

3.5 Photography and Lens-Based Media

Name: _____ Class: _____ Date: _____

Total: 10 marks

Objective

Build the skills to compose with **photography** 摄影 and lens-based media.

You must be able to:

- apply composition (rule of thirds, framing) to a photo
- explain how **lighting** 光线 shapes a photograph
- distinguish capturing from editing
- use point of view for effect

1 Worked examples

Study these first. Each one shows the method for a task used later.

■ Composition in photography

The same design principles apply: **rule of thirds**, leading lines, and framing make a stronger photograph.

■ Lighting

Lighting direction and quality (soft vs hard, front vs side) shape mood and reveal form —the photographer’s key tool.

■ Capture and edit

A strong image starts at **capture** (composition, light, moment); editing refines it but cannot rescue a weak shot.

2 Practice

2.1 Placing a horizon on the upper third line rather than the centre uses the [1]

- A rule of thirds
- B vanishing point
- C value scale
- D edition

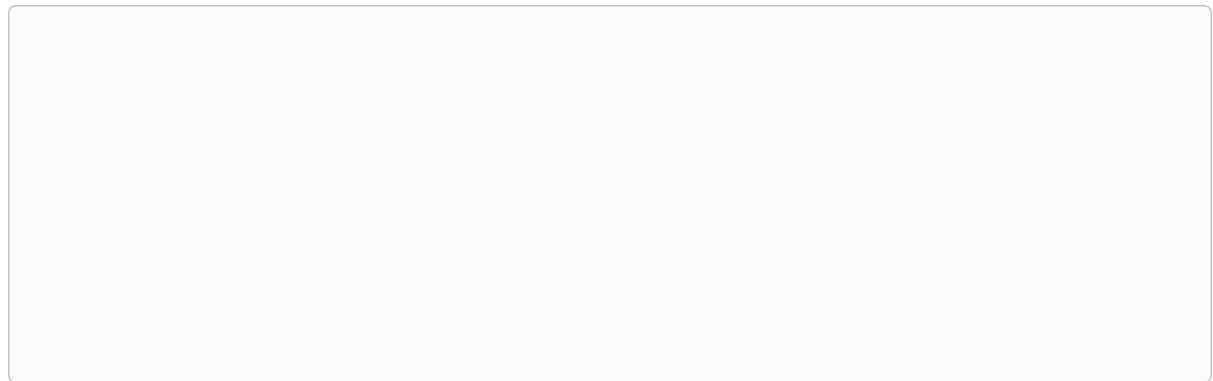
2.2 Explain how side lighting affects a photographed subject. [2]

2.3 State one way point of view changes a photo's effect. [1]

3 Studio & portfolio tasks

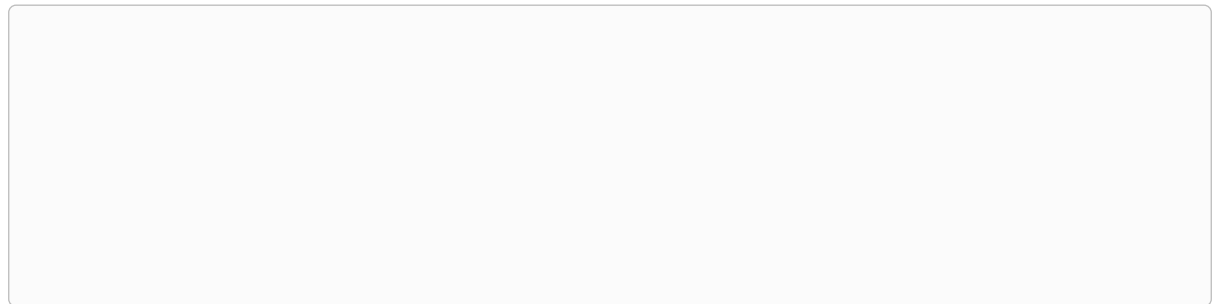
3.1 Plan a photo shoot.

(a) Sketch a storyboard of three framings of one subject. [3]



3.2 Control light.

(a) Note the lighting setup for your best framing and the mood it creates. [3]



4 Go further

- work through the **3.5 Photography and Lens-Based Media** lesson on the **Learn** page;
- read the **2-D Media, Materials, and Techniques** section of the AP 2-D Art and Design handout on the **Know** page.

Solutions

2.1 A. off-centre horizon on a third line = rule of thirds.

2.2 it casts shadows across the form; this reveals texture and gives a three-dimensional, dramatic look.

2.3 a low angle can make a subject look powerful; a high angle can make it look small.

3.1 Look for: three distinct framings/angles (2); at least one uses a clear compositional device (1).

3.2 Look for: a specific lighting direction/quality named (2); mood matched to that lighting (1).