

The Do's & Don'ts on How to Showcase 3-D

Projects Online

It's seems pretty easy to post a picture online, point your phone or camera and click a photo, then upload. Done! But, when you enter into a competition with your 3-D projects, you need to put your best foot forward and truly make your artwork look extra special. In order to do this, you really need to think about how you are taking the photo, where are you taking it and what is around you.

Let's start with the **don'ts**.

- When we take photos of projects we don't always focus on what is around the picture or what else is in the photo.
- It's common to accidentally photograph other objects around our project.
- We often forget to pay attention to what we put our project on. Furniture sometimes clashes with our project.



- Sometimes we want to get a close up of our projects so we pick it up. It's a great idea, but unfortunately sometimes hands get in the way.
- The wall and floor are also a problem! When you take a picture of your project you only want to see your project.



• Sometimes it's fun to have a background but, a busy background like a busy carpet takes away from showcasing the project.



Let's talk about the **do's**.

For 3-D projects it's nearly impossible to only have the project in the picture, but you do want the picture to highlight the project.

Here is an easy way to do that.

- Find a spot with good lighting.
- Find a wood or cardboard box.
- Find a solid colored sheet or blanket.
- Make sure your project fits.
- Push the sheet or blanket inside so it covers the inside completely. If the sides do not stay, tape the underside of the fabric to the box.
- Place 3-D project inside.
- Angle the camera so that you can see the best side of the project.
- Make sure the project is in focus when taking the picture.
- Make sure that the entire side of your project is in the photo. Do not cut anything off unless you do not have a choice.
- Only use flash if there is not enough light.
- Your final photo that is ready for uploading should focus completely on your project.





