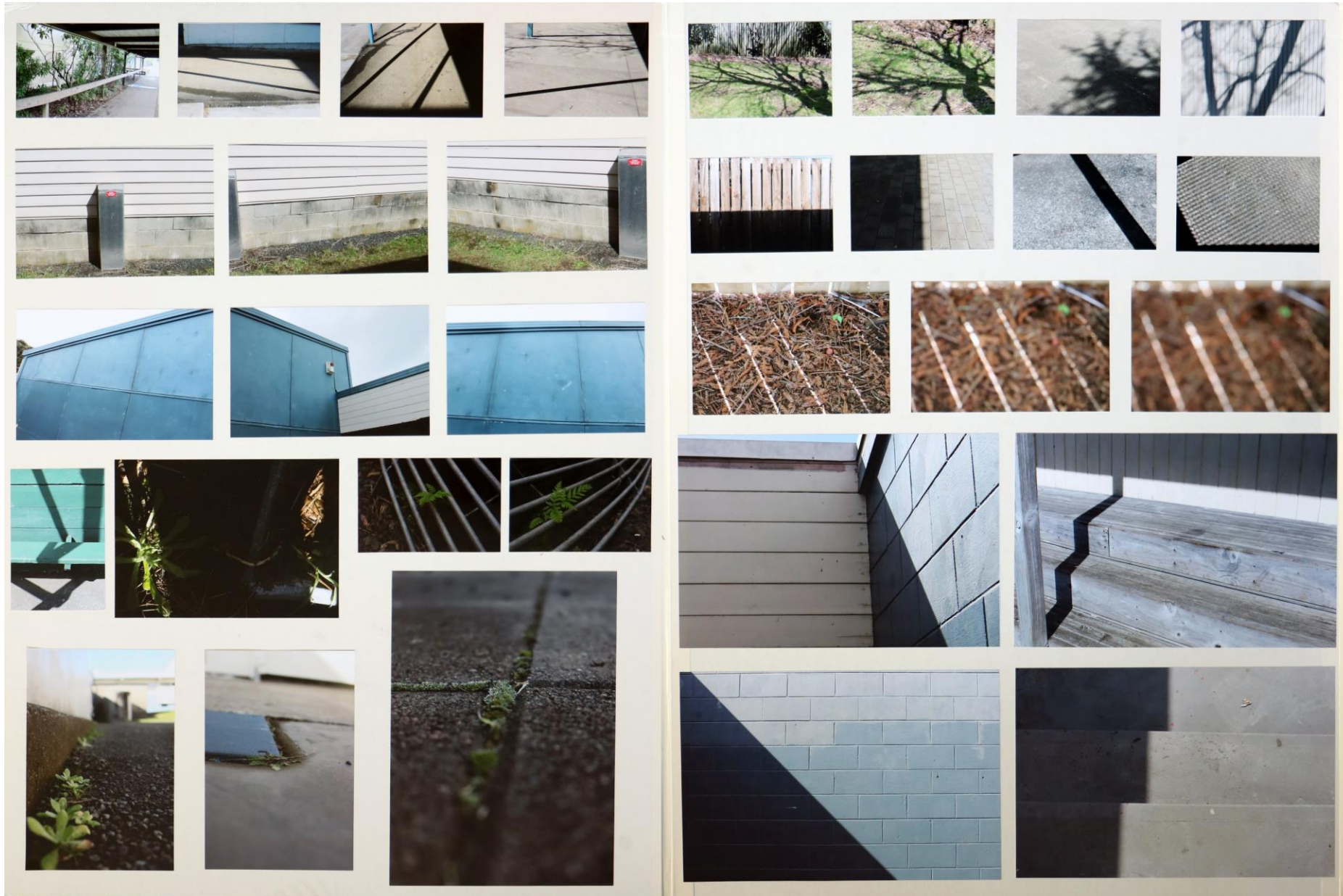
Setting up a small still life with limited objects and colours allows a student to generate work quickly. Images can then be edited to black and white with limited colour.



A tangible object that can be used at school or home helps make subject matter accessible



School grounds on a sunny day can have great light and shadow opportunities



Moving from far away to close-up,
is an easy way to help ideas progress



125560192 - 05



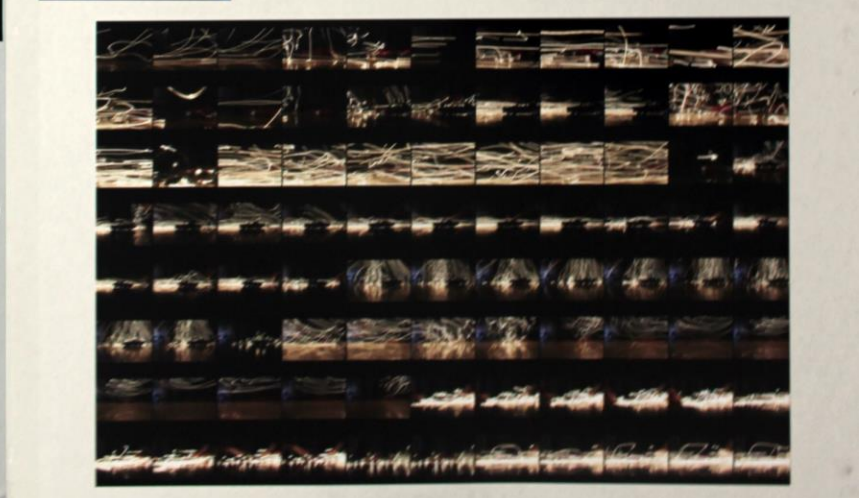
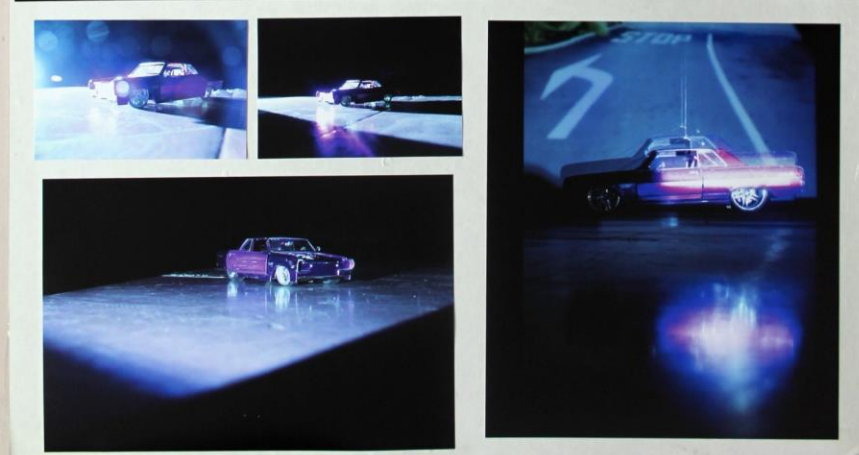
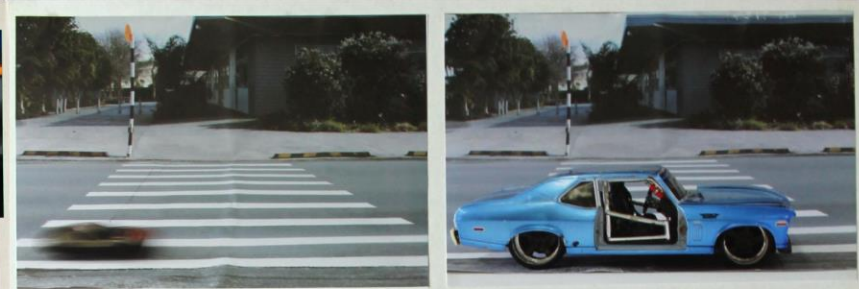


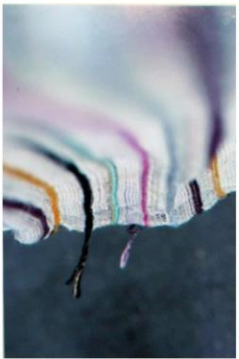
A projector can be used to create light and shadow



If a student can no longer access their subject matter in real life, a toy version could be used







A tangible object can be brought to life with movement or collage



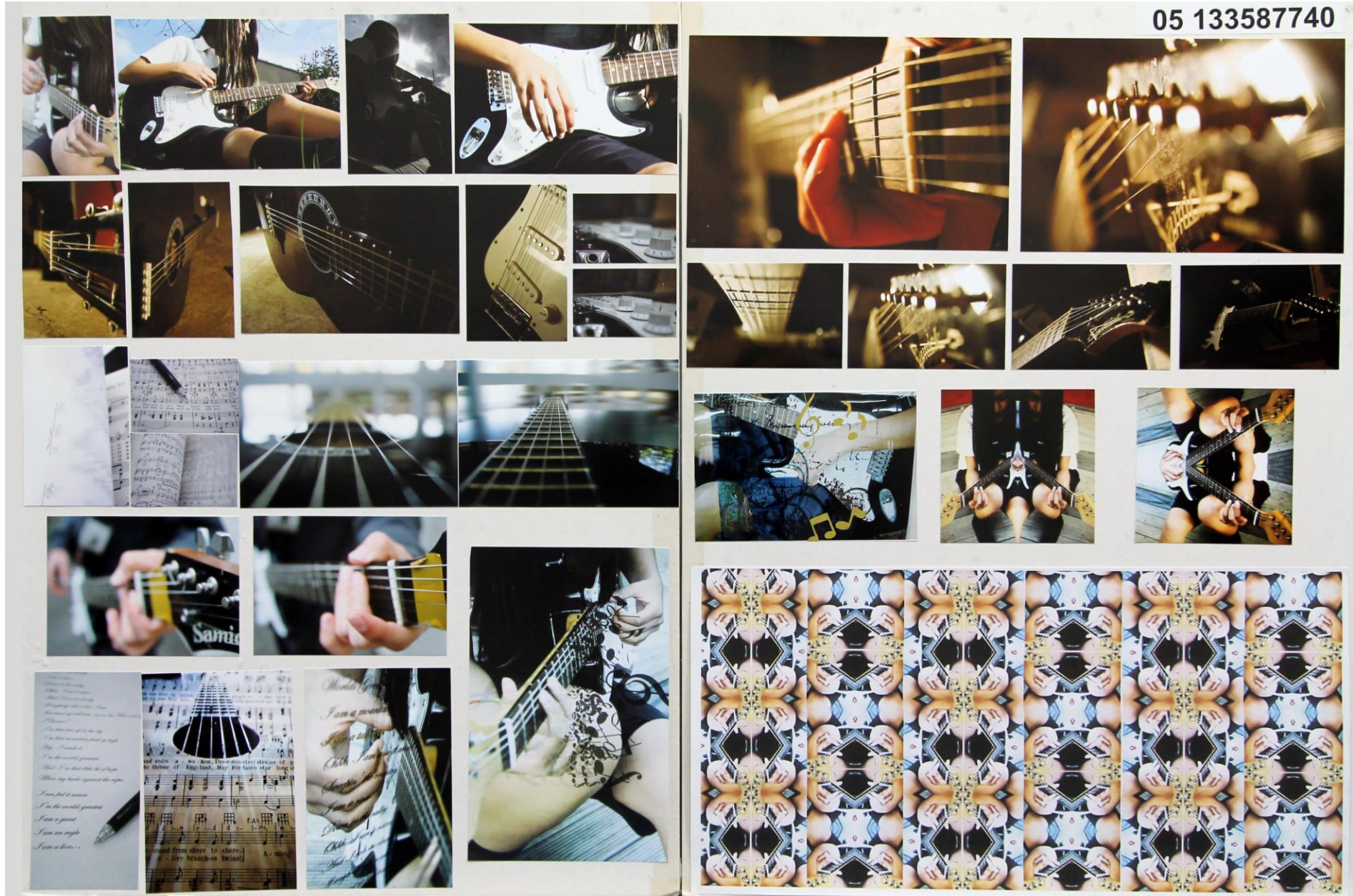
A variety of locations, light and viewpoints is often enough to generate a range of ideas

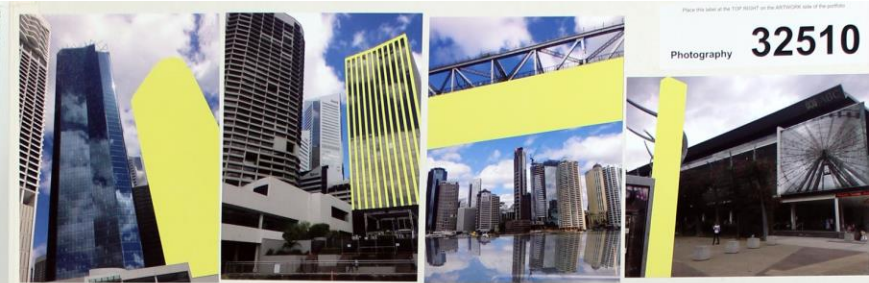


Adding a mirror or reflective surface to a shoot, can help to create more depth and ideas



Reflection and repetition can also be created digitally, which allows ideas to develop





Magazine pictures or paper cut-outs are fun to play with in a shoot



Students can also use areas of specific colours from magazines for collaging onto photographs

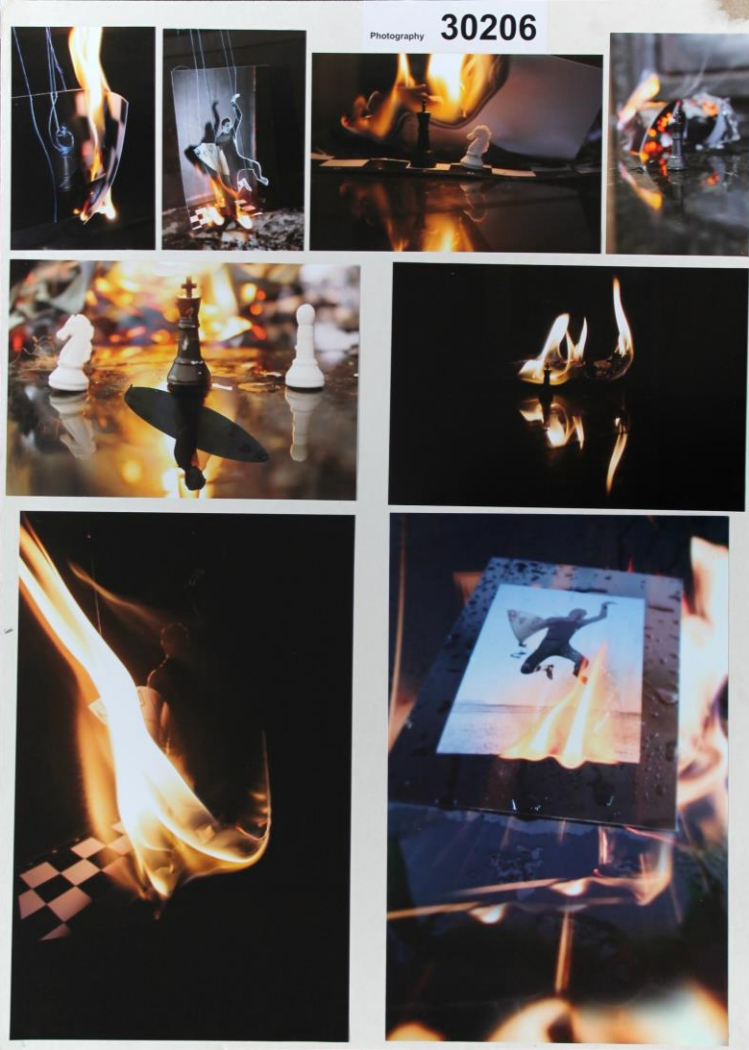




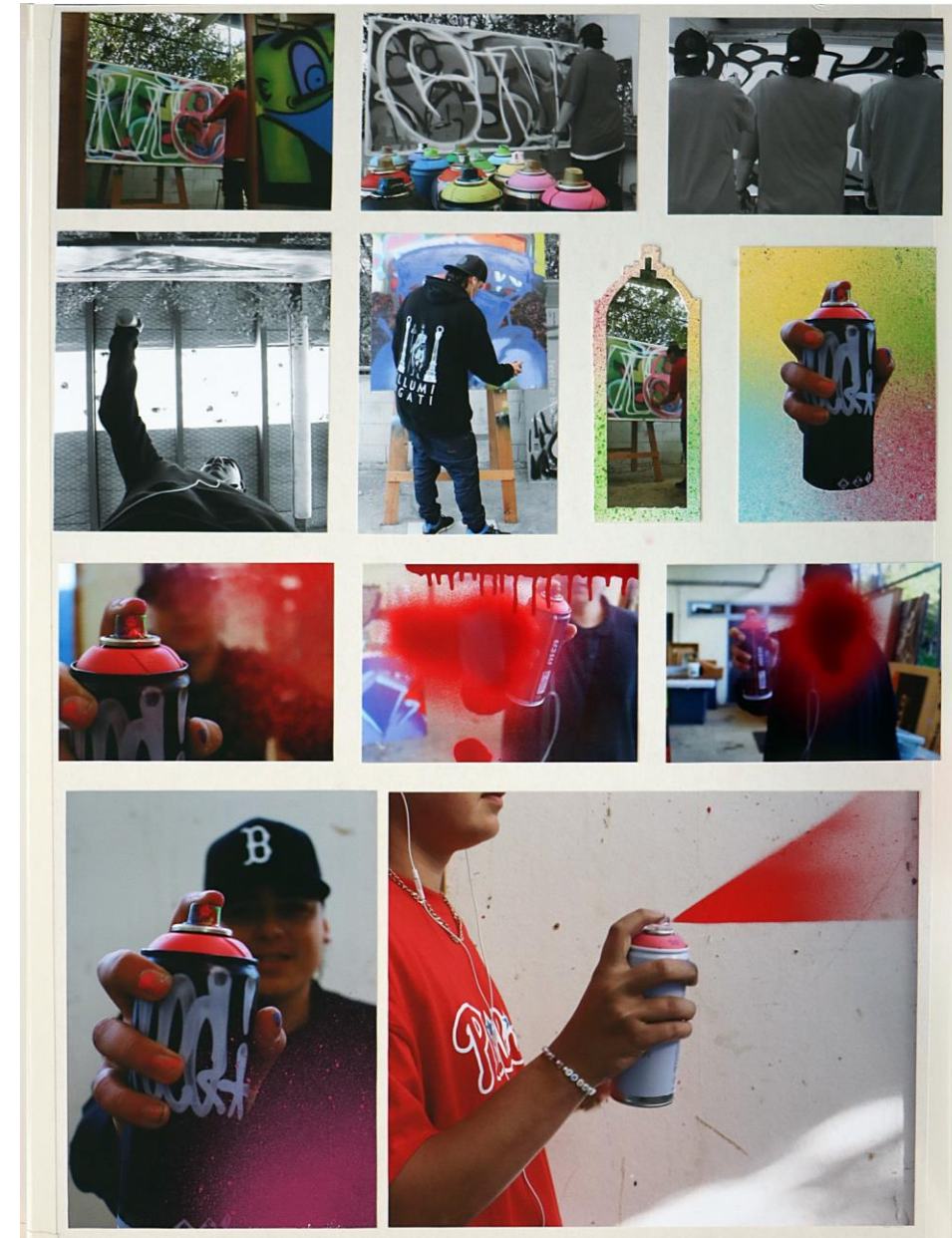
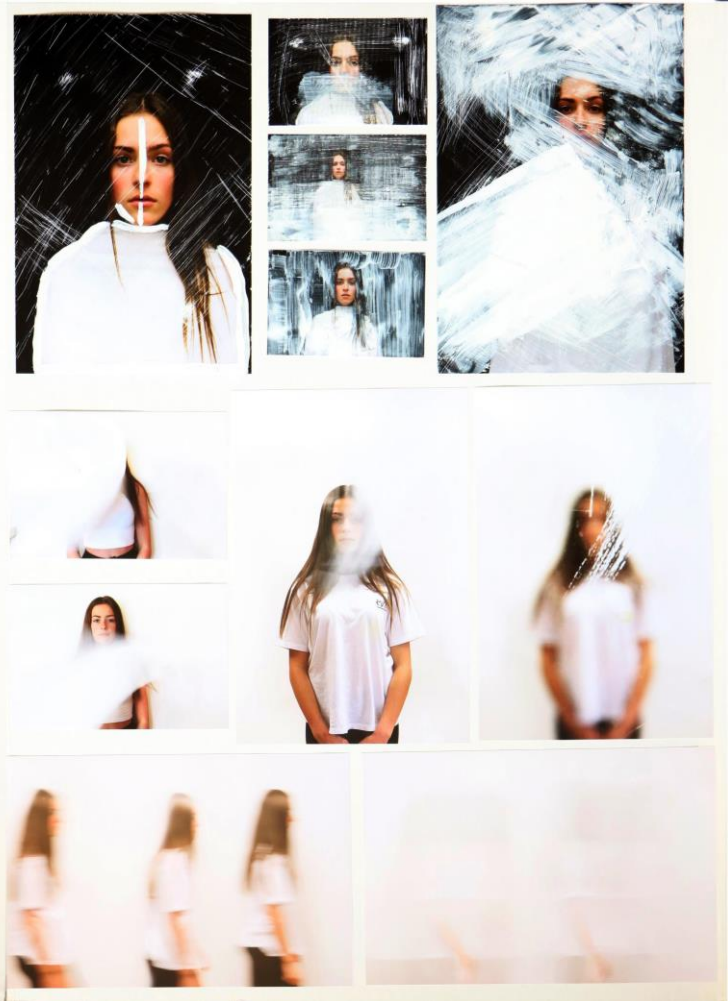
They could also cut out an image and bring it to life as part of a still life construction

Abelardo Morell





Photographs can be used with other media such as paint





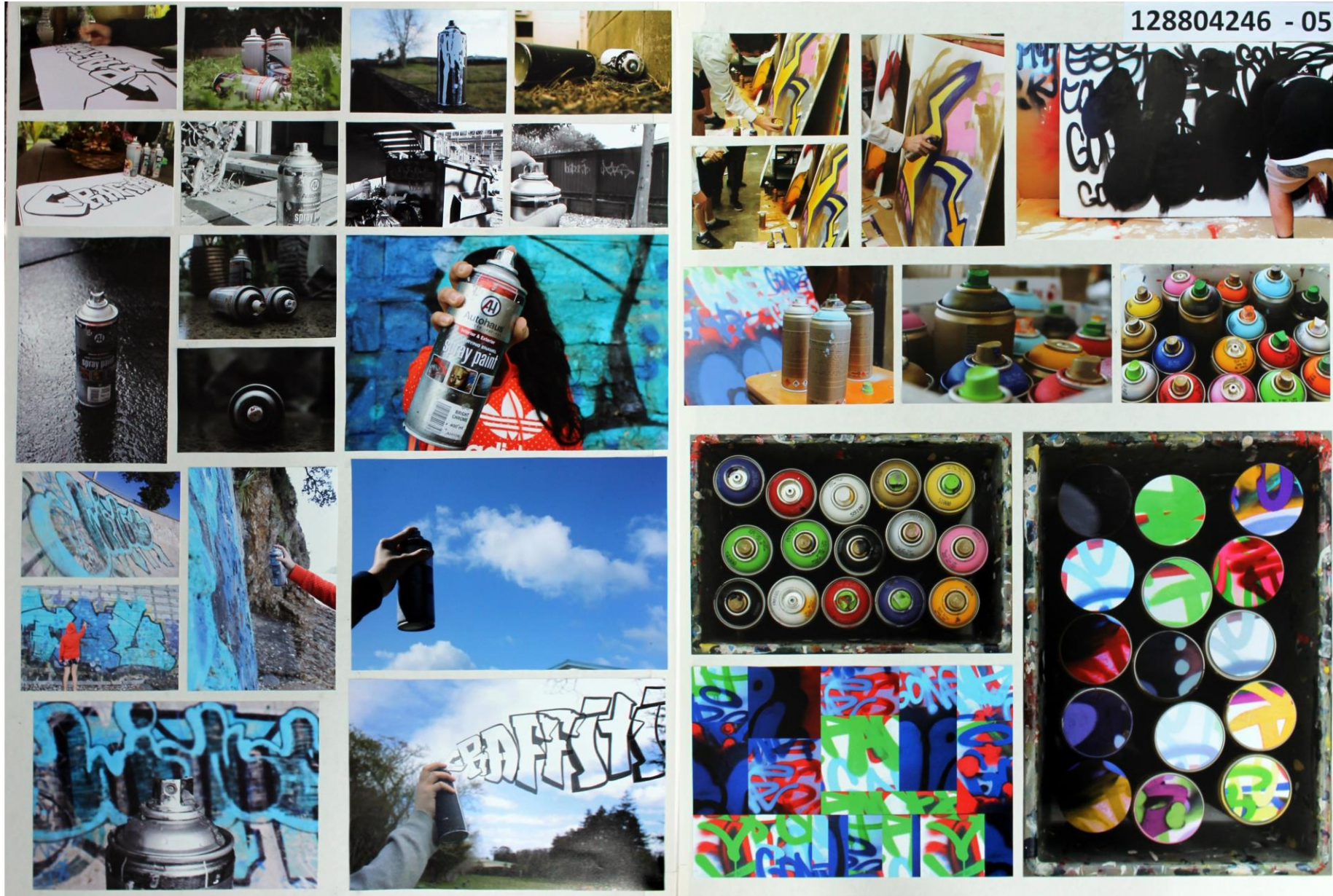
Using a shape found within an existing photo can help to generate ideas for another shoot



The shape could be used as a framing device



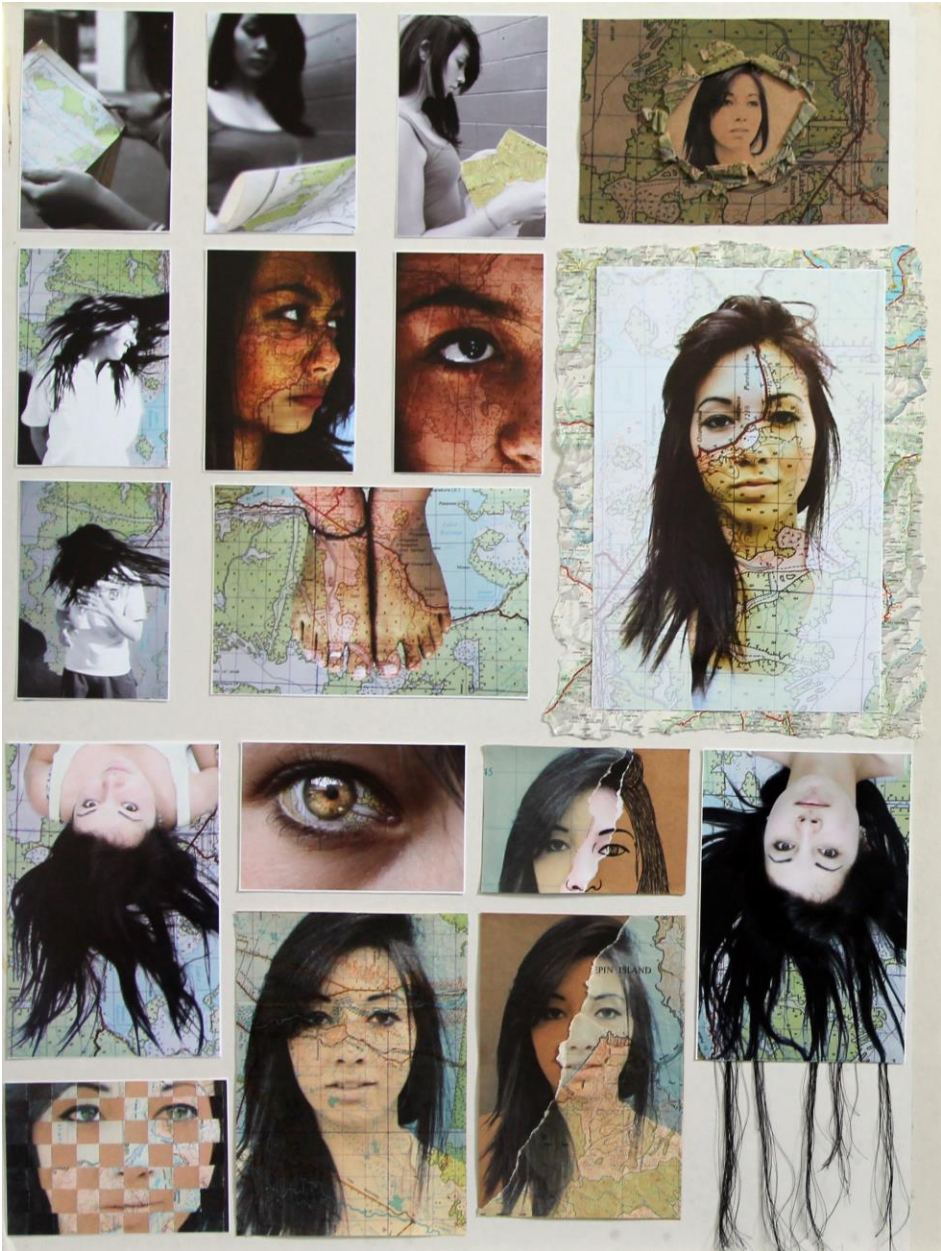
The shape can also be used for repetition and pattern



Layering images over each other can generate new ideas or further images



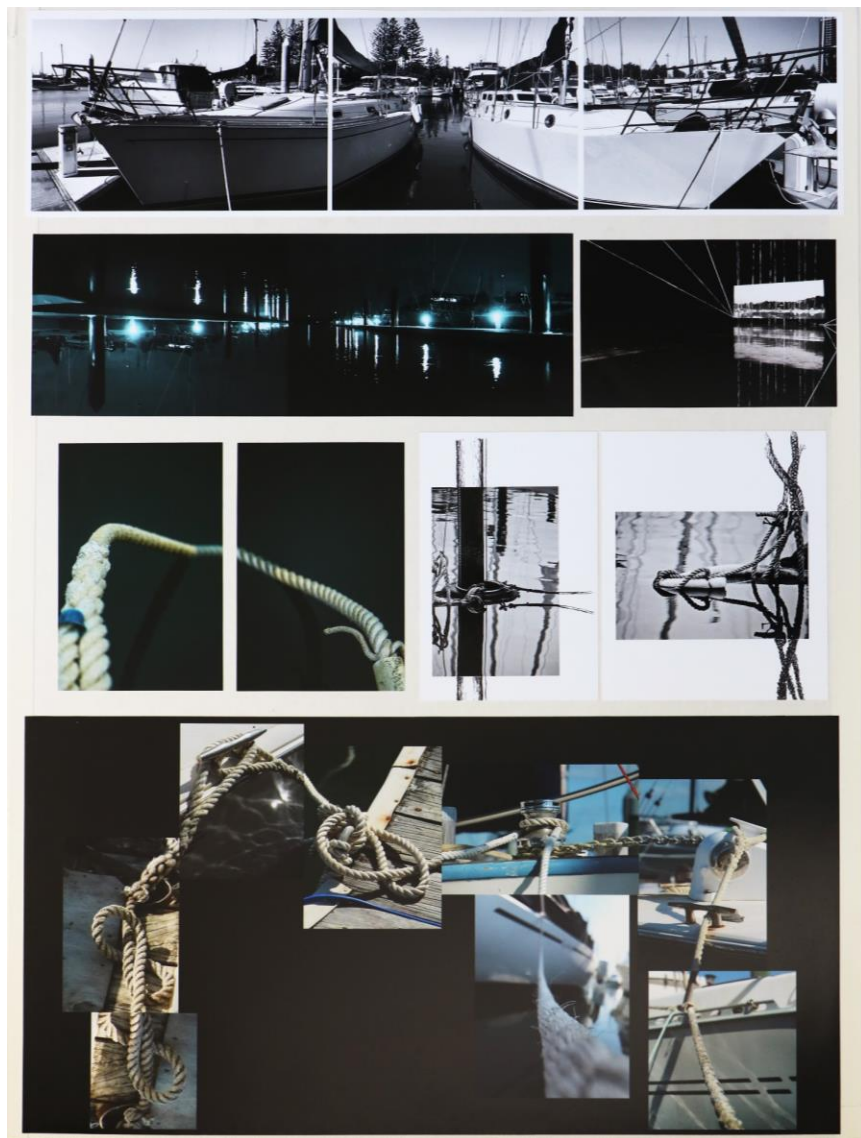
Students can use printed photographs for collage or layer with objects and re-photograph



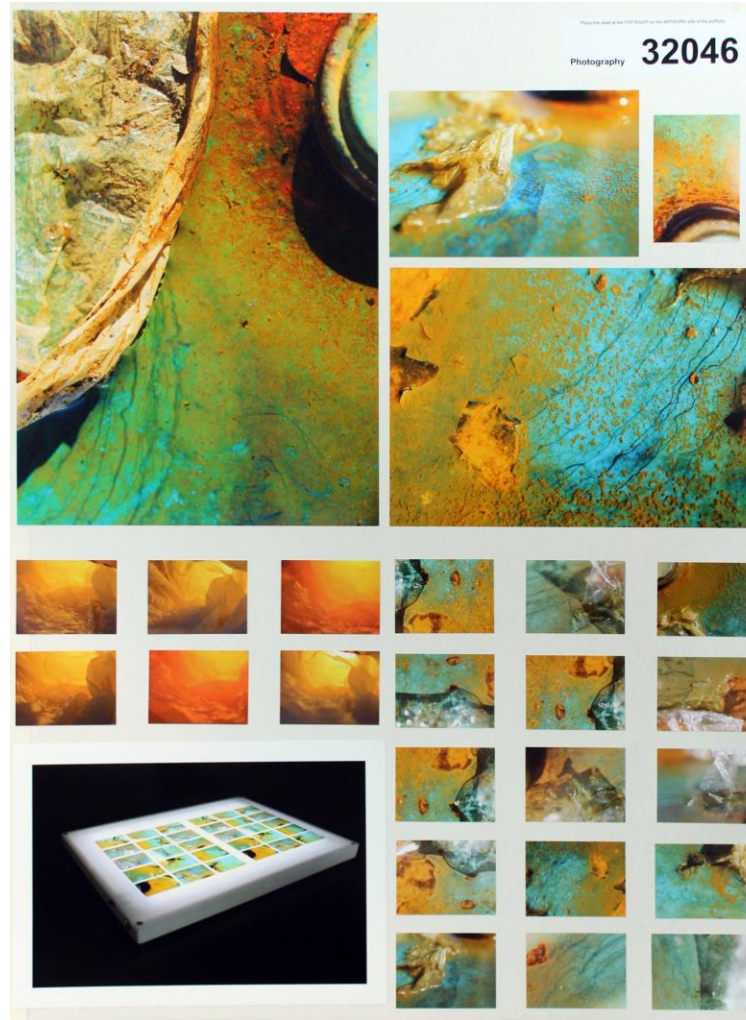
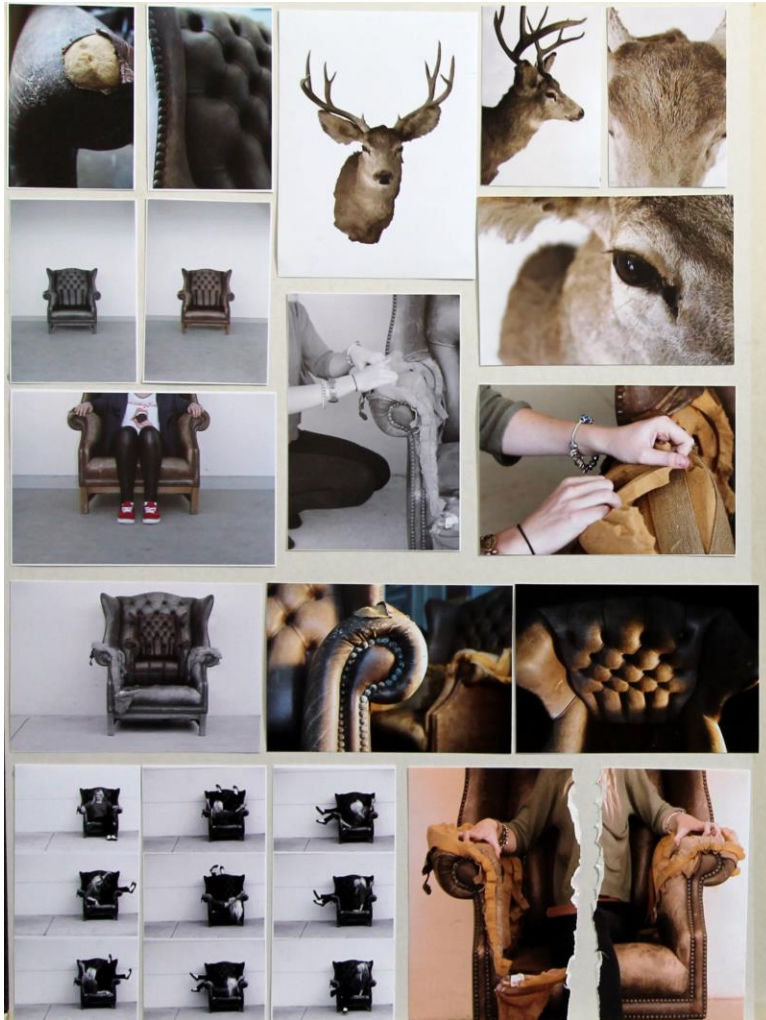
Photographing elements with a plain background makes it easier to create digital collages



Students can construct images using shots taken from varying viewpoints



Students can use images from the same shoot on their folio
They could be used as smaller developmental works



Images from the same shoot can also be used in different ways at different times on the folio



Layering photographs, working with multiplicity, or using a photo in a photo can help with development of ideas for moving subjects



Some drawing ideas to help
‘develop a body of work’

Alternative drawing ideas to extend your body of work...

Scale – making the size of things unnatural



Julia Fullerton-Batten



W13E



Bill Brandt

Camera Technique

Place objects close to the lens of the camera to make them appear bigger
Use hands/fingers to play with holding items

Computer Manipulation Technique

Take a photograph of a landscape/environment
Take a photograph of object/figure with plain background colour or in front of green screen
Place object/figure as a layer over landscape/environment in Photoshop
Use mask to eliminate background from object/figure and use Transform to play with scale and position

Framing - what could the frame draw your attention to? What shape does the frame create?



Lester Hall



Zombie Boy by Matthew Lyn



Camera Technique

Use a frame/object which creates a frame and photograph through it
Alternatively try using your hand to frame or hold something

Computer Manipulation Technique

Take a photograph of a frame/object which creates a frame on a plain background
Open this image in Photoshop and double click on Layer palette to make Background a layer
Use the Mask tool to eliminate the centre of the frame and then place additional image on layer underneath frame

Texture – Create texture on the surface of the photograph



Nigel Tomm



Camera Technique

Print out a photograph (e.g. face on plain background)
Try one or all of the following...

- place paper behind glass/plastic, wet surface and re-photograph
- wet photo and hold up to the light or place on light box and re-photograph
- screw photo up and re-photograph from different angles

Computer Manipulation Technique

Take a photograph of subject matter
Take a photograph of a texture e.g. paint splat, scratched surface, wet surface
Place texture as a layer over subject matter in Photoshop and use Layer Blending to combine

Photo within a photo – re-photographing or placing existing photos within a new image



Nigel Tomm



W13E



Camera Technique

Print out a photograph of your subject matter
Place it in an interesting situation, or back in front of itself and then re-photograph
Try using a phone with a camera, hold the phone as if you were taking a photograph and then photograph this set-up with another camera

Computer Manipulation Technique

Take a photograph of someone holding a piece of paper, or place a plain piece of paper in an interesting situation
In Photoshop place something on the plain white paper – use a Mask to eliminate areas outside of the paper
When placing the item inside the white paper you may need to transform the angle (hold CTRL in Transform)

Reflection – elements being reflected in the image. What surfaces create reflection?



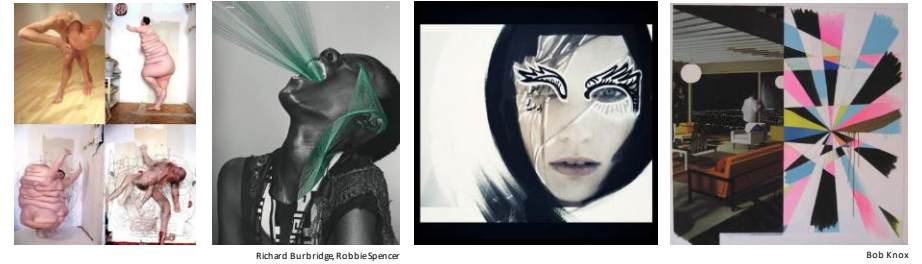
Camera Technique

Use mirrors, wet surfaces or a shiny floor with your subject matter
Take photographs from a low angle to enable reflection

Computer Manipulation Technique

Use the Crop tool to extend your canvas size in Photoshop (click drag it out to add space to one side of photo)
Draw a marquee around the existing image and CTRL + J to copy this to a new layer
Then go to Edit > Transform > Flip Horizontal or Vertical and move reflected image into position in the newly created canvas space (hold Shift to keep reflected image in line with existing image as you move layer)

Drawing or adding to photographs –can be done with anything, but ultimately the image and drawing material used should link or interact in some way



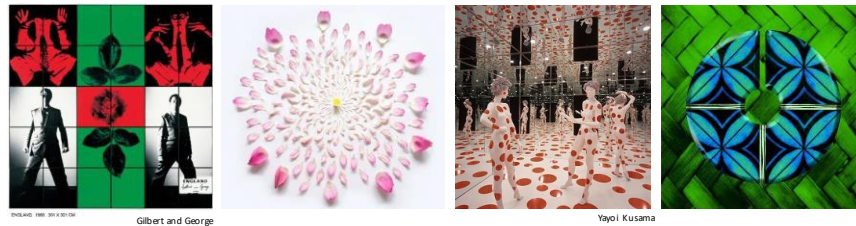
Camera Technique

Print out a photograph of your subject matter
Draw/paint or collage materials over the image and re-photograph it

Hand Manipulation Technique

Use paint, pen or thread to add additional detail to your images

Pattern – creating a pattern using repetition or by digitally altering or collaging images.



Camera Technique

Use objects related to your theme to draw/create patterns on plain or coloured backgrounds
Take a series of photographs of a single item and print at a small scale, arrange these into a pattern by hand

Computer Manipulation Technique

Photograph a single object
Select the object in Photoshop then drag and drop item onto a new document
Use CTRL + J to duplicate the element then move it to a new position on the canvas
Repeat this process to draw a pattern
Remember you can rotate using CTRL + T and can move the centre of rotation before you spin an item

Photo montage or collage – putting multiple photographs together to form a new image



Camera Technique

Take a series of photographs of a single object/person/location
Print photographs out individually (on a small scale) and collage together by hand

Computer Manipulation Technique

Take a single or multiple images into Photoshop
Select areas of an image / objects and use CTRL + C and CTRL + V to copy elements to a new document
You can choose to keep the layout realistic or turn items and misplace to create distortion
Alternatively take photographs of multiple items and collage them over a single landscape/environment