

SCAPE

An aerial photograph of a forest floor. The ground is covered with a dense carpet of green moss and ferns. The moss appears as a textured, light green surface, while the ferns are darker green and more structured. There are some small, brown, leaf-like objects scattered across the moss. The overall scene is a lush, natural environment.

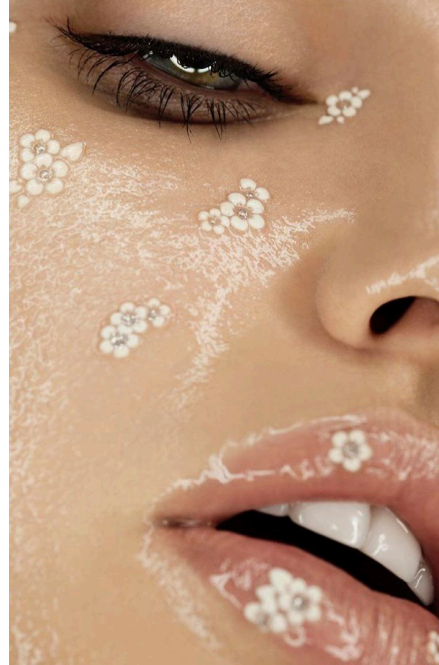
*Location
and
Meaning.*

My location in my work is western springs. This is the chosen location because of my interest in the elements in the location, some of the elements that stand out to me the most is the ponds in the location and this is because each of the ponds in the locations are different, each of the contain different layers, different textures and different colours. I took this idea and applied it to something us humans and relate to and which is using the idea of skin to represent the different layers, textures and colour. I am simply trying to create a series of work that uses skin to show a relation to nature and human skin. This is because our skin is no different than elements we see in nature both contains different layers, different textures and different colours.

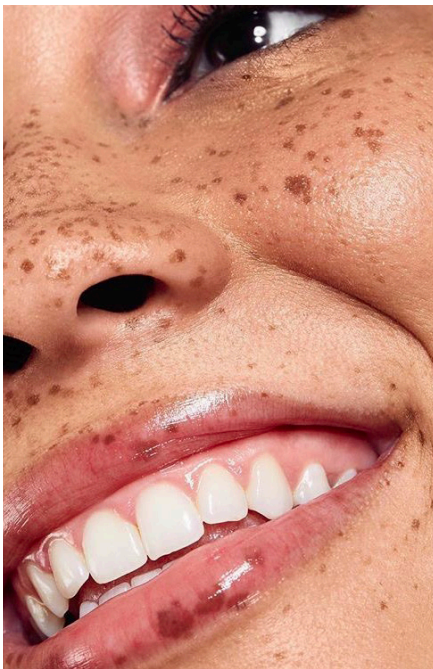
PHOTOGRAPHY RESEARCH SUBJECTS



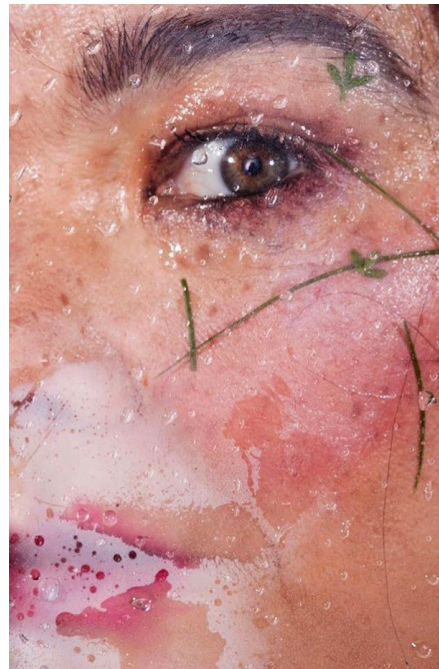
This image is interesting to me because of how the photographer has involved elements onto his subject. This could be something to consider in my own work.



The lighting for this image is taken with studio lighting, I don't consider using studio lighting in my photography because it gives the subjects skin a fake look.

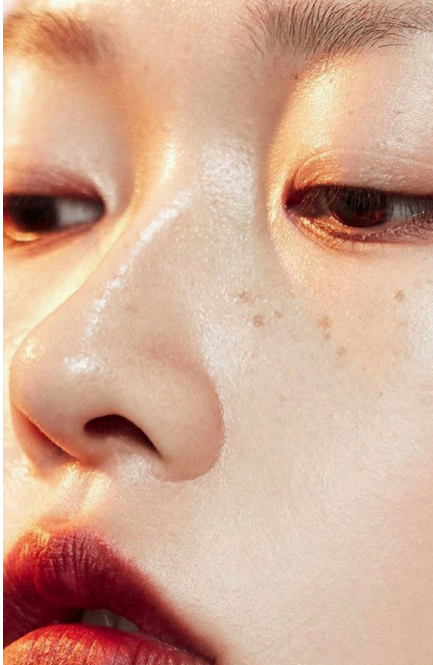


In this image the photographer was focused the shot on the flaws of the subject. This may something to focus in my pictures to push the idea of skin futher.



The model in this image has alot of colour and texture on her skin. In my work I could use colours and objects from my location e.g leaves, plants and water.

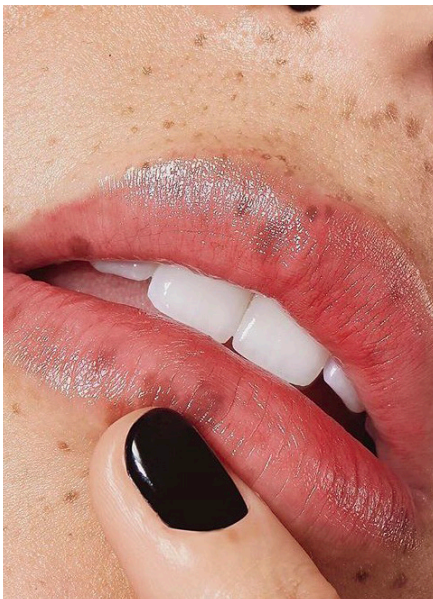
PHOTOGRAPHY RESEARCH SUBJECTS



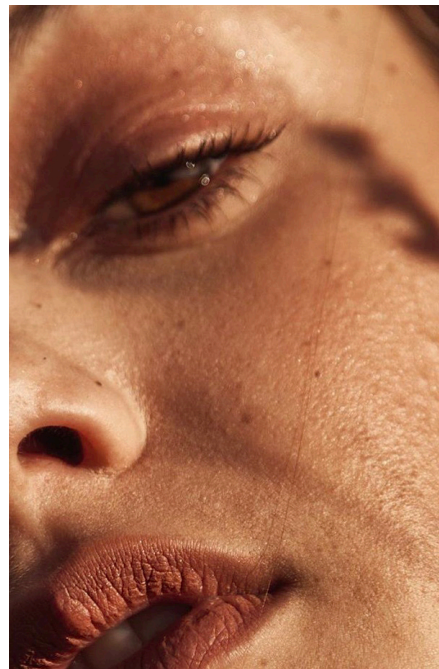
This subject has a warmth lighting on her skin. For my work I could go to the location during different times of the day or on different days for different weathers to create different lighting colours .



This shot is a up close shot, using a up close shot helps focus on a certain idea of the subject or object being taken. This could he a angel to use in my shots.



The photographer in this has added on a black colour on the subjects nail, this breaks the colour and contrast around the image. Rather adding a random colour I would add a colour that is around the surrouding so it has more meaning.

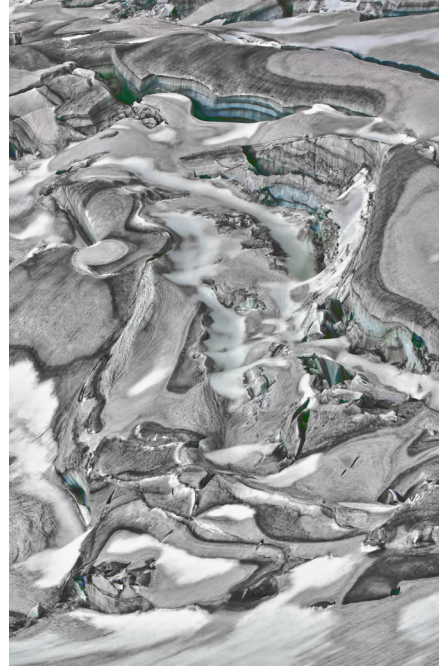


The subject in this image has shadows casted on her skin, I find this interesting as you don't know what the object is that the shadow is coming from. Using a play of shadows could be a idea to use.

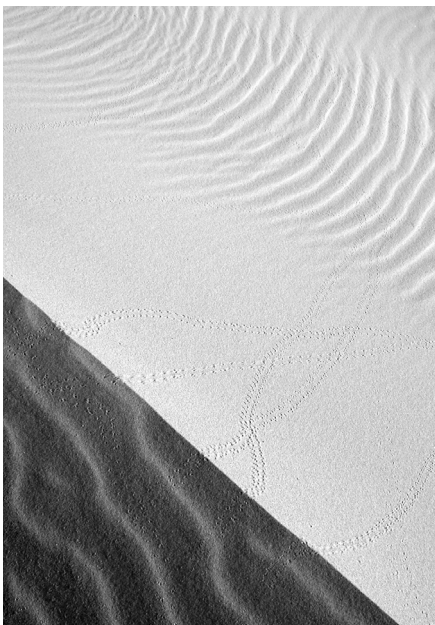
PHOTOGRAPHY RESEARCH TEXTURE



This image take is taken in a cold setting however the lighting and the edting has made it gave off a warm feel. The texture in this image has a smooth feel. The texture matches the location, this is something to look into for my work.



The object in this image has a very interesting texture, the lines in the image a enhanced to bring out more texture and detail. This is something I could do while edting my pictures for more texture.



The contrast on this object has gave the image two different textures. On one side where it is darker there is more detail as on the lighter side it looks more smooth. A play with contrast could be something to use in my work to create a light texture a rough texture.



This image of this plant is edit to look smooth creating a fake texture on the plants. Editing out the textures is something that won't be used in my work as it is interesting to see details and layers in a object.

PHOTOGRAPHY RESEARCH TEXTURE



In this image the surrounding is blurred out, the middle of the image is edit to bring out detail as it is the main focus point. This could be a edit tool to use in my work to focus on certain points in the image.



This photographer has used shadow to create a effect for the the viewers eye to go straight to the flower in the middle. Using shadow to focus on a certain object isn't something I would use for this project has I don't want any dark harsh colours in my work.



This image has a transparent textre, the p hotographer has focused on one area, which shows colour and testure. Focusing in my area which shows only colour and texture without any objects around is something I consider to use in my shots as it creates a interesting scene.



The photographer has placed the camera on the object with a surround of the same object which creates a focus on the subject of flowers. In my work I'll be keeping my photos Minimalist, so it will only have a few objects from the location.

TYPEFACE AND FONT RESEARCH



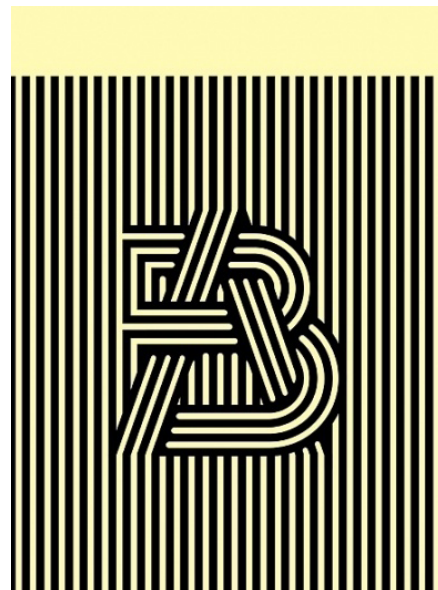
This text has been edit to have a wavy watery effect and the text also has a transparent effect. I like the edit of this text because I feel like the text is almost sending a message .



The letter in this photo is edit to match the texture od the backgroud which looks like paper. As we can see the editor has created a paper lettering. Creating typeface that suits the works surrounding is important in including text in pieces.



In this image there are objects combined with the text, the placing of the letters are spreaded out. I could some how take the idea of the added objects with the text in my work, this could be objects from my site.



The placing of the lettering in the image is interesting. The lettering has created a illusion that it is part of the background, I like the laying of the letters because it creates a abstract effect. Abstact typefaces is not something I will be using in this project as it contains to look at .

TYPEFACE AND FONT RESEARCH



The contrast of the text is also important, as we can see there are a lot of objects surrounding the text that represent nature and the designer has created a green feel to the piece by using green as the focus colour for the piece.



This lettering uses colour to create dimension. Using colours to create depth in typfaces is interesting because this is only achieved by selecting the right colours. Colour may not be included that much in my typfaces as I don't want to over do my text.



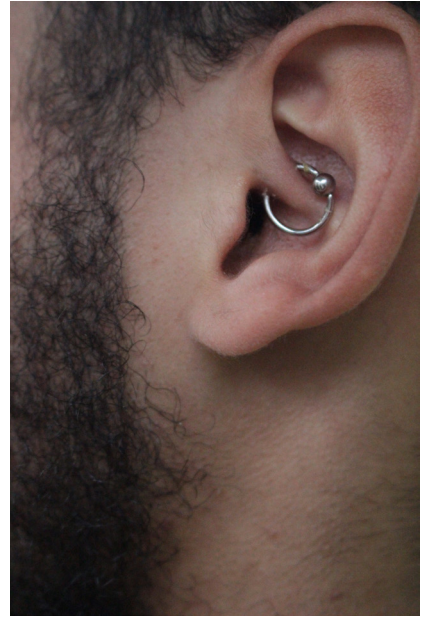
The sizing of these letters are all in caps to match the placing of the letters. Scale of text is important when editing, this is because of placing, and space. I like the placing of the letters in this image and will consider using a layout like this.



This typeface is very simple, I consider using simple typfaces in my work as I don't want the text to take away the look of my overall piece but to bring it together.

"The space of the landscape is a figurative expression"

*" The size of lower case letter is important throughout the piece of work
to show the whole identity "*



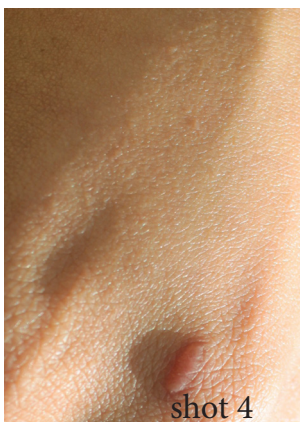
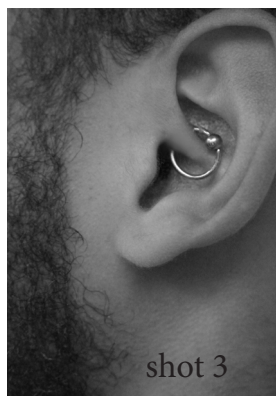
SHOTS OF SUBJECTS

These shots were taken in natural lighting. Natural lighting looks better on human skin, it doesn't change the colour of the persons skin when the picture is taken and keeps the colour a natural warmth colour in the skin.

Studio lighting causes light reflection onto the skin, which wouldn't look natural, it can also make the skin look blue, yellow or pale.

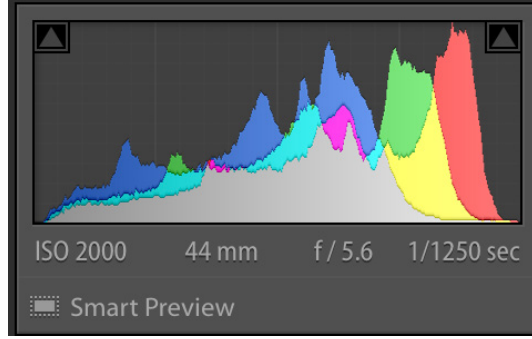
In my project, I am also trying to focus on nature and natural materials, using natural lighting instead on artificial light is also part of the natural materials. The angle of these pictures was taken up close to focus on the subject's skin as the word "skin" is my focus for this project.

EDIT VERSIONS (BEST)

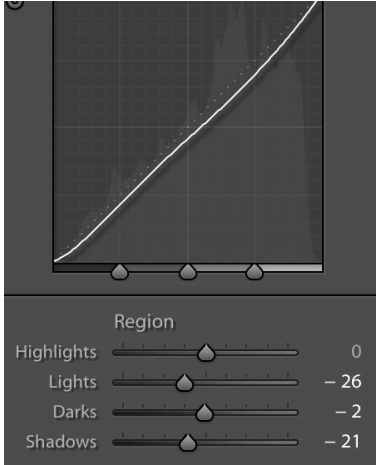


The edit versions are the best pictures picked from above . I picked these pictures to be my best because they relate to my idea of the word "skin", also in these pictures theres certain features that stand out for example shot 4 stood out because of the scar on the hand, the subject in shot 1 has thick eyebrows, shot 2 and 3 have piercings which also stand out. I think these features on the subjects make the picture look more interesting.

SHOT1 EDIT (PART1)



Hue	Saturation	Luminance	All
Saturation			
Red			+20
Orange			+15
Yellow			+26
Green			-36
Aqua			-40
Blue			+33
Purple			0
Magenta			0



Treatment: Color | Black & White

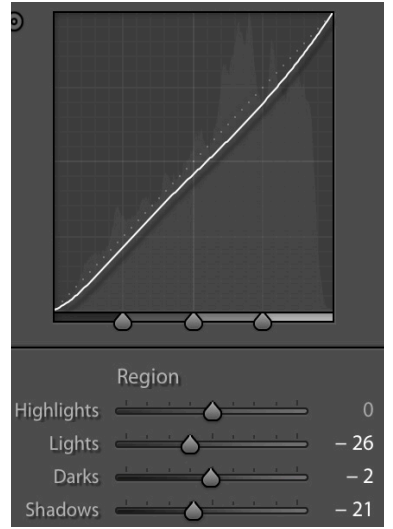
WB: As Shot

Temp: 0
Tint: 0

Tone: Auto

Exposure: +0.20
Contrast: 0

Highlights: -66
Shadows: +25
Whites: +26
Blacks: 0



Shot 1 edit (PART2)



Layers Channels

Kind: Image

Soft Light Opacity: 71%

Lock: Fill: 100%

- Layer 4
- Layer 3
- Layer 1



SHOT 1 PART 1 EDIT PROGRESS

Part 1 of shot 1 was edit in lightroom. In this image I edited the saturation due to the skin tone being to pink and took away -36 green,-40 aqua, +20 red,+15 orange,+33 blue and this blanced out the colour of the skin tone. I took away -66 amount of highlight because there was to much sun reflection on the picture. Curves were edit to balance out the overall lighting and shadow and also balance out the cool and warm colours, this is important because light reflection from other objects from the surrounding can bounce off and reflect on the subject.

SHOT 1PART2 EDIT PROGRESS

Part 2 of shot 1 is editing the picture in photoshop. I edited on two different programs because lightroom focuses editing more of the lighting, hue, colour balance and it has more tools for the basic photography editing and in photo I focused on adding texture, effects and other imagery. In this image imagery of flowers from the site was photoshoped onto the eye, the reason for image laying is because this shows communication with the site and the subject.

SHOT 2 EDIT



Black & White

Preset: Default

Tint

Reds: 40

Yellows: 0

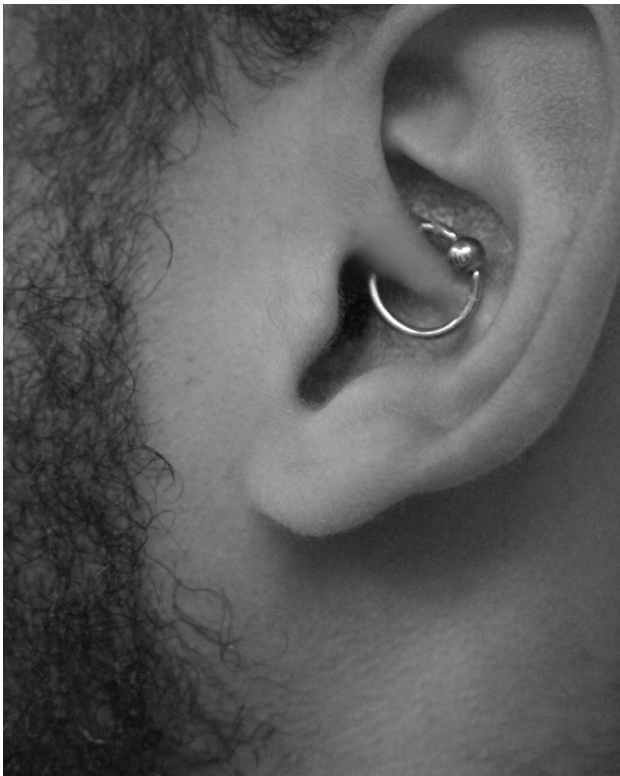
Greens: 283

Cyans: 65

Blues: 20

Magentas: -63

SHOT 3 EDIT



Brightness/Contrast

Brightness: 3

Contrast: -9

Properties

Color Balance

Tone: Midtones

Cyan Red +14

Magenta Green +6

Yellow Blue +3

Preserve Luminosity

Properties

Black & White

Tint

Reds: 37

Yellows: 60

Greens: 48

Cyans: 35

Blues: 182

Magentas: 279

SHOT 2 EDIT PROGRESS

Shot 2 has added filters, these filters are black and white and The black and white was edited on photoshop. The overall of the editing in shot 2 is simple, not much is edited as the lighting and contrast as it wasn't needed and so I only edited the colours in the black and white filter to balance the tones.

SHOT 3 EDIT PROGRESS

The editing for shot 3 involved alot of editing due to the lighting giving the picture more shadows and also the colour balance was off. Brightness was added by 3+ to balance out the darker and lighter parts, Colour balaces were also edit and over here I added a 14+ tone of red +6 tone of green and +3 tone of blue and these are all mid tones. A black and white fliter was added, here I tuned the colours by adding 37 reds, 60 yellows, 48 greens, 35 cyans, 182 blues, and 279 magentas. Black and white fliters was added because of futuer editing purposes for both images.

SHOT 4 EDIT



Color Balance

Color Levels: -23 -10 -14

Cyan Red

Magenta Green

Yellow Blue

Tone Balance

Shadows Midtones Highlights

Preserve Luminosity

SHOT 4 EDIT PROGRESS

This edit of shot 4 was done on photoshop. The colour balance was edit here, because the subjects hand looked pink I had to balance out the tones and I did this by lowing the colour levels (cyan -23, magenta -10, yellow-14). This image didn't require a big amount of editing because lighting on was even. However I also cropped the image to focus on the flaws on the feature.

Hand & tree shot







SHOTS FOR HAND AND TREES

These shots were done with a subject's hand as the item in the picture to represent "skin", also elements from the site are involved too, and the lighting on the subject is natural lighting as the site is outdoor. I used the subjects hand here to use the veins to represent paths, this is because the sites water comes from a different site and all the water comes down from different paths. The element I choose is a tree in the location, and this represents all the green in the site. These shots were taken from different angles.

EDIT VERSION (BEST)



This image is the one of the best shots, therefore it was chosen to be in my final pieces. This is one of my best shots because of the positing of the hand, use it is placed in a way to look like its reaching for something in the tree, also the veins in the hand looks like paths going down into the tree.



This shot is another best, this image uses the locations elements as well. In this image plants and water from the location is used on and around the subject's hand, as you can see the water on the hand is dripping down and this represents a river /trail of water flowing.

EDIT (HAND AND TREE)



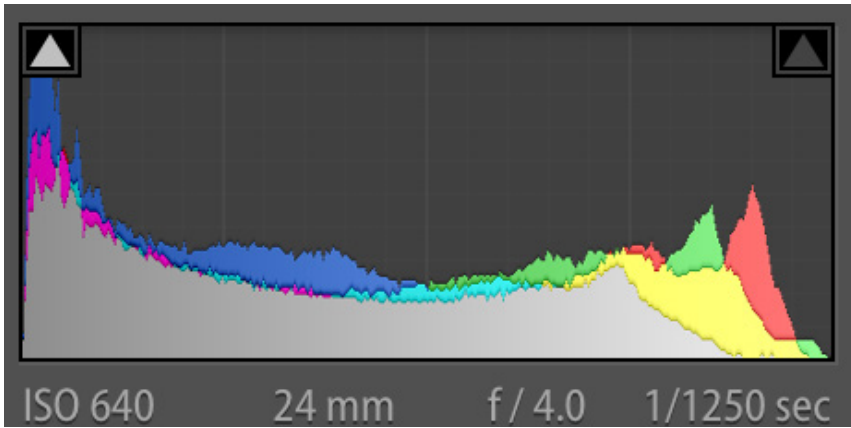
Sharpening

Amount	<input type="range"/>	0
Radius	<input type="range"/>	1.0
Detail	<input type="range"/>	25
Masking	<input type="range"/>	0

Noise Reduction

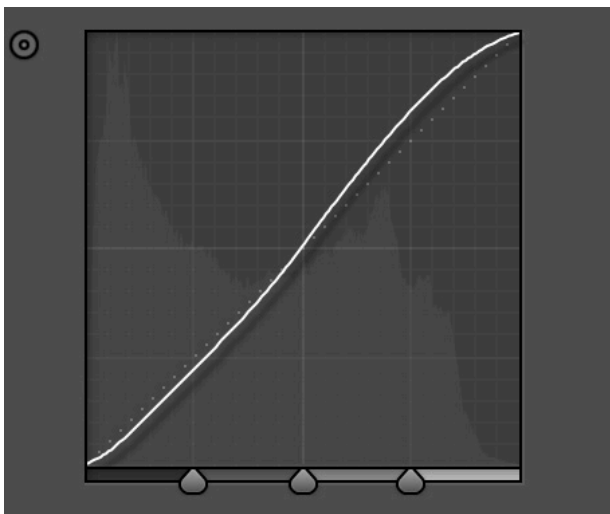
Luminance	<input type="range"/>	0
Detail	<input type="range"/>	50
Contrast	<input type="range"/>	0

Color	<input type="range"/>	0
Detail	<input type="range"/>	50
Smoothness	<input type="range"/>	50



Saturation

Red	<input type="range"/>	- 17
Orange	<input type="range"/>	0
Yellow	<input type="range"/>	+ 30
Green	<input type="range"/>	- 28
Aqua	<input type="range"/>	+ 52
Blue	<input type="range"/>	+ 19
Purple	<input type="range"/>	- 38
Magenta	<input type="range"/>	+ 25



Region

Highlights	<input type="range"/>	- 10
Lights	<input type="range"/>	+ 35
Darks	<input type="range"/>	- 30
Shadows	<input type="range"/>	+ 33

HAND AND TREE EDIT PROGRESS

This shot was edit in light room, it was edited to bring out more detail and edit for a colour filter. Increased the detail and smoothness by 50, this bought out the details on the tree and the outline of the hand. The saturation was edited to create some kind of colour filter on the image (-17 red, +30 yellow, -28 green, +52 Aqua, +19 blues, -38, andmagenta+25), to balance out the greens and yellows and also curves were edited to enhance the overall colours and to also add some light and to take away some shadow.



Presence

Clarity -4

Vibrance 0

Saturation 0

Treatment: **Color** | Black & White

WB: Custom ▾

Temp -7

Tint -8

Sharpening

Amount 0

Radius 1.0

Detail 25

Masking 0

Hue | **Saturation** | Luminance | All

Saturation

Red 0

Orange 0

Yellow 0

Green 0

Aqua 0

Blue -100

Purple 0

Magenta 0

Split Toning ▾

Highlights

Hue 215

Saturation 12

Noise Reduction

Luminance 27

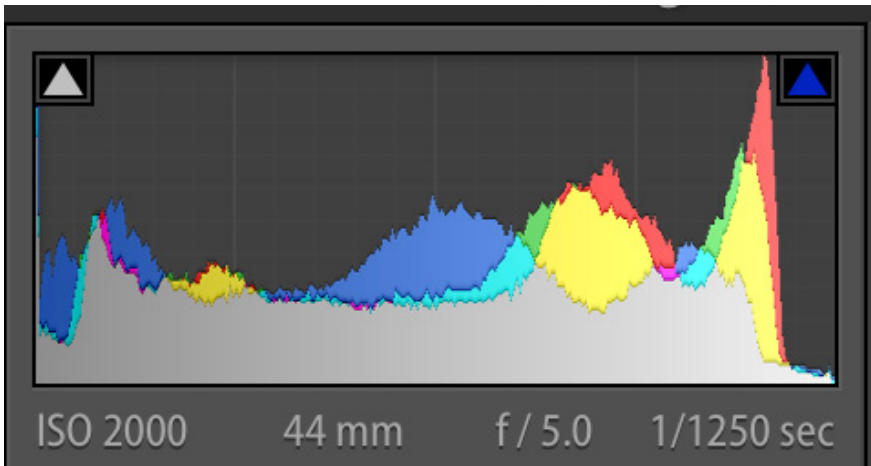
Detail 99

Contrast 0

Color 0

Detail 50

Smoothness 50



Region

Highlights +4

Lights +30

Darks +30

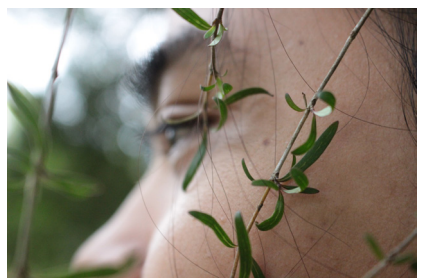
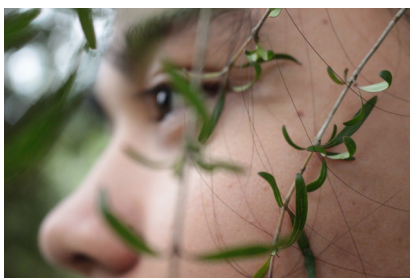
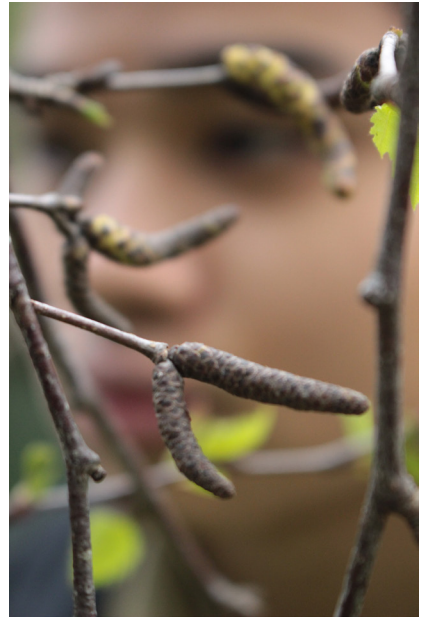
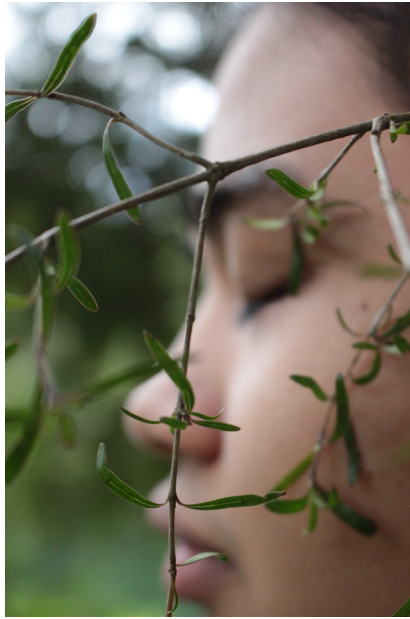
Shadows 0

HAND AND TREE EDIT PROGRESS

This image was edited in light room, certain parts of the picture needed enhancement. The hue was increased due to the darkness in some parts of the image to bring out certain colours, this goes the same to the saturation. Other thing that was increased was the luminance (+27) and detail (+99), and this helped bring out the details in the water droplets on the subject's hand. There were also parts that needed decreasing, this was the clarity, temperature, tint and the saturation. I decreased the clarity by -4 as the texture was too harsh, - 100 blues in saturation as there were too much tones of blue, also the temperature and tint was decreased to balance out the overall tone of the image.

Face & plant shots





FACE AND PLANT SHOTS

These shots are taken in my chosen location (West Spring) with the use of elements from the site and a face as the subject. As you can see from the shots there are a mix of landscape and portrait shots, also many different angles are used to focus on different areas, all these pictures are taken in natural lighting. The elements used were plants and trees in the location, these were shot in front of the subject or around the subject's face.

The different angles used are eye level, high camera angle and shots of the face in 2/3 view and 3/4 view.

BEST SHOT (FACE AND PLANT)



I choose this as my best shot out of the face and plant shots. This is because I like the position of the subject, and the placing of the brunch, this is because the placing of the brunch greats a slight shadow on the subject's face making the image look more interesting, also certain parts are blurred out due to the focus points, however this creates a boarder around the face. The image was edit to black and white because of further editing purposes.

EDIT BEST SHOT (FACE AND PLANT)



Split Toning

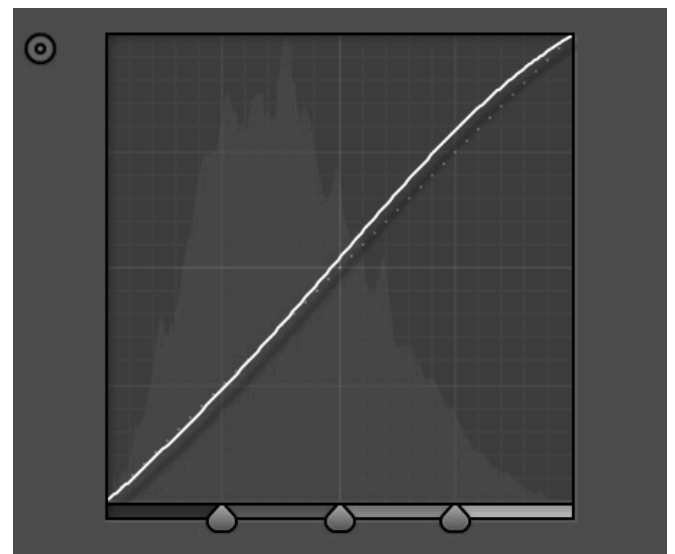
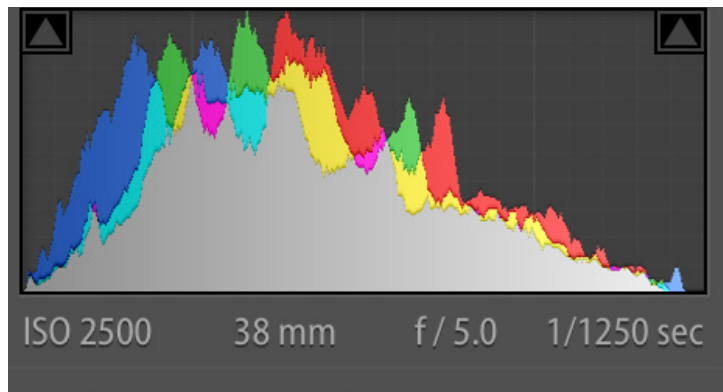
Highlights

Hue: 215
Saturation: 12

Balance: +1

Shadows

Hue: 0
Saturation: 0



Presence

Clarity: +10
Vibrance: 0
Saturation: 0

Region

Highlights: 0
Lights: +16
Darks: -6
Shadows: 0

Tone

Auto

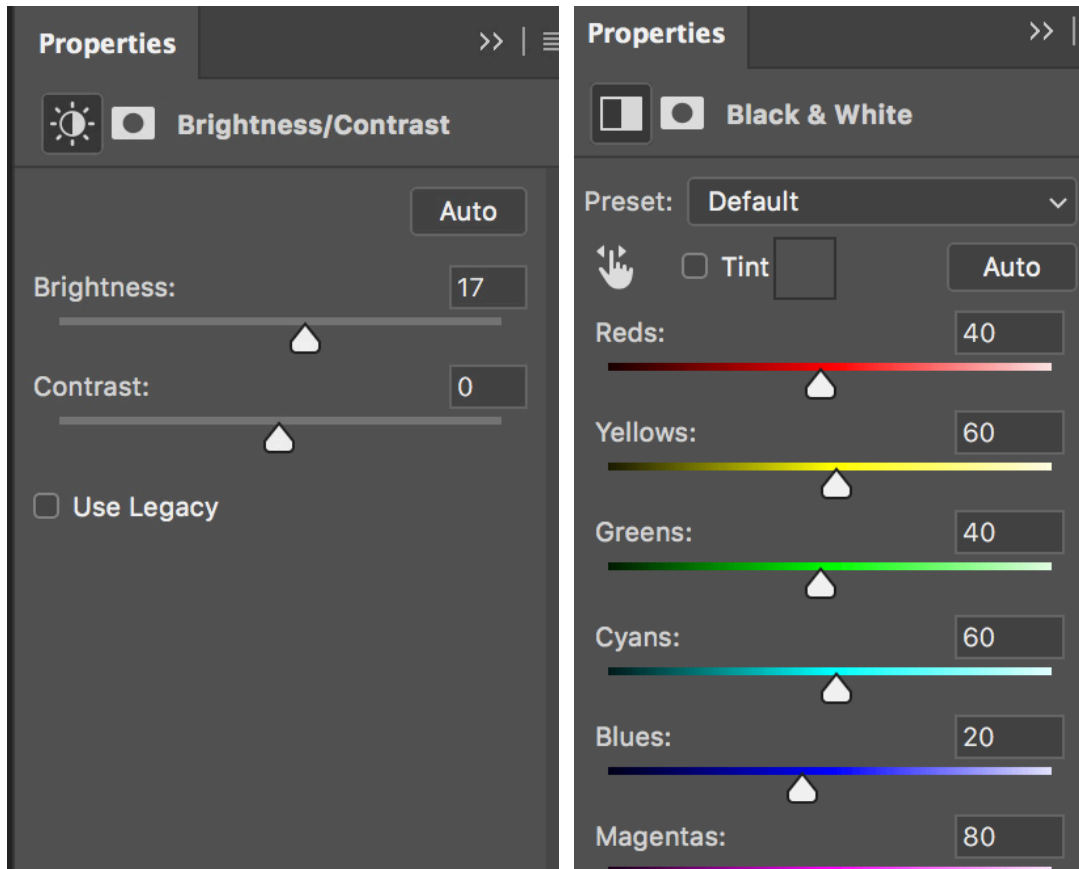
Exposure: +0.30
Contrast: -28

Highlights: 0
Shadows: -95
Whites: -12
Blacks: 0

Treatment: Color | Black & White

WB: Custom

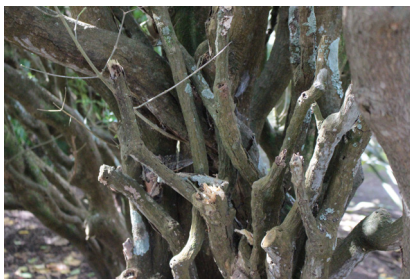
Temp: +4
Tint: -4



EDIT BEST SHOT (FACE AND PLANT)

PROCESS

This image was edit in light room and Photoshop. I edit this image in light room and Photoshop because of the colour tones, light room is suited for editing tones and colour's therefore I did that in light room. I had to edit the tones in this image because greens in the image from the surround plants were getting mixed with the colour of the subject's skin, this created strong traces of pixels around the face, this was fixed by decreasing shadows (-95), whites (-12) and contrast (-28) in the picture. Other settings were increased to balance out the tones for the black and white filter added on after the edit on light room. In Photoshop, a black and white filter was added, here I set the tones for the B&W to different amounts to event out the different black, grey and white tones and I then went back to add 17 percent of brightness to bring the light back into the picture.



LANDSCAPE AND TEXTURE

These shots are landscapes of the location and shots of textures of trees and plants in the location. I took these pictures to be used as backgrounds for my main shots, the landscape images were taken as a long-distance shot, the images for the textures were taken up close as I wanted to capture the details on the object. The objects chosen for the texture images were chosen by what stood out to my eyes the most and also the thought of would it suit my idea of my project, for example the tree bark relates to the idea of skin as the tree bark is the top layer that protects the tree and I also thought about layers as that contributes with the idea of "skin". These images were edit on photoshop with one of the main images, it was edit to suit the same tone and colour as the main image and layed behind them.

EXPERIMENTAL EDITS



This image was my 1st edit, I was trying to figure out how to edit the picture so I can create a on going aesthetic through out my pictures. As you can see I used one of my pictures I took for "texture" for the edit, over here I layed it on top of the subject which is the hand and created a blending mode to create this effect of the bark hand. I also added a black and white fliter as it made the editing look more smooth and all of this was done on photoshop .This picture was not used in my final pieces because I didn't feel like it was working with the theme I was going for, I felt like it was too much and over edited for my style.



This image was used in my final piece however this version wasnt. The placing of the words was putting the image off, and the placing of the other images used in this picture was out of place and did'nt communicate the idea of skin enough to me personally.

EXPERIMENTAL EDITS

The edit of this image was where I started putting images behind my main image. I started playing around with the placing of images here and experimenting with how I could use this to show the idea of layer's, as I was doing this I also realized I had to make the contrast's match with whatever image was used with my main image. I decided to use a picture relating to skin on the top layer and the bottom layer image of the locations landscape.



This edit is similar to the edit above as I was experimenting with the sizing, placing and texture. I looked into these 3 subjects because adding images of the landscape behind the main image could of made the overall image look harsh or loose its meaning if I wasn't careful with sizing placing and texture.



EXPERIMENTAL EDITS



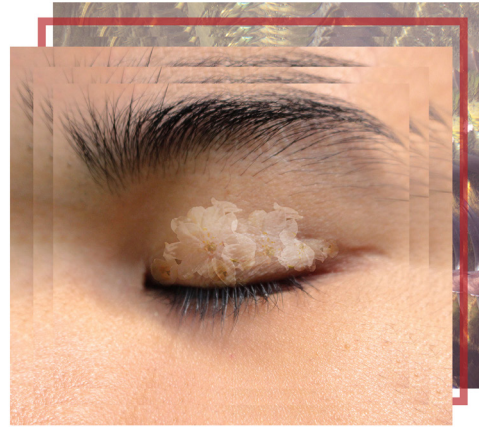
This image with more typofaces is when I started to experiment with more text. I experimented with placing the texts in different levels and scale, as you can see above and I also tired placing the words just off the image. I tired using a repeation of words but the repeation of the word "skin" on the image looked unnecessary and over detailed. Over here I learnt that using the right font is very important and so is the placing and scale of it.

FINAL PIECES



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SKIN



SKIN

FINAL PIECES

My final pieces are selected from my best edits. The best edits were selected by looking at the placing of the photographs, and text. Also type face used was looked at to see if it fitted and suited the overall piece, the colour and scale of the text was also something that was looked at. The images in the picture were mostly edited in lightroom however some were edit in photoshop and also the text was edit in illustrator. The editing of the overall image was done in photoshop and this was the placing of each image, the laying and the placing of the text. Everything was edit in different programs then put together in photoshop to create these final pieces. However frames and blank layers were created and added to the pieces in photoshop, the frames and blank layers had there opacity decreased so its not taking away the soft looks of the overall image and this also created a skin feel to the image. Some of the pieces also have white areas left around them and this was done to create negative space around the image. These images were printed on tracing paper for my final.

SKIN

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TYPE FACES USED IN MY WORK

Arial Black

Balboa Plus

Arial

Arial Narrow

Helvetica Neue Regular

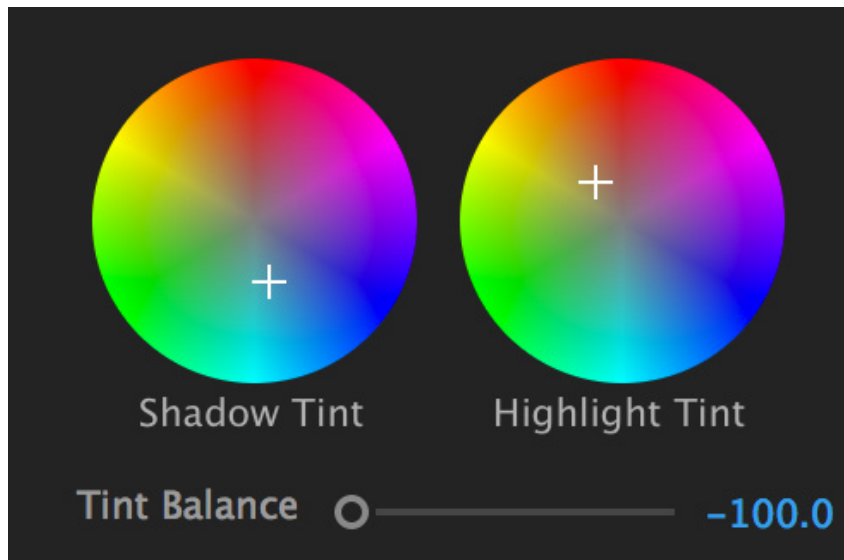
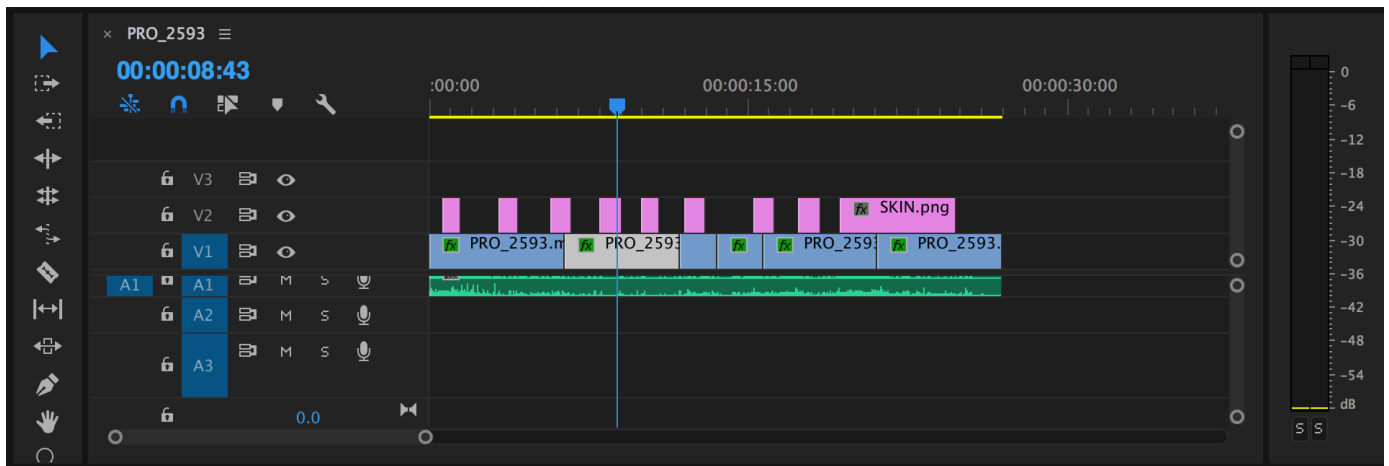
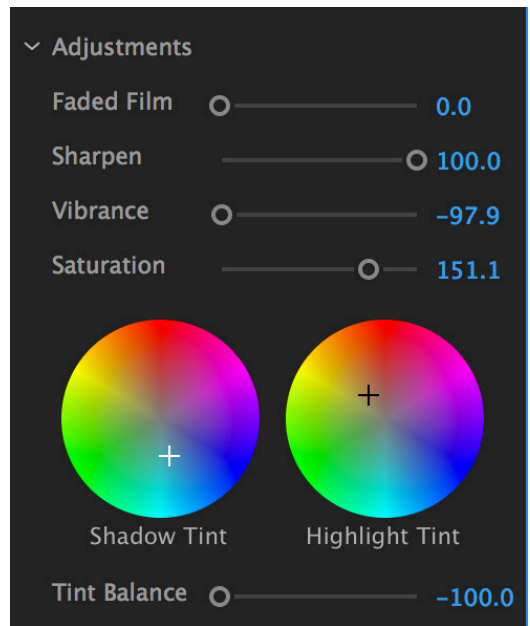
BalboaPlus Fill

Helvetica Neue Medium

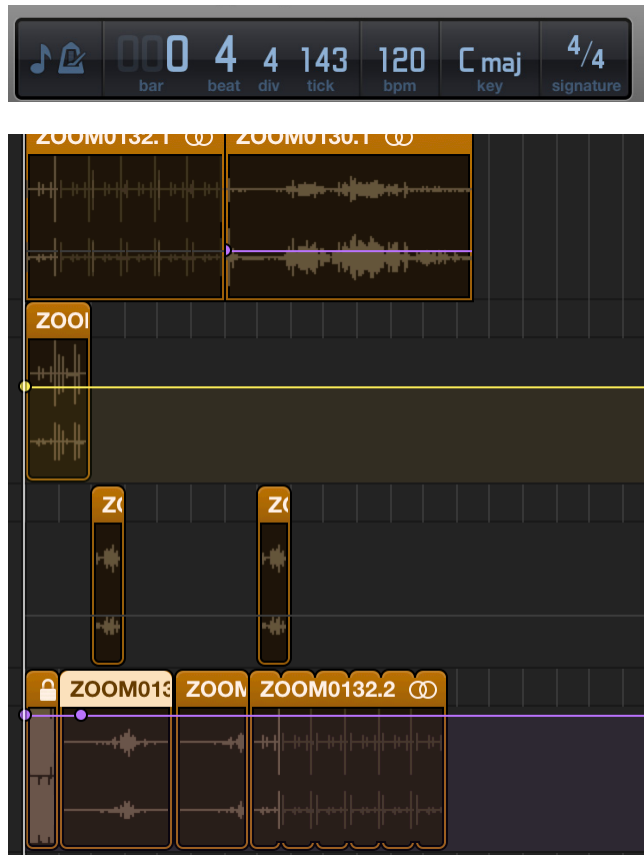
WHY?

These typfaces were selected to be used in my work, overall seven different typfaces are used. I selected these typfaces in my work because they're simple, I wanted to keep a choice of simple typfaces because I didn't want the text to have the most detail as this will cause it to take away the look of the other elements on the image. I selected thin and bold text so I can get more of a range of different looks and this also goes the same for the tilted text.

EDIT MOVING IMAGE



EDIT AUDIO



PROCESS FOR MOVING IMAGE AND AUDIO

The moving image is a video of the location with added text of the word "skin". The moving image in the video is a pond in my chosen location (Western Springs), one of my focuses in the location was the water there and so I filmed the movement of it. After it was filmed I edited it in Premiere Pro, the video was adjusted in lighting, saturation and colour, this was edit because the original videos lighting was dark and the colour was too blue. This was fixed by adjusting the vibrance to -97.9, saturation to +151.1 and tint balance to -100.0(shadow tint and highlight tint). After fixing the contrast on the moving image I cut parts of that were useable from the filming, I selected parts where there were no disturbance and then I copied and placed these parts to create a loop effect.

After that an audio track was added on to the video, this was made by me. The audio are sounds recorded in my chosen location, this was recorded with a microphone and placed near the water, I then played with the water in the pond to create different sound effects. The audio files were then edit in GarageBand a music program, over here I cut certain parts out and put them on loop to create a droplet sound effect along with this I added different layers of different sounds from the recording and then it was added onto the moving image. I also added text in the moving image, the text was added to the sound effect and letters popped up every few frames to make up the word "skin".