GCE A Level
Advanced
Art and Design

Photography
Component 2

PAUL

Total Mark 16
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Rational

I think I have responded well to the theme taking on board other peoples work and changing and making it my own by combining ideas and trying out different techniques. I selected Photoshop because I was familiar from the beginning on the idea of Surrealism. Doing it on Photoshop I felt there were a wider range of tools to use that could bring my ‘Simple’ Photos to life rather than an app which is what I’ve been using most of the time. I’ve had problems with bringing my ideas to live simply because I couldn’t do it or they didn’t work when attempting to. I overcame these problems by looking at more surreal limits and looking and combining words and then working with what I had. My aim in the end was to create a fairy tale sort of piece. But combined with surrealism because that’s what I was kind of focused on throughout the course.
Alex Stoddard
- Stand Alone
- Self Portraits
- Series
- Take the throne
- Hunting for Pearls
- In the wake of thunder
- Tunny Fluttering Wings
- Life Bloods
- Motion

Derrick Fresko
- Of Humans

Adam Bird
- Fairytale Shots

Kyle Thompson
- Ghost Town (2015)
- Plague (2014)
- void (2013)

Bird Bryan Adam Castillo

Environment

Instagram Discoveries
@Photified
@thought_Catalog
@Ellizzrawrr
@Charlie_davoli
@daniel_Marc
@adambirdyy
@nicholasarpinato
@LauraZalenga
@Drexke
@Silver.Seas
@10isabrazics

Rob Woodcock
- Surreal
- Fashion
- Stories Worth telling
- Semblance (Self)

Brandon Woelfel
- Main basis is lights and colour. Portraits

Brooke Shaden
- Levitation
- Water
- Self Portrait
- Red
- Underwater

Exploring Artists
Kyle Thompson is a photographer from Chicago, Illinois. He describes his style as surreal conceptual photography, the creation of a surreal world in order to depict concepts. Kyle specializes in surreal self-portraits and he's used everything from flour to flames to create them.

Kyle Thompson amazes me with how much and how well he uses the environment and creates something mad but amazing. I love the aperture, but he is focused entirely also on detail, tiny details that make the image.

What I picked out from images was also the aspect ratio. There's enough in his photos to look at, when looking at an image you don't want to be left wondering where that tiny bit starts been cut out.

The exposure is quite clear especially in the context that he sucesso in. He has a lot of darkness in his images but the foreground is filled with brighter lighter colour.

Thompson's images go beyond the typical narrative, transporting viewers into a personal moment that exists only as a fleeting instant captured within the camera's eye.
Laura Zalenga

Laura is a 1990 born self-portrait artist from South Germany. Besides photographing projects she has been teaching workshops, giving inspirational talks and travelled to photography meet-ups around the world. It’s her clear visual language, the power of telling stories and showing raw, honest emotions in her photography that makes her work stand out. She is convinced that photography is a type of therapy that gives you the ability to heal yourself and others.

I looked at Laura Zalenga because she took a lot of portraits that inspired me in terms of what she used natural elements in. She also featured surreal images that worked well with what I wanted my images to be like. I love how in touch with nature she is but she doesn’t just show her with nature, but she makes portrait and natural whole one. She blends the subject with nature not just around it.
Self Portraits

While researching my thesis I found that most of my artists used self-portraits. I decided to use them to explore the camera and try out the 3 I've played with. Wafer's light and colourful portraits.

For my first few images I tried adjusting my focus and the lighting until I got what I wanted.

I tried more ghostly effects but it was harder to work with.

I tried to reflect the lights onto the glasses to try and get the bokeh effect. Sometimes had a bigger effect if the lighting wasn't right.

Lighting was horrible in my house. Too much light from everywhere.

This was harder because trying to get a bokeh effect in self-portraits is tricky due to focus of the lens.

Tried to get a closer shot, got the lights close to the face, but the reflection in the glasses made the bokeh effect harder. The light is being reflected on, trying giving it more highlight.

Got better effect but not what I wanted it.

- This was testing it with a flower. Another way to see colour in flowers.
- Used off the lights over flowers in more testing to see if I want to keep or no.
- Used in my final photos.
- Getting more right contributed to the flowers.
- Out of focus.

(As would've went if it was in focus.)
Self Portraits

While researching my artist I found that most of my artists were self-portraits. I decided to get behind the camera and try this out. I am a ranger with Will’s light and colourful textures.

This was testing if a flower cannon needed to see some flowers locked off. The lights and set in a more luxury for the flowers to get more of an effect.

 효행
I tried to focus on certain parts of the body, for example the eyes, as they are a good body part especially when reflecting or doing anything with liquid. They appear a lot more photographic-like this.

I also wanted to try previous with liquid. To see how I could also focus on close parts of the body.

I added paint on my face to bring out a sense of my face. Also gave me light a bit when leaning against the skin.

I looked at more on the face after running paint on. Illuminating + pains again. I wanted to try out different angles and body parts.

I added to liquid added to reflect.
ANALYSIS CONCLUSION

Coming up with the right combination of light for this image was not simple. It takes quite a few tries to get the hair. Fairy lights were good and even when you still need to make the proper exposure with the rest of the image. With some of the images a smaller aperture speed was required about 1/30 of a second or even lower - this was hard for me because I couldn't move. As an extra I tried to capture the whole affect - the mood - there!

I tried capturing from different angles and distances. Mind my angles, don't want to stay in the same spot.

BEFORE

Lightroom was a great tool to use because it changes my images completely went from a warm orange filter to a nice bright blue filtering

AFTER

In Lightroom I adjusted some of the highlights and shadows. I increased the clarity which increased the sharpness, meaning we focus on the highlights and face was balanced. I then turned it black and white enlarged the exposure a bit. I'm happy with the final result.

With this image I tried more of a line, gives it kind of a mask across the image, gives a softer tone and smoother, warmer colour.

The depth of field is quite narrow in this image because of the amount of light, thus being too in...
LIGHTROOM OUTCOMES

I wanted to do something completely different for one of my Lightroom projects, so I tried something I had no clue about, whether it would work or not. Lightroom is my new found love because like working with Photoshop for the first time in year 8. I had a new platform and discovered how much I like to use Lightroom. I had to make the right decisions in that program and place checks on what I wanted.

A SUM UP OF TOOLS I USED:

- Basic adjustments
- Increased exposure
- Contrast
- Saturation
- Split toning
- Aqua Shadow
- Vignette applied to black and white
- Slight sharpening and noise reduction.

- Increased clarity

Split toning - this image was quite a challenge to work as adjustments under the split toning panel can produce dramatic results. Because these images have a lot of darker tones but also vary in colour due to the colour from the paint on the face and the colour from the lights. By changing the colour of the shadows, you can get a clear focus. I increased Blue Red because I wanted to narrow the focus of the image in the lips or the "Food Smirk" on the face.

I decreased the light, increased the contrast, clarity and saturation. Also added a pre-shadow using split toning again with noise reduction - I didn't want to put too much because it kills the texture (skin) and the subject starts to look more like a painting.
Half Term 'Exploring Ideas Shoot'

Aperture too large, more light being let in.

Further up natural light was brighter, saw image up a lot.

More Borough coming through to the background and foreground.

Posing on grass, mixing the light to best frame image to capture the right amount of light on her face + hands.

Shadows: Aperature.
More dynamic poses rather than static poses is more effective in production.

The use of surrounding paths of field is increased.

The sun is perfectly aligned meaning its full potential is used.
Analysis

During the last half term I wanted to work in a different environment to see and collect ideas I didn't have light, but I was able to photograph in daylight. I wanted to try different kind of ideas. I collected images from various places and times. The images are shown in various places and the pages used on nice. I want to use a horse and possibly get figures and combine these two together. Also use the woods.

NEXT TASK

* Looking into Brandam's work on light, I thought to try out a technique used in a few of his images and work out the technique. He uses a CD and then reflect it onto the subject's face. The outcome is rays of beautiful colours.

* The lighting is the main effect in these images.

* Get good in a more natural source of light.

* Get a more structured reflection. More use of light and a wider coverage of colour.

* May use a widow or something.

* Close focus on the eyes. Use a macro lens.

* Could use a prism as well to get a more structured reflection and a wide one.
In Brandon Woods' portfolio, he used CD, prisms, etc, to use on his models. With my shoot, I decided to use the entire end of the studio to capture more colors. With Brandon's photos, you can see the ray of colors being given out and the shapes given out with it.

**Main Aim of Shoot:** To explore the use of other equipment. The use of equipments like globes, prisms, etc not only widens your techniques but also allows you to explore different ways to take photos.

At first, I wanted to use the globe and prism for the light reflection onto my model's face, but I decided to change it up and explore new ways to take photos. The prism also lets in an array of colors.

The CD reader was inspired by Weir, and the colors were created by using tools such as light. It was a magic show on the color because her whole face.
Adam Bird

Adam Bird is a fine art and fashion photographer currently based in Birmingham, England. He began taking photographs in 2012 when he had discovered a passion for photography. Adam is inspired by both fairy tales and nature. His work consists of dreamlike narrative portraiture and is often composed in surreal landscapes.
Fairy tale Surrealism
Derrick Freske is a 21 year old hobby photographer located in Michigan. He specializes in conceptual and portrait photography. Currently attending a university to study architecture, Freske is a self taught and has taught himself on how to apply creativity and develop his editing process.

Looking at his Instagram you can tell that he loves colour. He works with props and extras that are vibrant in colour. He has a playful aspect to his portraits which is why I chose to explore his work.
This page was to explore more hands and took more on the colorful side. Each right side color to create a sense of space. The color of hands and how they interact with objects.
WHAT NEXT??

Looking on from Devine Feasible work, as I mentioned in the previous page, because I loved his work with colour. I first tried it with hands and used objects and paint to bring out that colour and all the brightness. In his images he used the surroundings and materials, so now I've looked into petals by using powder, paint, glitter. Anything to bring out the facial features and bringglow and light to my work. I want to limit his work but do it my way.

Development Page - Get inspired by your own work

My other idea I am trying to re-use techniques that are used in black paint - Laura and her "Fairy tale"

Development

Imagery

Adding surrealism with fairy tale, bring it to life. You have something magical and abstract in your own mind and bring it to life.

A whole theme

I felt like in the end I needed something to enjoy looking at and something that I can sum to be my own. Maybe it's a place like fairy tale you can work on in a set of colours, pattern and object in association to make it your own.

Idea spread
Extended Shoot

- Alice in Wonderland
  - The famous 'rose painting' scene could have floating roses being painted

- Beauty and The Beast
  - Could have floating books and mugs and roses

- Fairytale
  - Annie Leibovitz (major works with fairytale based stories)

- Sleeping Beauty
  - Have her in a bath tub instead of in a bed

- Red Riding Hood
  - Could have an image like the one shown below and have hands holding daggers, wolves, hares, grasses etc.
Derrick Freske inspired - Included Self-portraits

Investigations / Idea collection

One big way of helping me with our perception of a scene are the images found in it. We are also drawn to images that are more vivid, which can have an impact on our perception of a scene. The images that we encounter are often filtered through the lens of our own experiences and emotions. In order to create an impactful and expressive piece of artwork, it is essential to understand how images interact with our emotions and perceptions.

Composing in Photoshop is a complex process that involves thoughtful consideration of each image. The relationship between the images determines the overall impact of the composition. It is important to remember that the viewer's perception of an image is influenced by the surrounding images. Each image plays a role in shaping the viewer's interpretation of the whole composition. The use of color, composition, and lighting are all crucial elements that contribute to the overall impact of the image.

Lighting plays a significant role in the composition of images. The use of lighting can alter the mood and atmosphere of an image. It is important to remember that the way light is used can change the way viewers interpret the image. In this case, the lighting was used to create a sense of depth and dimension within the image. The use of different lighting techniques can create a range of effects, from soft and subtle to dramatic and intense. It is essential to consider the impact of lighting on the overall composition of the image.

A word on skin texture was needed because it can create a sense of realism in the image. The use of skin texture can give the subject a sense of authenticity and can help the viewer connect with the subject. In this case, the use of skin texture was used to create a sense of realism and authenticity. The use of skin texture can also help to create a sense of character and personality in the image.

In conclusion, the use of lighting and skin texture plays a crucial role in the composition of the image. It is essential to consider the impact of these elements on the overall composition of the image. By understanding how lighting and skin texture can be used effectively, it is possible to create powerful and impactful images that can communicate complex ideas and emotions.
WHAT I WOULD CHANGE: zooming in more, getting rid of the white background.

Using a linear filter would've been a lot better but I never used a linear filter before. I can't.

Use red wire instead.

Placement of camera, get away from the red frame. Instead of red frame.

A person of color.

I wonder if a bit more...
Images were too close.

With this issue it was different because of the fact that it involved a lot

More movement, new and more of the faces in the background which caused effect.

I feel the way hand quite a few gestures as they are quite clear.

The photo is the head wasn’t gone.

Use it, you want to move it normal.
Personally, I thought ours was a lot better than the other groups. The camera was a lot better. The background wasn't in focus and one was overexposed. The background colours and how they contrasted with the paint on the face. It wasn't clear enough to see the texture. The natural lighting from the left was too strong. The light shining from the left shone too brightly. ISO helped. Changed it to ISO 100 to adjust the sensitivity.
I decided to do another shoot (kiss) inspired by Heda Dolce. I wanted to try a more close up angle because in my last shoot I focused on the entire face and since I want a bit more attention on the face and the lips. I used powder paint to make a more graying and rough feel on the face. Skin and the contrast between the skin and the warm colors. I didn’t want the colors too bright, wanted a softer one.

The set up for the shoot was quite simple. Since it was one of a couple shots I used a maximum focus because I moved around a lot and changed angle. Focus and shadows need more depth. I used a tripod and used the flash with another with the lights, but didn’t use a tripod because I didn’t want too much highlights and shadows at certain parts of the face. I wanted a softer lighting to match the light powder paint on the face used Macro lens 180. 100

NEXT IDEA....
I used an orange colour because of the grainy effect in gave.

especially when settled on the skin

Picked my skin tone

Refinement

I was happy with this shoot because of how warm the lighting was. I lined the nostrils on my face and the colours didn't jump out too much.

The shadows fall perfectly on the face creating a darker offset on one side of the face with cooler.

In Lightroom I then decreased the exposure to give it a much warmer look. Because increasing the exposure gave the skin tone a more orange look.

Using Picas I decided to edit some of the images still editing with Surrealism.

Also increasing clarity gave it a sharper effect.
SET UP.
I picked a nice day to go out. I chose a spot with nice bright background and enough lighting to work with. I aimed a head on shot and stood close to the subject to capture as much of the environment as I could.

How It was done
I first unlocked the image in Lightroom just to get the brightness and contrast. After choosing this image I then made it to a selection. To begin I chose this image because it looked like a natural pose and so using it to my advantage would be good.

After moving the image to Photoshop, I clicked on the selection box and select the model only. I then didn't feel like I selected it properly so I switched to the polygon lasso tool.

I selected every bit of clothing on the model, it was especially difficult when it came to her hair because I had to select the edges and I wanted quite careful avoiding as much of the green background as possible.

After selecting the image, I right clicked and then selected the 'layer selection' option and a box came up saying 'Layer mask'. I then changed it to 3 pixels.

After I clicked on 'select', I then right clicked and chose 'Option Layer via Copy' to leave the error on the original image knowing to go back and keep changing the copy gave me space to work on and made it easier to manage.
I chose the woods and grass as my background image because I wanted to stick with the theme of nature.

I then enlarged the image of the subjects over the background image using transform tool. I wanted to scale and place it carefully making it look natural.

I then focussed on erasing the left side greenery in parts of the image using the eraser and zoom tool. It proved to be a difficult task carefully erasing each strand.

And getting closer and closer to the image, getting closer to the skin erasing every little detail as possible really made a difference.

After focusing the subject, I then adjusted the background using the curve tool giving it a darker look but also making sure the light coming in onto the grass was still there.

I then selected the road and using the 'blue and saturation' selection changing the saturation down and lightness accordingly it a darker look. Saturation to -60.

Focusing on the subject I then selected filters again, blue > gaussian blur 25.

A bee popped up, I then changed the radius pixels to 25.

I changed it to screen and put the opacity to 30%

Clicked back to layers, right clicked and duplicated the layer creating a base for other artistry effects.

On layer copy I then selected filters again, blue > gaussian blur 25 and also put it to 25 pixels.

Still focusing on the layer copy I then clicked on adjustment > hue/saturation.

The bee popped up and I changed the saturation to -100 and lightness on -100 and turned the layer completely black making a shadow. I then dragged this under the image.
I then used 'screen' and lowered the opacity of the shadow layer to let it blend in with the leaves underneath.

Using the image of the wings I've used before, I copied and created a new layer for it to blend it in. I selected the wings, then copied it and pasted it onto the image.

After the wing was selected, I then did some hand painting. I used the transformation tool to stretch it in certain places giving it a bit more of a realistic look and tailoring it to the model.

I then wanted to put the wing behind the model's arm. So I selected the arm + shoulder using the selection tool, copied layer via copied it and pasting it over the wing and arm, it worked really well.

I then wanted more dreamy effects so creating a new layer, I selected filter > render > clouds. I wanted clouds to create a foggy look.

After adding the clouds, I changed the opacity to 30% making it not too obvious but also enough to see.

I wanted to then create sun rays since I wanted to show the whole concept of her descending down like an angel. I first created a new layer, called sun rays, then selected the elliptical marquee tool and selected the middle part of an image which was the middle.

Then went to 'select' > 'modify' > 'feather selection.'

This then came up with a bar saying feather radius which I then set to 250 pixels, then pressed OK.

Set white as my foreground and black as my background.

With the sun ray layer was active by clicking on it, went to filter > render > clouds.

Paid attention after the filter was applied.
I wanted to draw create various layers of sun rays. Right clicked on the Sun Rays layer and selected Duplicate Layer... Renamed this Sun Rays 1.

I then made the Sun Rays layer invisible by clicking on the eye icon button. This made it easier to work on each separately.

I then went to filter > Blur > Radial Blur.

Set the amount to 99, Blur method to Zoom and moved the blur center to the top left corner.

Then wanted a little more detail in the rays.

Filter > Sharpen > Unsharp Mask and afe the amount value to 1/ and radius to 100 pixels.

This is the base for the Sun layer. Made this layer invisible by clicking on the eye icon on the left side of the layer so I could focus on the creating another brush.

Right clicked on the Sun Rays layer and selected Duplicate Layer. Renamed this new layer Sun Rays 2.

I then went to filter > Blur > Radial Blur and

Set the amount to 99. Selected Zoom Blur Method and the blur center to the upper center of the image, basically repeated.

To make the sun rays narrower, went to

Edit > Free Transform and adjusting the image width. I through created shadows.
Final Piece 1

To add final touches, I fixed the image as much as possible to make it more realistic. I also tweaked the background adjustments curve and made it darker. I also turned the saturation up.

I then went to filters > sharpen > unsharpen mask and just increased it with the using, and models giving it a more realistic look.

Also made the image of the model brighter and added more color by using adjustments > hue saturation.

Final Piece 2

I wan a more cinematic feel to the image, so I went Image > adjustments > shadows/highlights.

It then opens the box, then click the use box that says "show more options!"

Once the window opened, I adjusted the settings. Amount: 30%. Tone: 25%. Radius: 20 px.

To increase the shadows a bit.

Next I wanted to sharpen the image. Filter > sharpen > unsharpen mask. Amount: 60%. Radius: 70 px.

I then wanted to add several layers to edit my photo. First layer was a curves adjustment layer.
This first layer adds a little bit of contrast.

Added another curves adjustment layer. This layer was added to add a bit of cyan and contrast images darken the midtones of the image.

Next I added a vibrance adjustment layer set the vibrance to 10 and the saturation to -15. The slight saturation was key to the look.

The to next step I added a photo filter adjustment layer set the warming filter to 15° and changed the density to 75%.

Next layer was the gradient fill adjustment layer. The gradient went from black to transparent, set radial, then 90 degrees and 100%.

Then changed the layer's blend to "Soft light" and the opacity to 60.

I wanted just a lighter warmth.

I then selected certain parts of the model starting with her hair to make it POP. Image > adjustment > curves and selected Pergent instead of lighting.
Few touch ups included using the healing spot tool to get rid of dirt on the models dress.

I then applied the same wing used before and pasted it onto the models hair and duplicated the layer making the arm go on top of the wing.

Hair?

I adjusted the hair and touched it up. After I added the wings and adjusted it on her back.

Using the transformation > warp tool adjusted the image to look a little more real time as put but also blend realistically with the models back.

I thought both my pieces of work were successful because they came out the way I wanted them to. I worked hard on them. I was happy with my results. I had a lot of fun! I was happy with my finished result. I had a lot of fun looking at art and finding inspiration online on YouTube.