

# The Art of Good Images

Guest Lecture by Sofia Wyetzner

Slides adapted from Sarah Jobalia

# What makes a good image?



# What makes a good image?



**Composition**



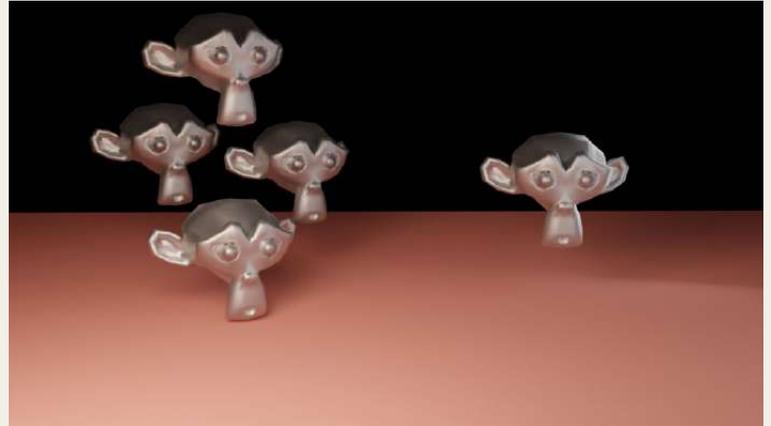
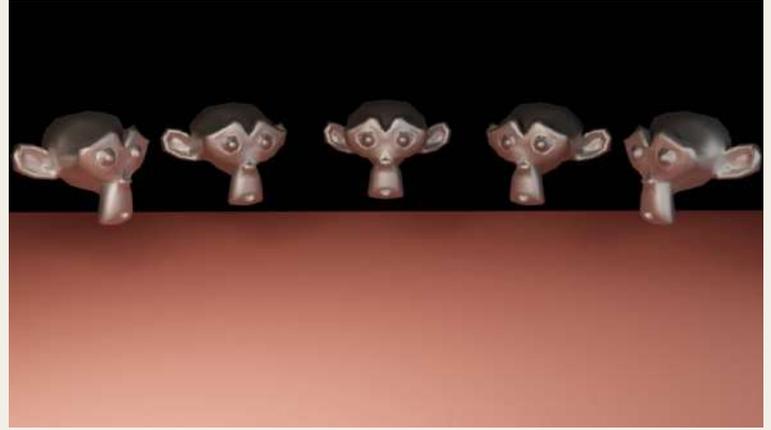
**Lighting**



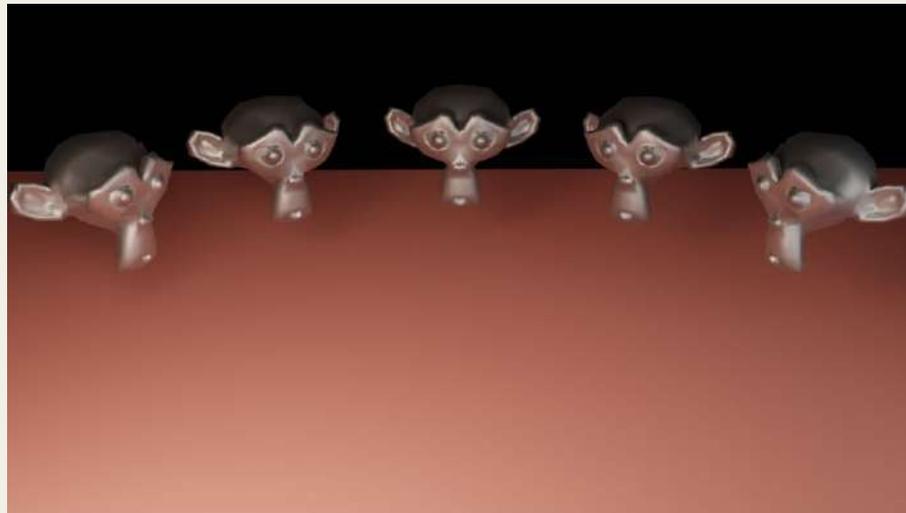
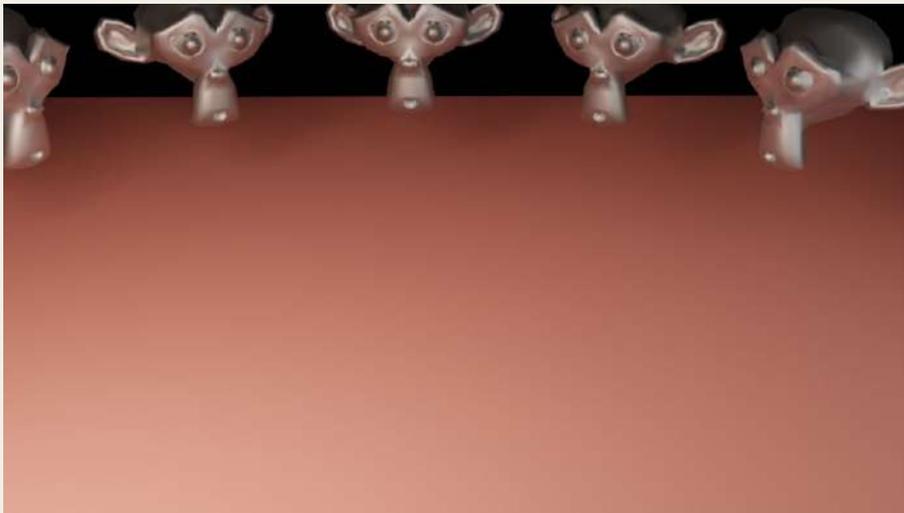
**Color**

# Composition

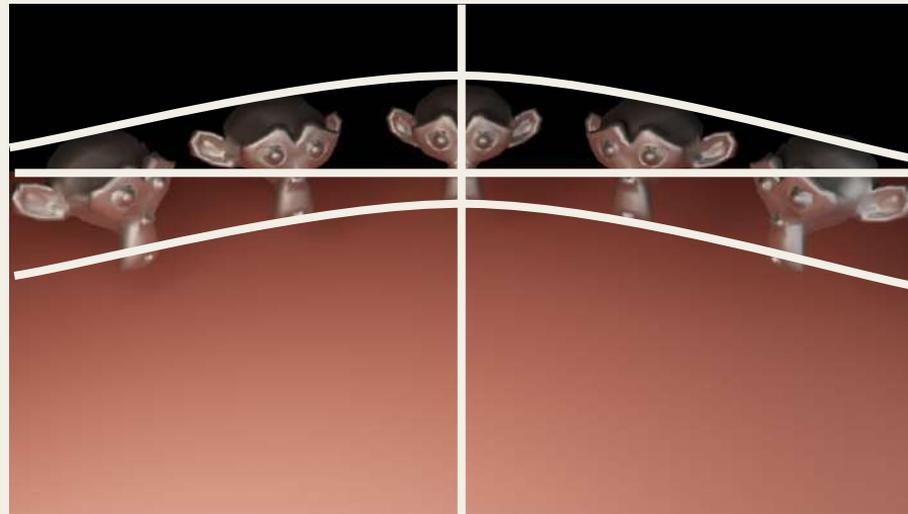
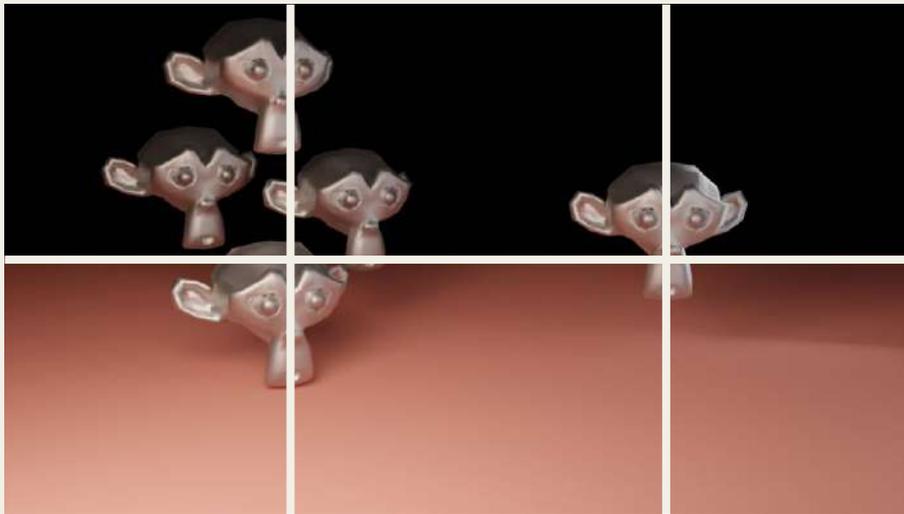
# Composition - Where are your objects?



# Composition - Where is your camera?



# Composition - Break Down the Image



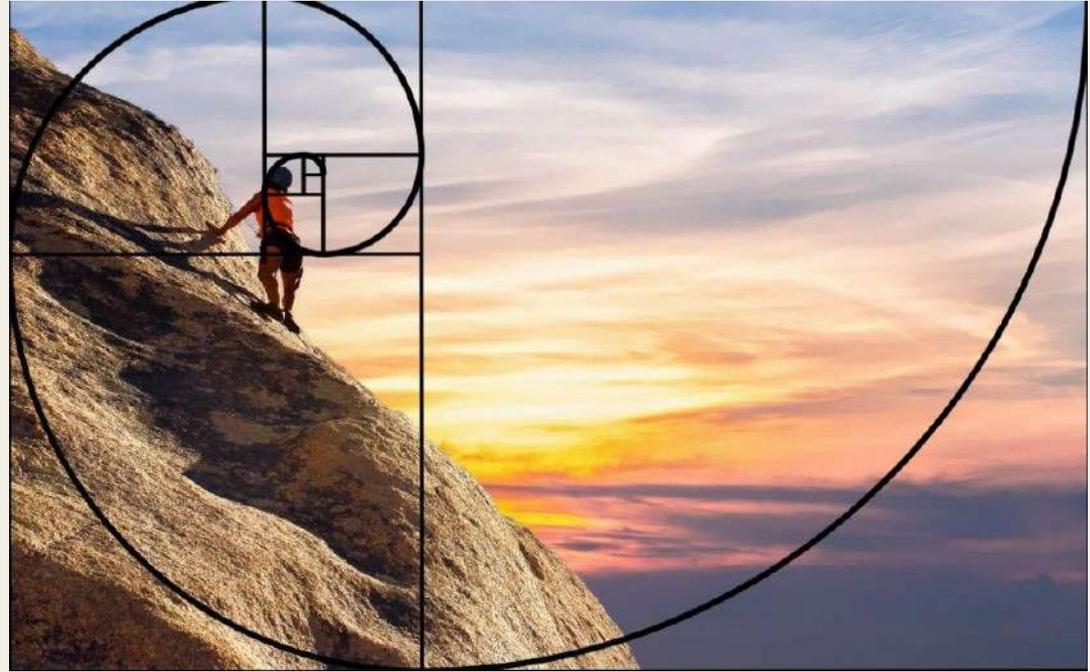
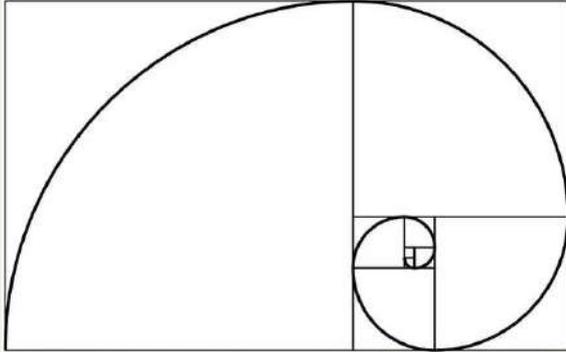
# Breaking up the Scene



# Rule of Thirds



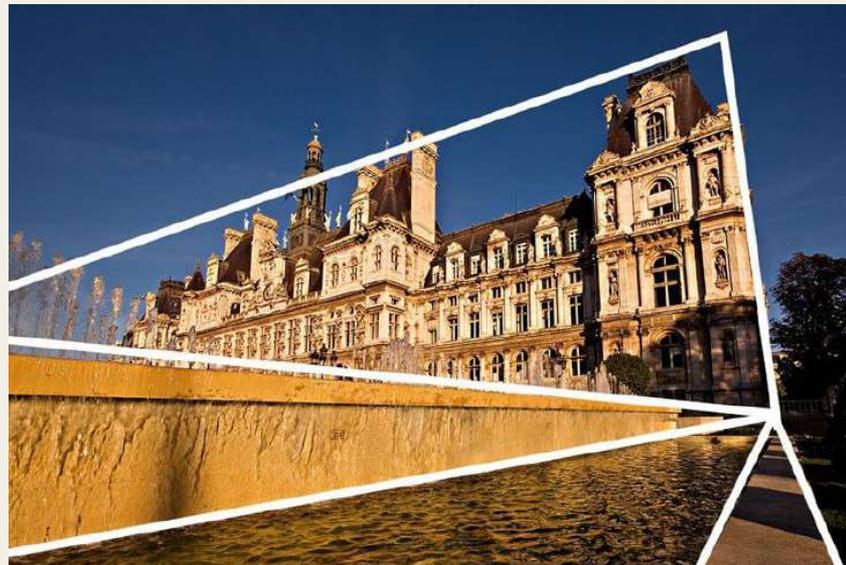
# Golden Spiral



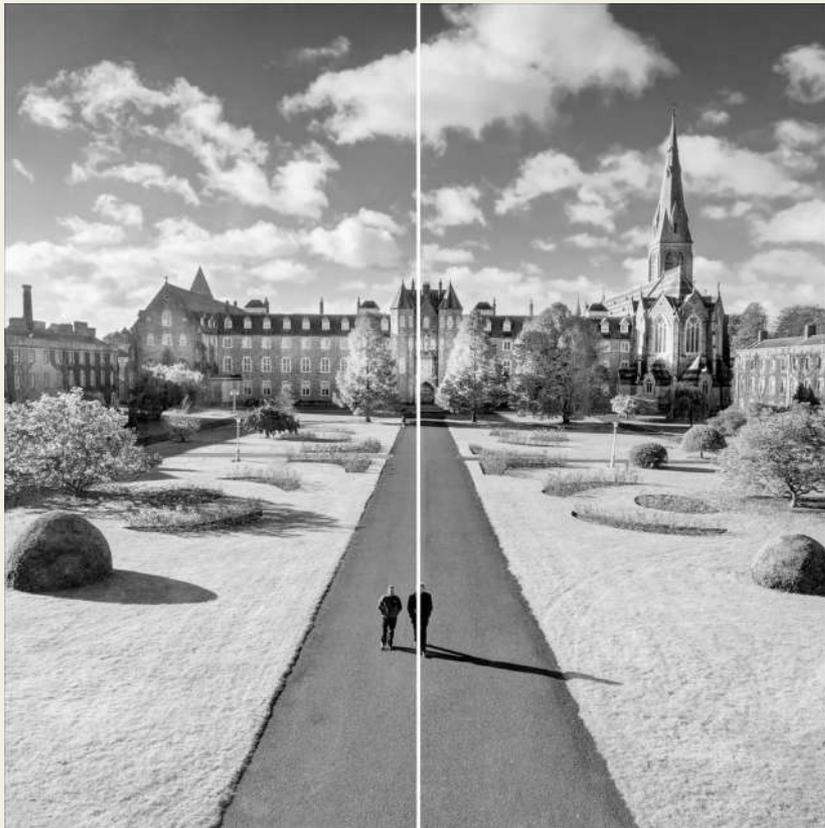
# Golden Triangle



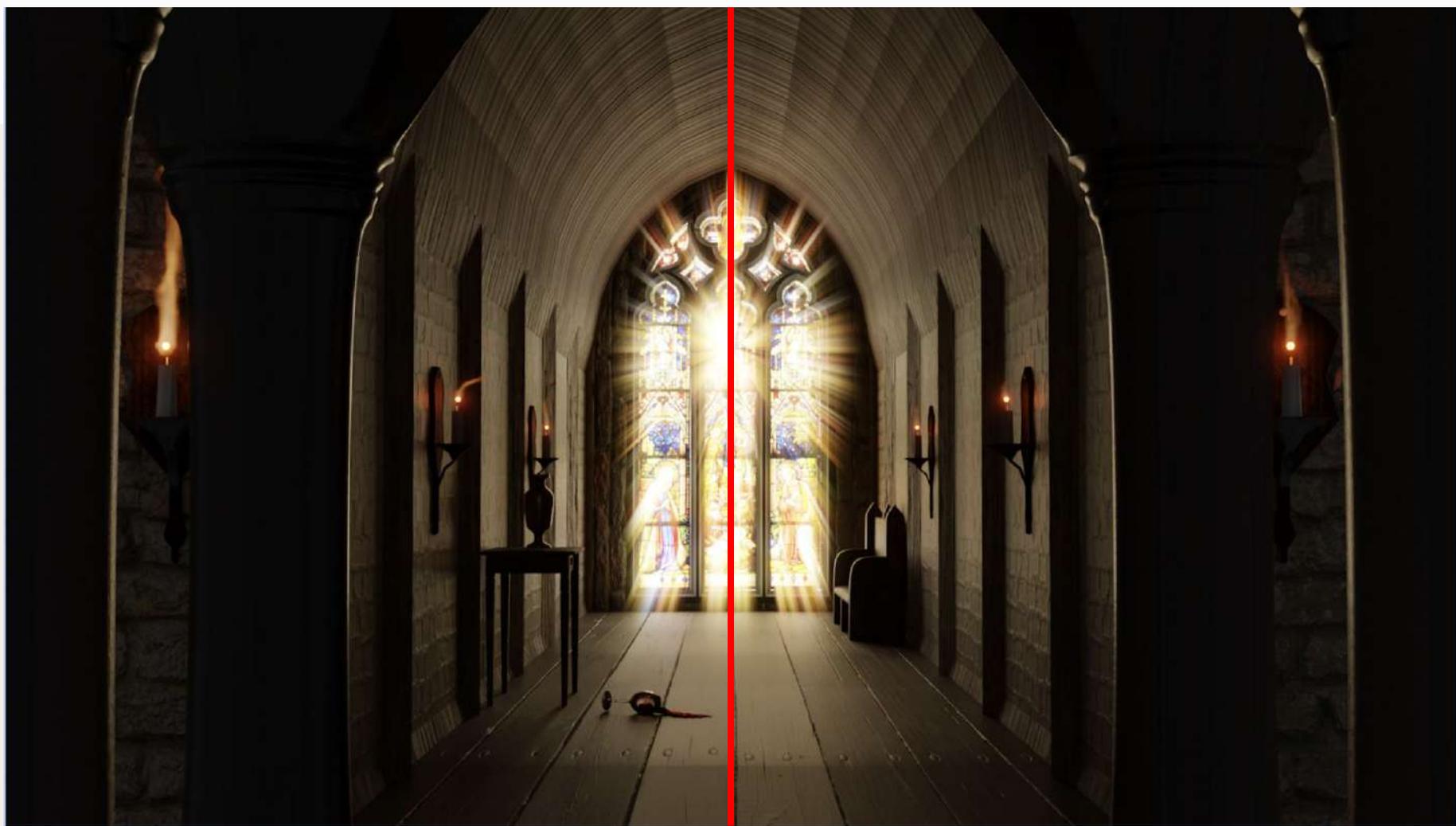
# Lines and Shapes

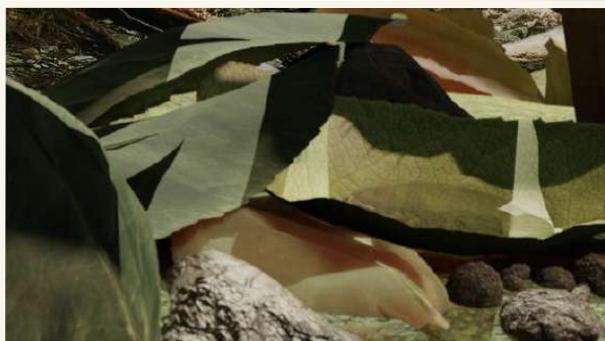


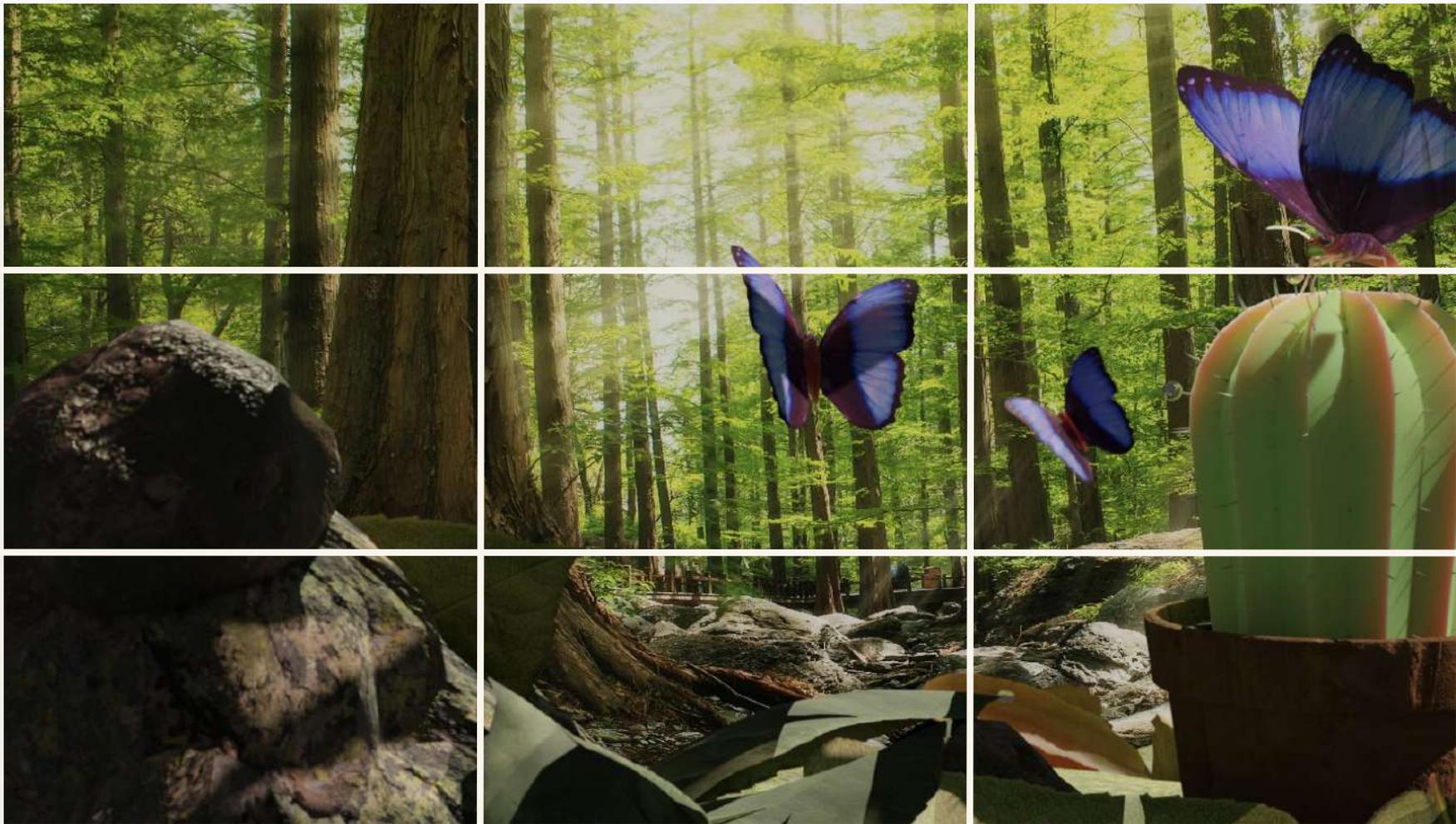
# Centering and Symmetry



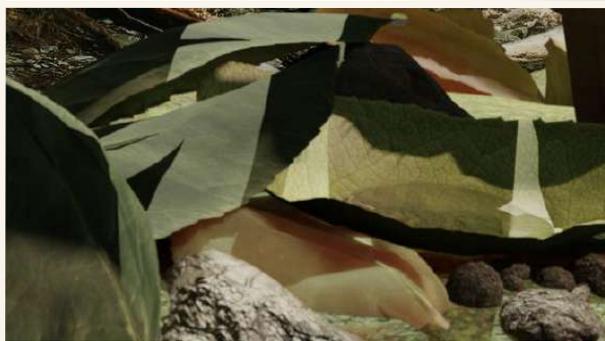












# Foreground and Background



# Camera Angles



# Negative Space



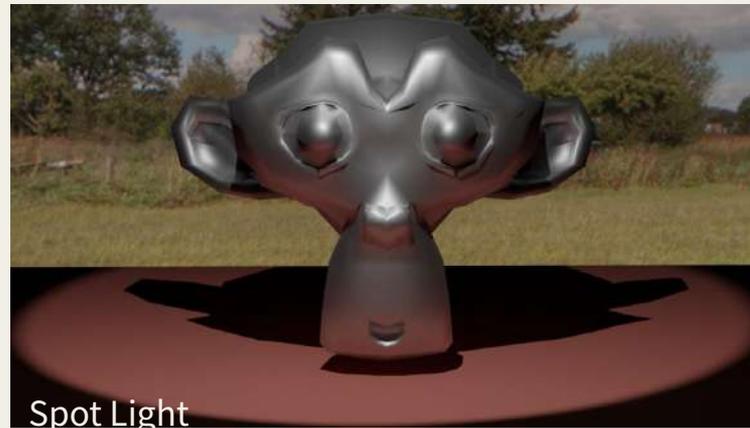
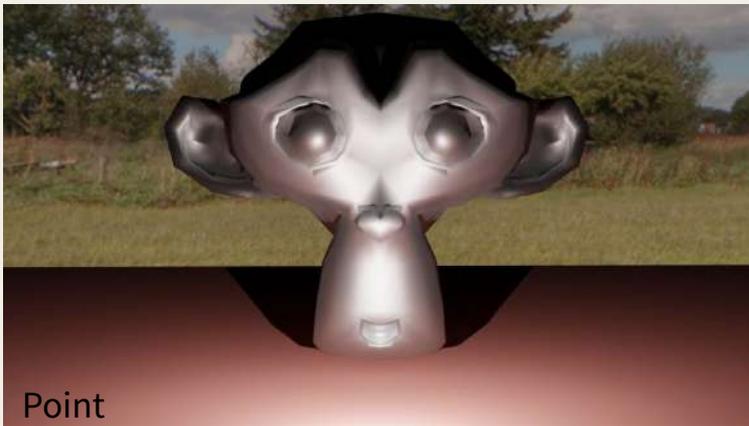
**Questions?**

# Practice Composition



# Lighting

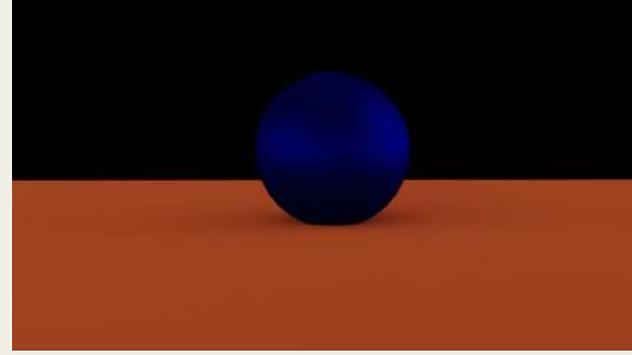
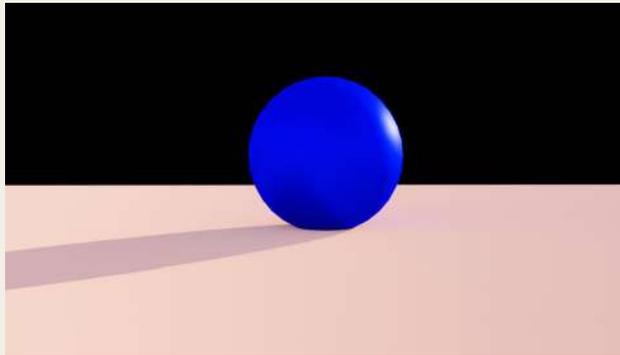
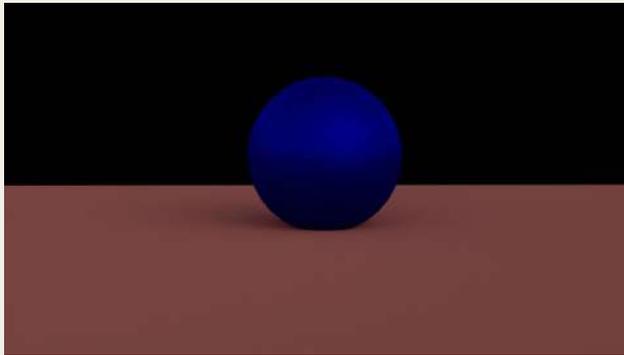
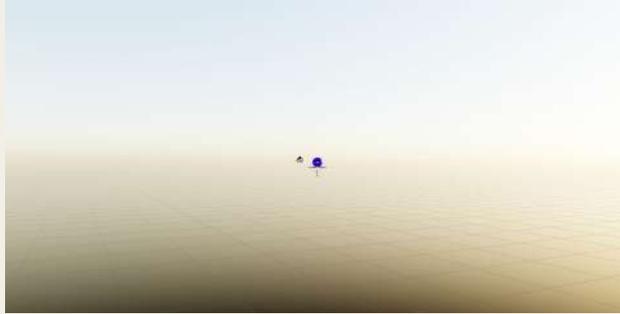
# Types of Light

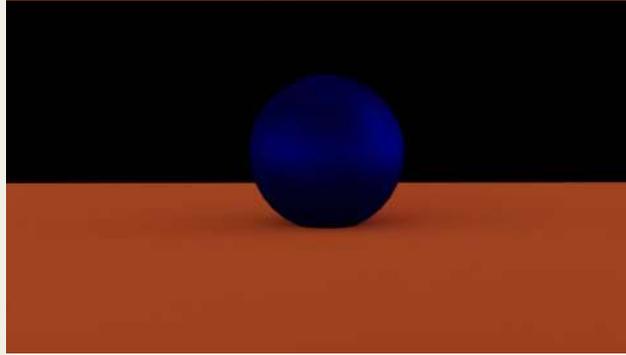
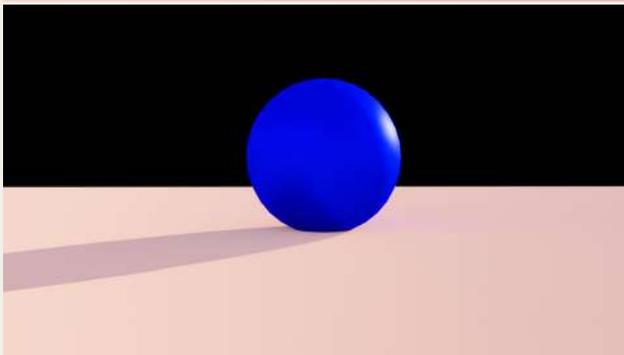
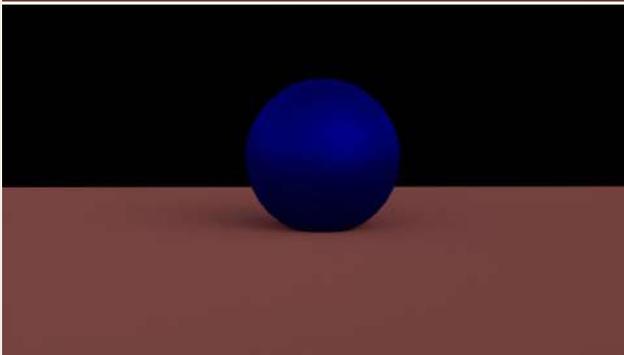
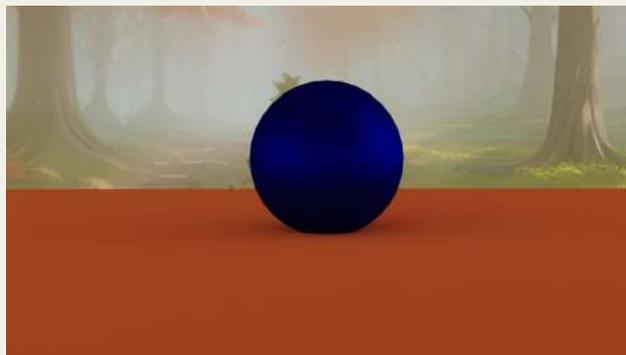
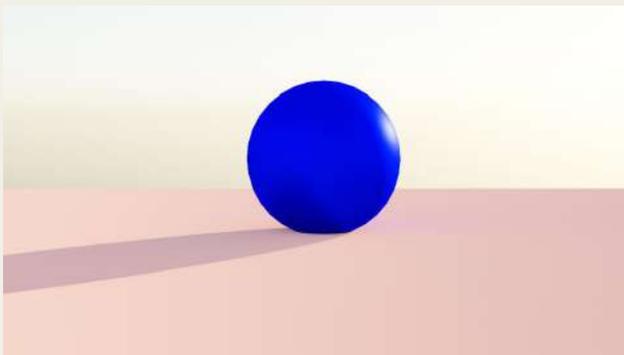
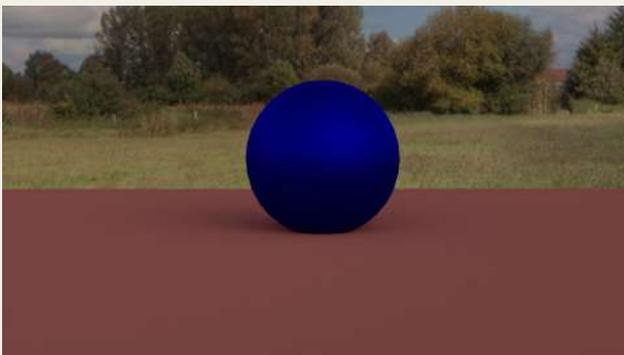


# Emissive Objects

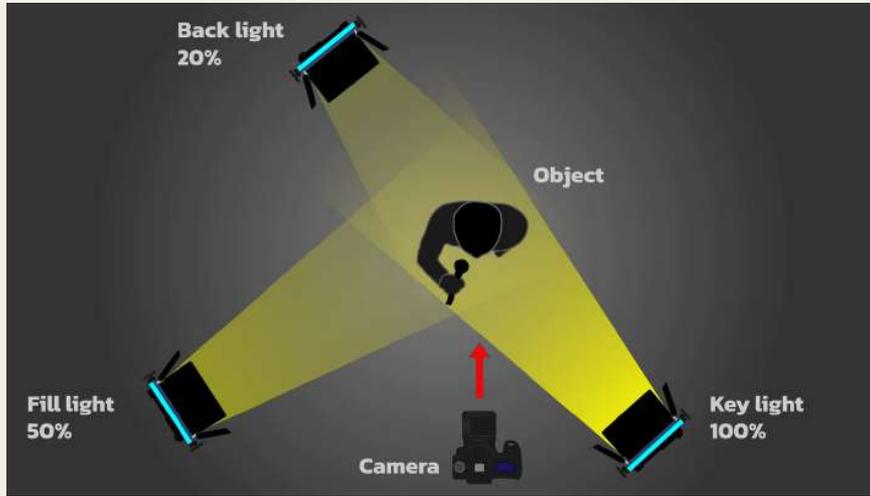


# Environment Lighting

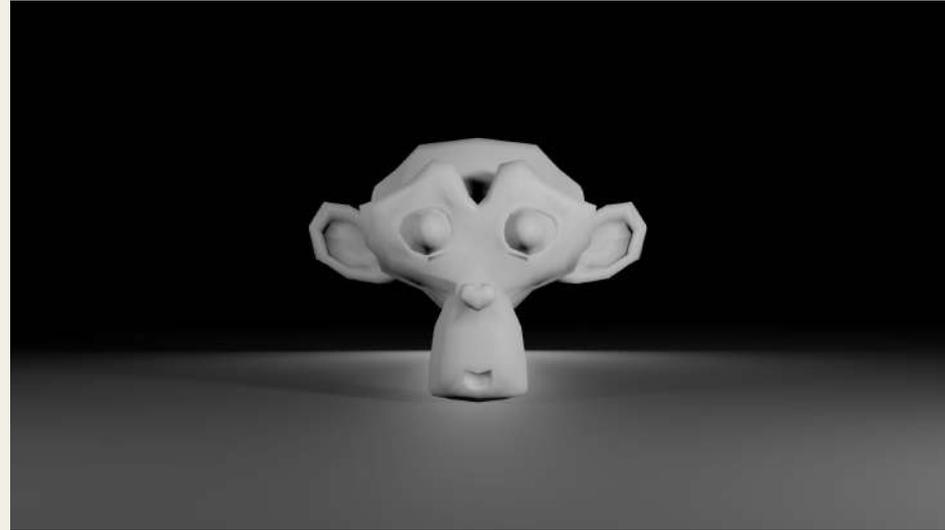




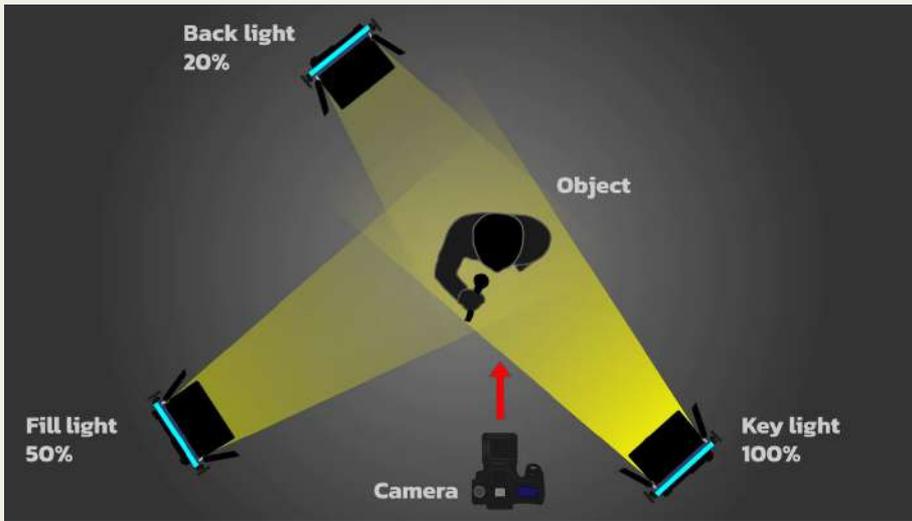
# Lighting Strategies



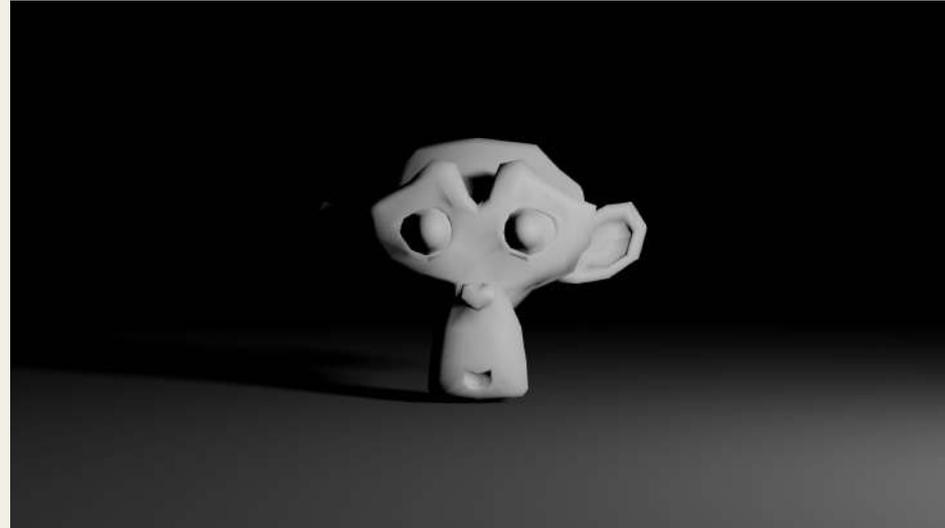
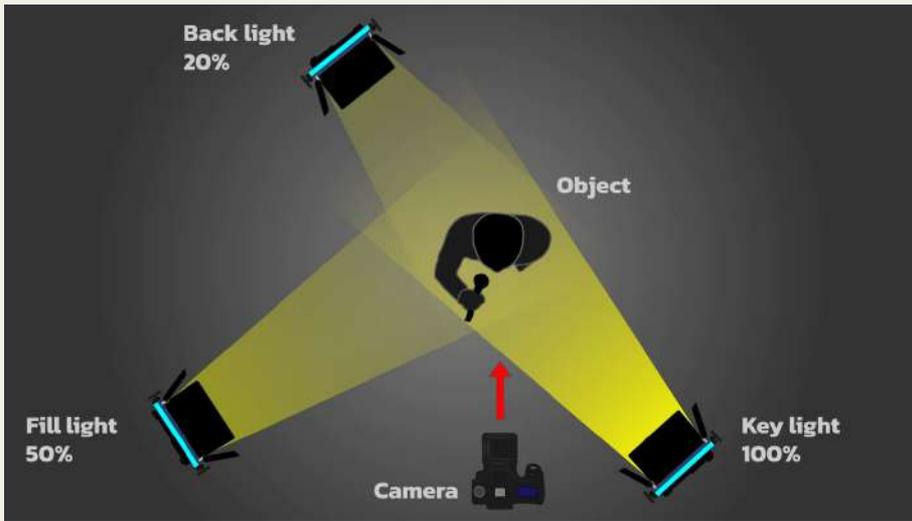
# Three Point Lighting



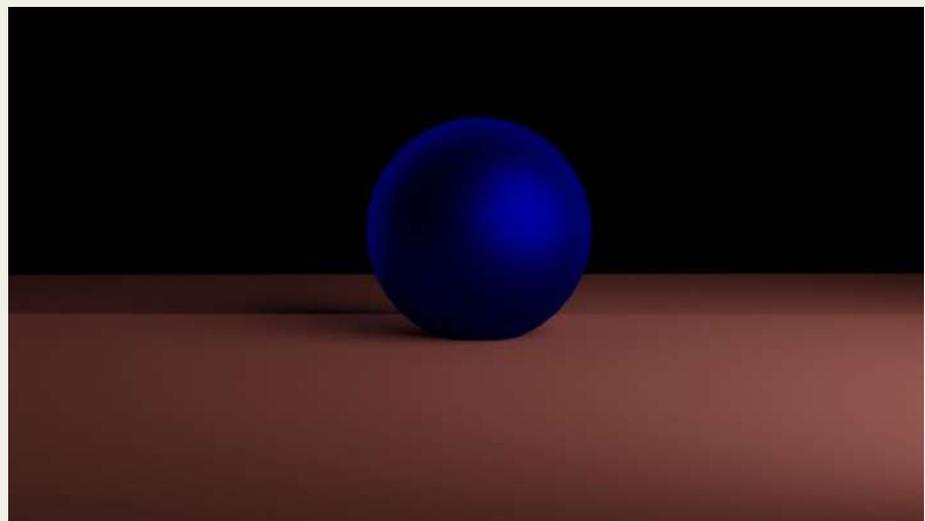
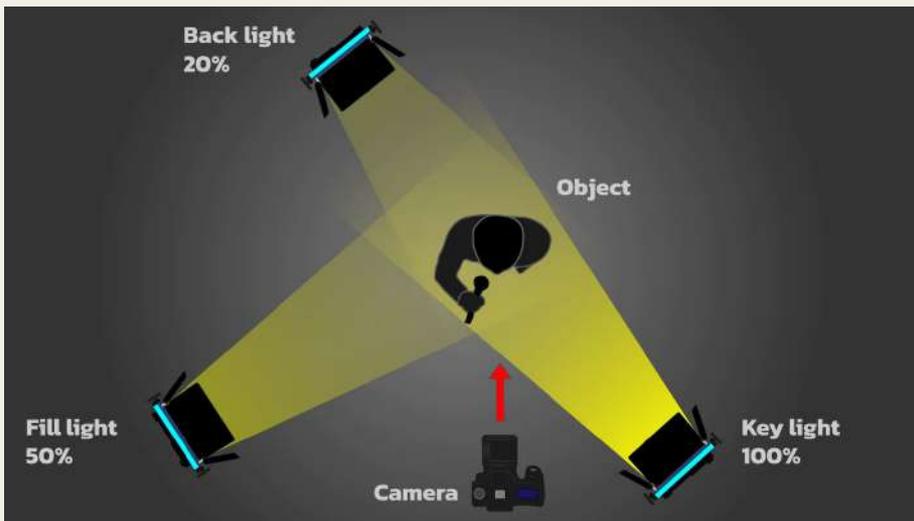
# Three Point Lighting



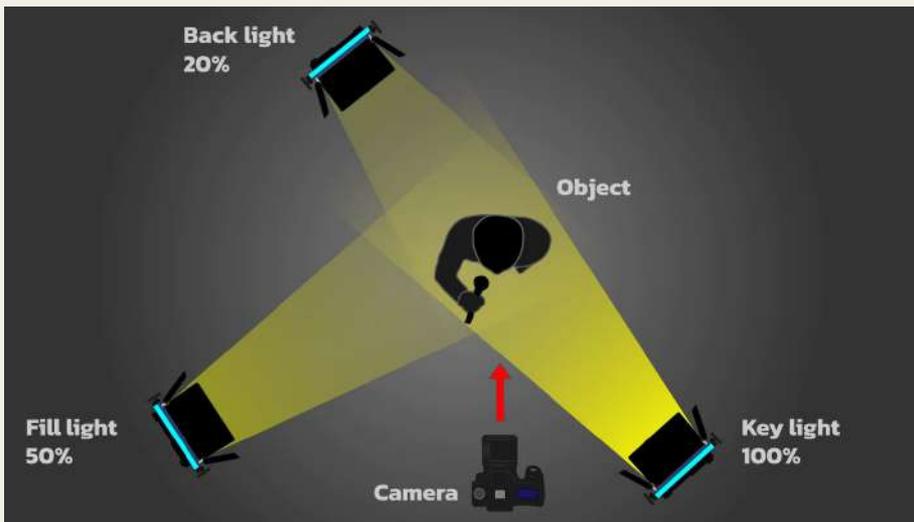
# Key Light



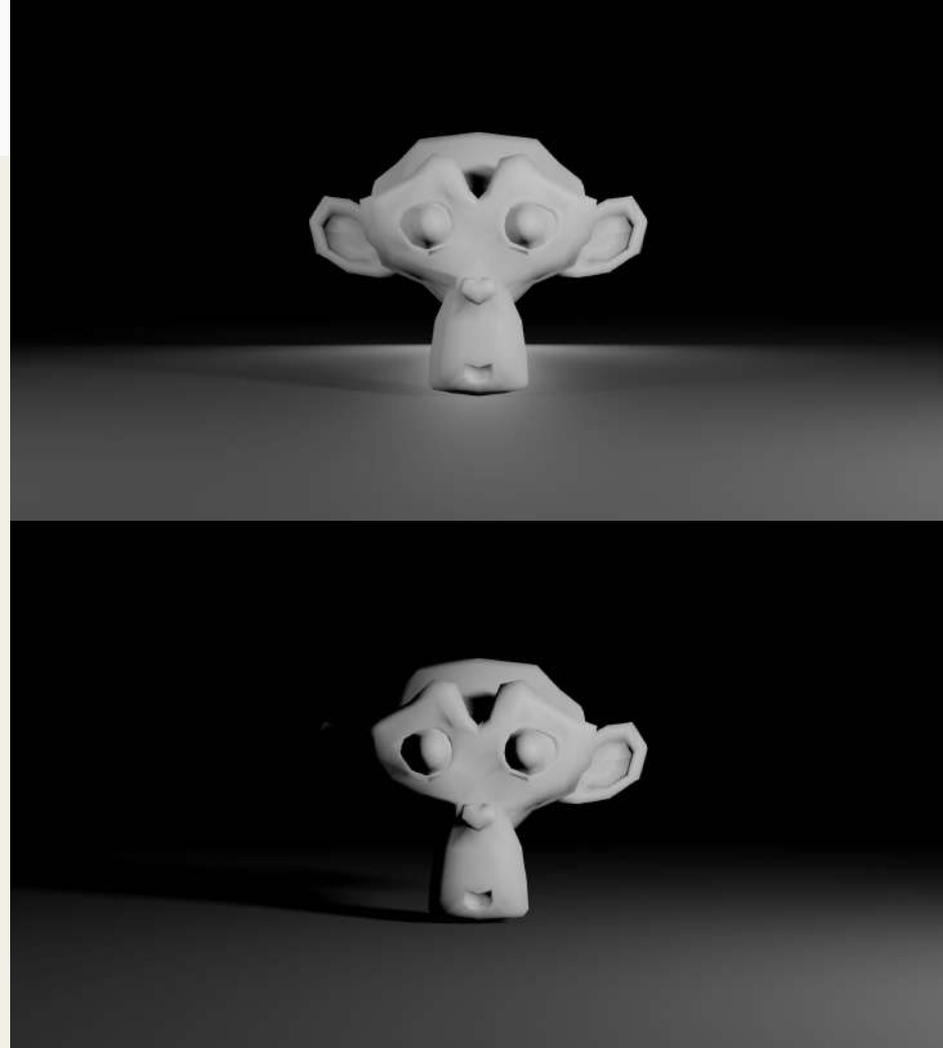
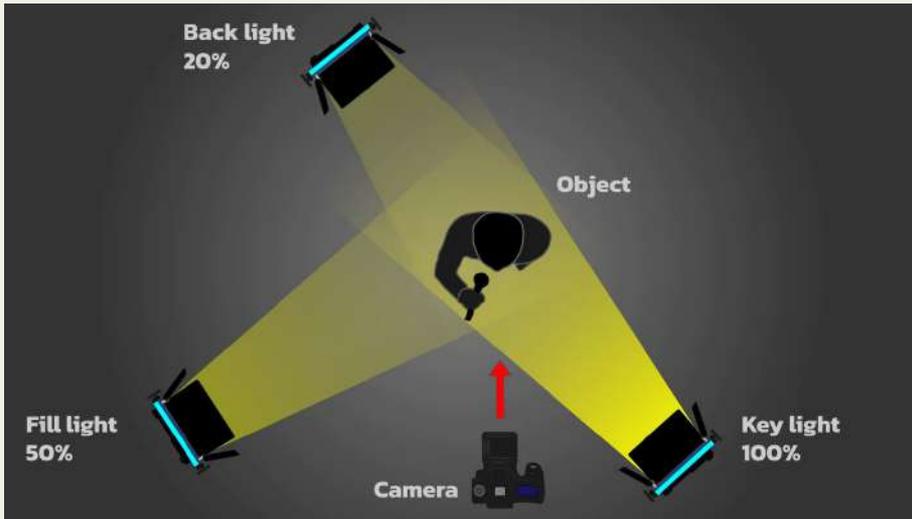
# Key Light



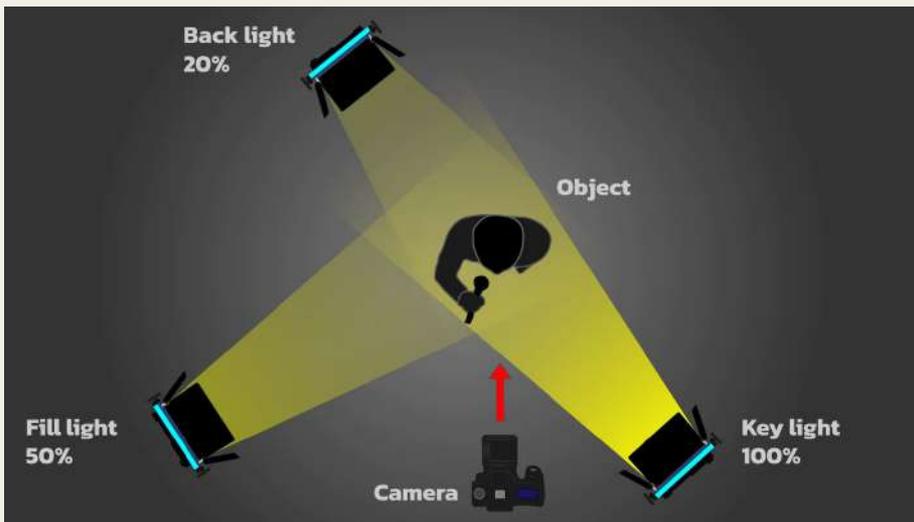
# Fill Light



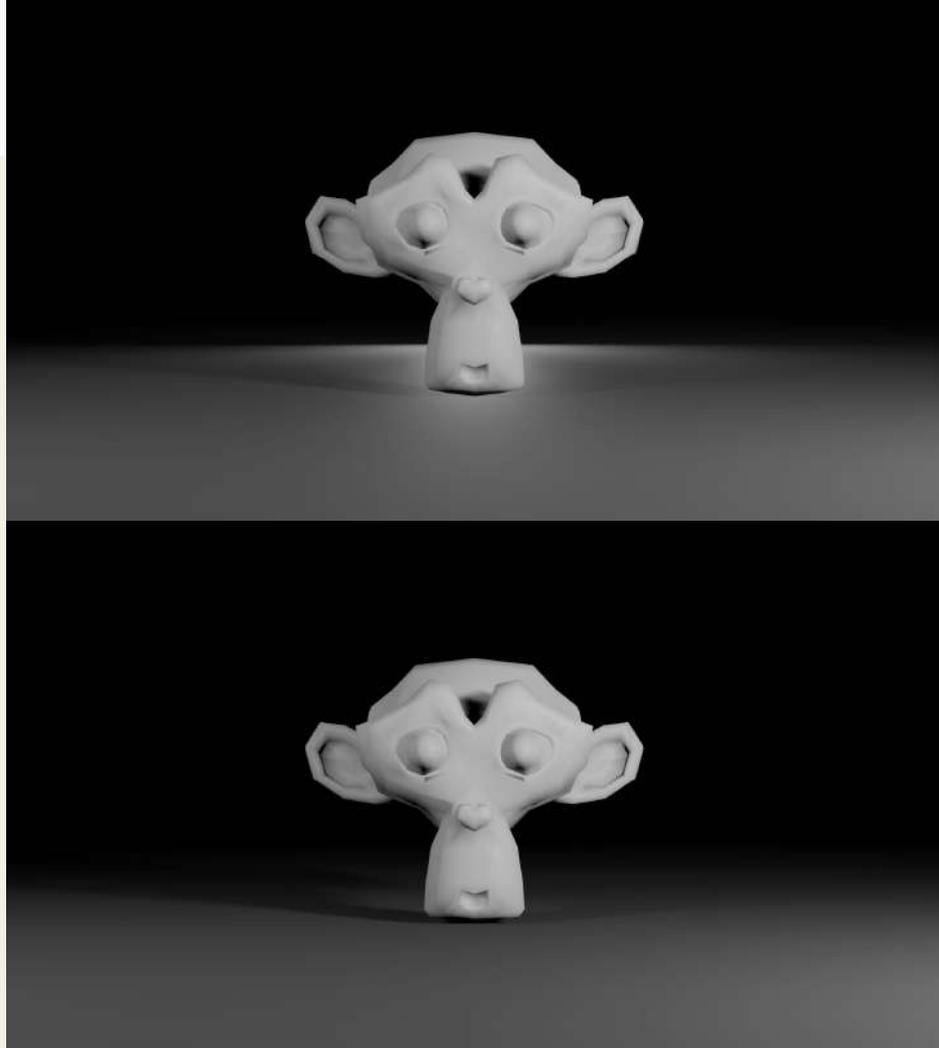
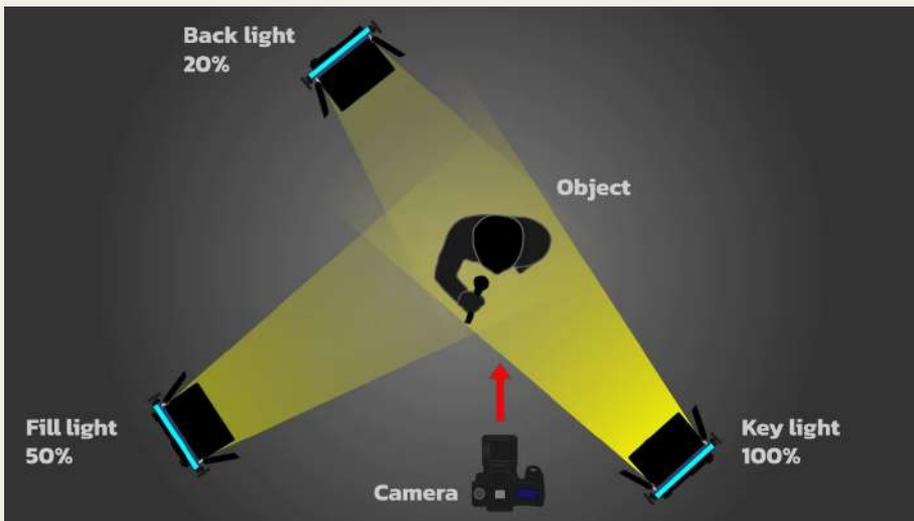
# Fill Light



# Back Light / Rim Light



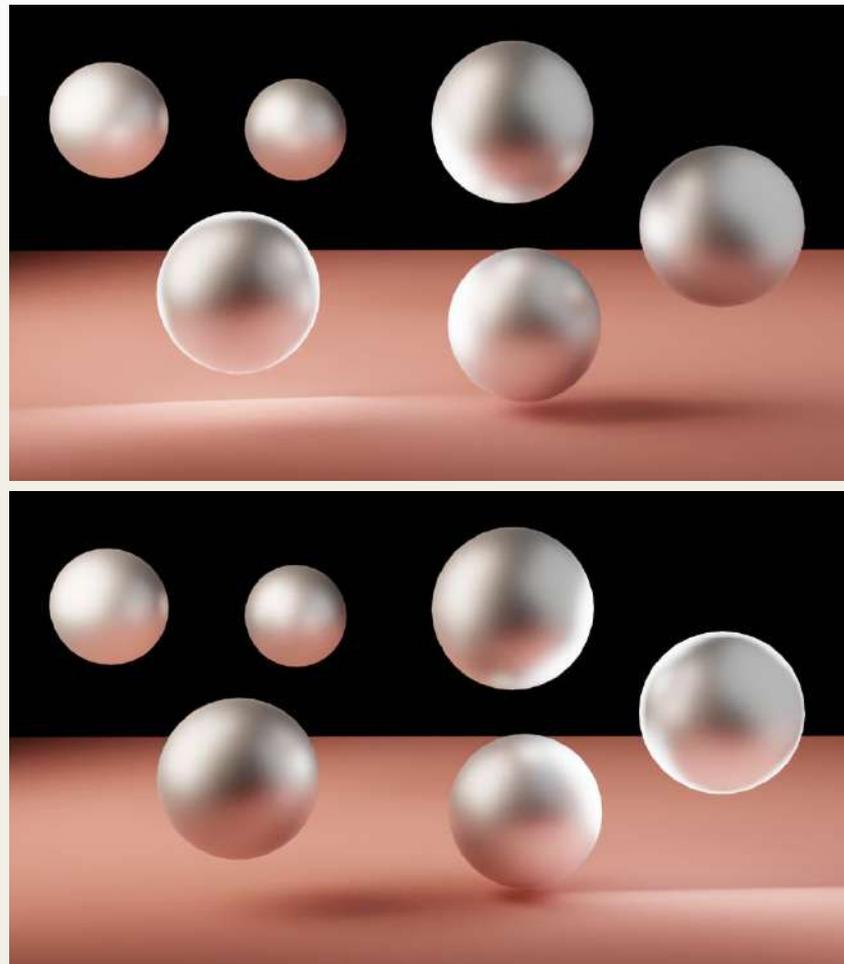
# Back Light / Rim Light



# Back Light / Rim Light



# Back Light / Rim Light



# Natural Lighting



# Contrastive Lighting



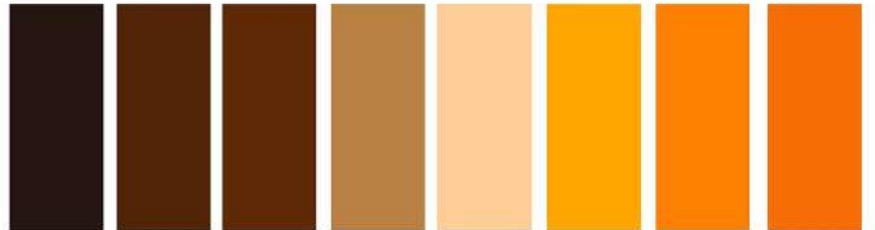
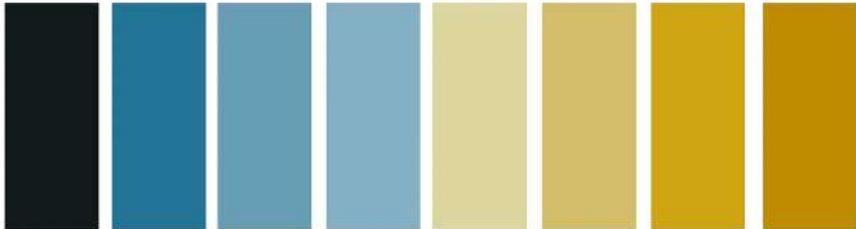
**Questions?**

# Practice Lighting

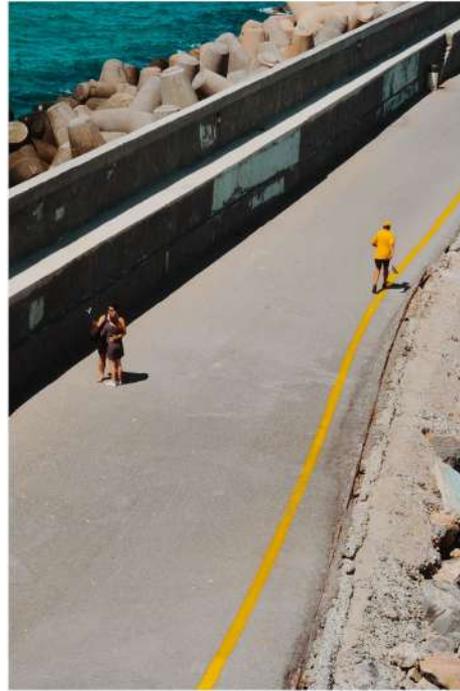
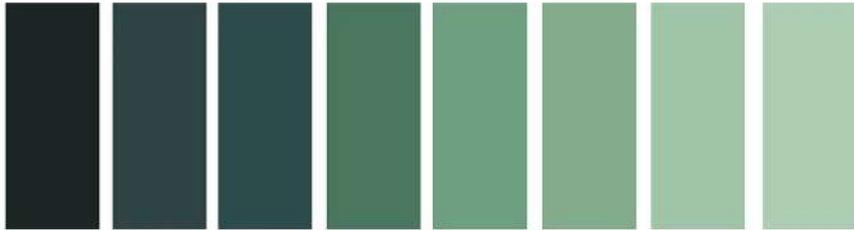
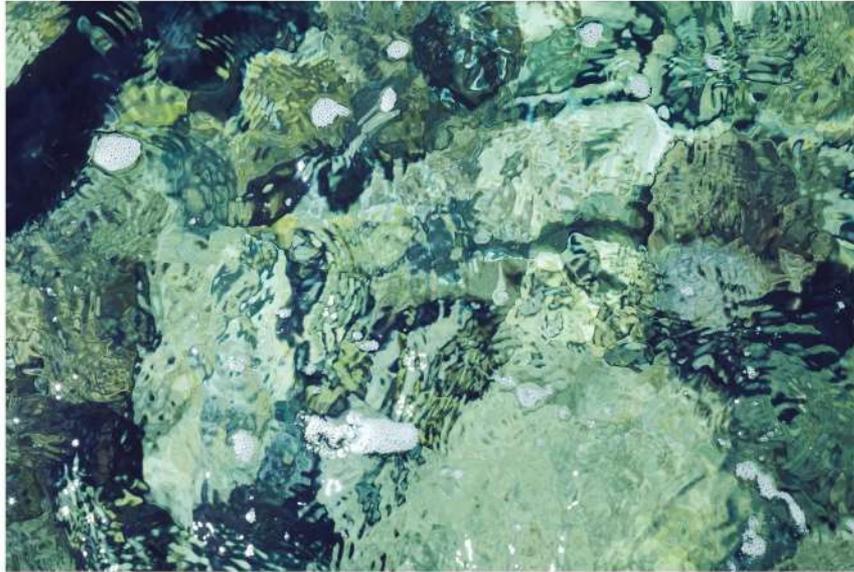


**Color**

# Color

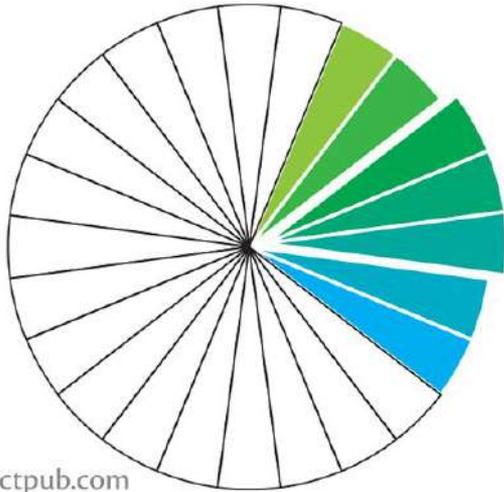


# Color

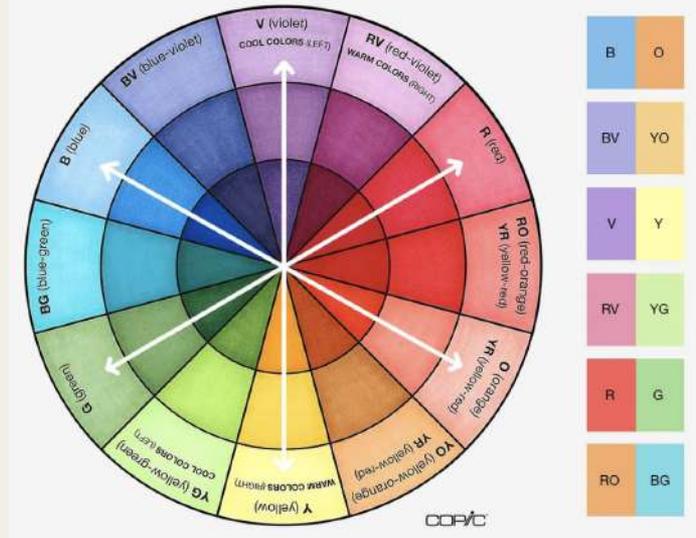


# Color Schemes

<https://oklch.com/>



**Analogous  
Colors**

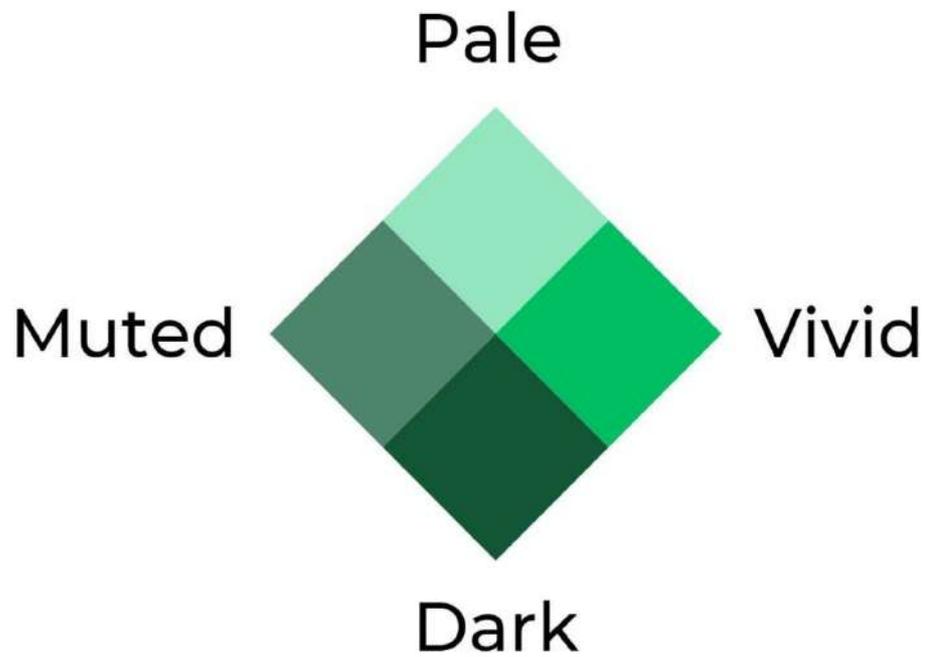


**Contrasting  
Colors**



**Monochrome  
Colors**

# Color Schemes



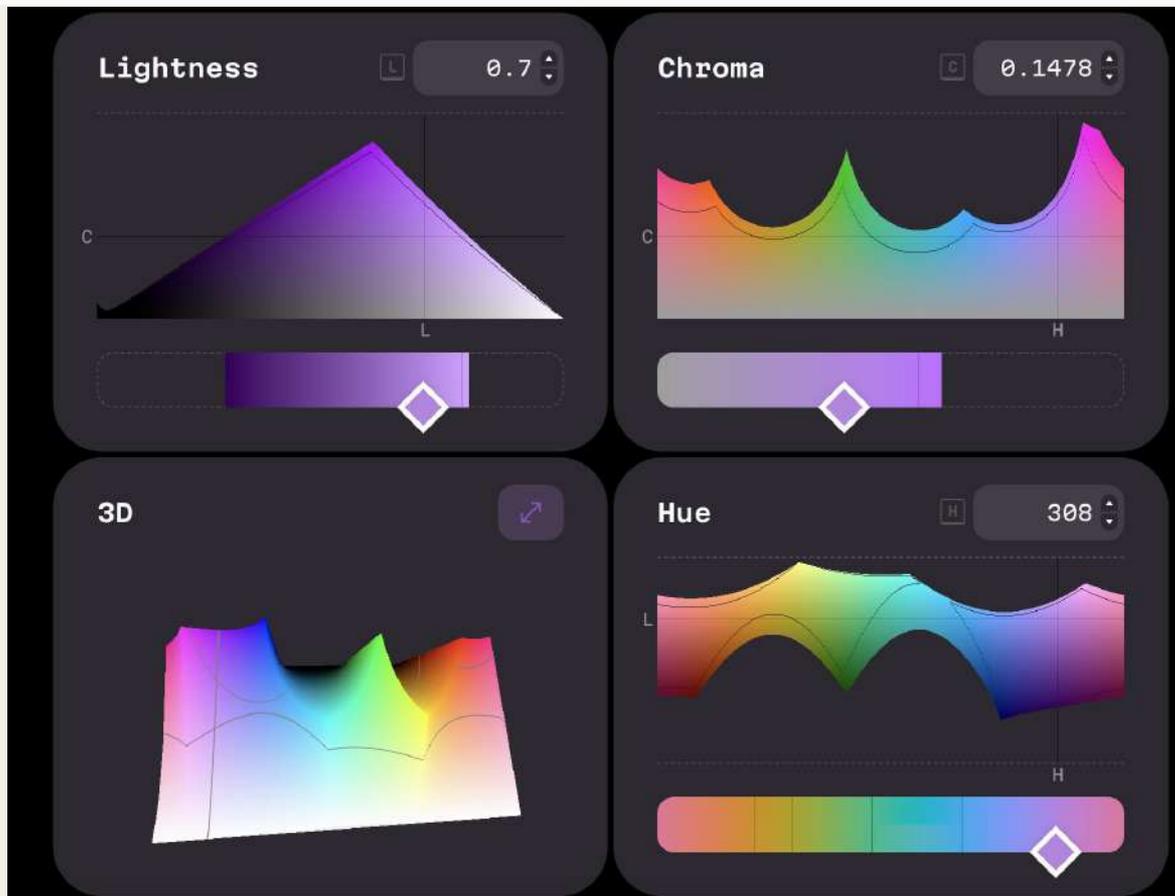
<https://colourliteracy.org/character>



<https://oklch.com/>

[https://en.wikipedia.org/wiki/Color\\_difference](https://en.wikipedia.org/wiki/Color_difference)

# Color Schemes



# Contrast







# Contrast



**Questions?**

**Story**



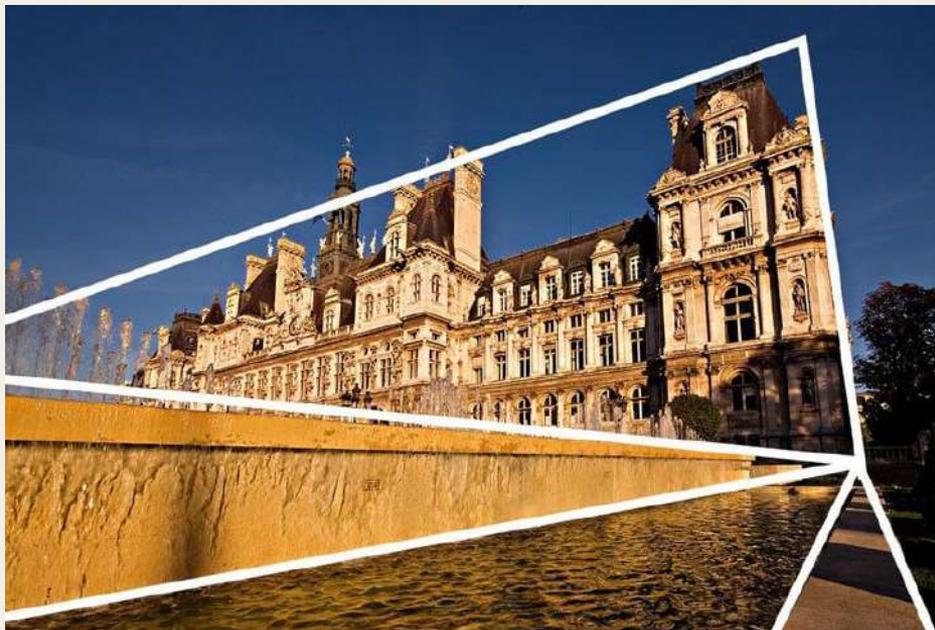






**Questions?**

# Draw composition lines on your own images



**You may use an early render (if you have one)  
or a rough sketch**

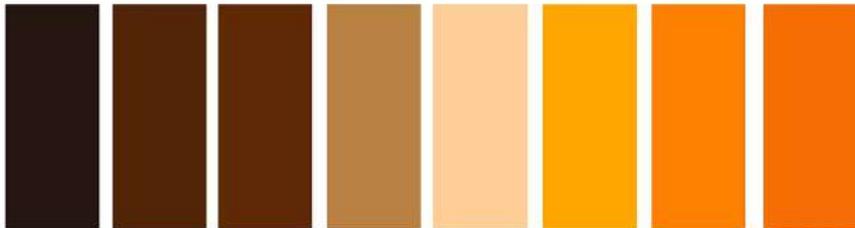
# Convert your images to grayscale



**You may use an early render (if you have one)**

**Paste your image into Google Slides, add the Grayscale Adjustment**

# Extract the color palette from your image



You may use an early render  
(if you have one)

Paste your image into Google  
Slides, make rectangles, and  
use the eyedropper tool for  
fill color

# **Group Work: Final Projects**