
Assignment: The Chair – Part I, Details

The purpose of this assignment is to explore the variety of ways that a singular object can be photographed.

Find a chair – ANY chair. It can be an interior or exterior chair. You should be able to move the chair to different locations.

Using 24 CONSECUTIVE EXPOSURES, explore the variety of ways that your chair can be captured in camera. Think about the imposition of the rectangular frame of the viewfinder as you include and exclude objects from the frame while composing your shots.

Shoot only 24 exposures on your memory card – do not delete any attempts. Feel free to take some experimental shots first.

It MUST be the same chair in each and every shot and the chair must be a visible part of every image. No two shots may be identical.

Please remember to focus and meter for all exposures. Recall what you have learned about the aperture and the shutter of the camera from *Basic Camera Use*. Think about how the aperture controls the appearance of spatial depth and how the shutter controls the appearance of motion in the photograph. Consider exploring how different styles of light and shadow can affect the scene.

NOTE: Your grade for this assignment will be 15% of the grade for the Chair, Part II. There will not be a separate grade for this assignment. Creativity, experimentation, variety and general use of correct exposure(s) and focusing will be the grading criteria for the Chair, Part I.

Objectives

- Explore composition and creativity
- Work within limitations
- Explore the frame of the photograph

Specifications

- dSLR camera at ISO 400 set at RAW+JPG, monochrome mode
- There will be a separate handout and demo on the formatting for this project

Due

February 4

NOTE: Open Lab – Shooting Day, NO Official Class or Roll Sheet on Thursday January 30

Helpful Tips & Things to Remember

- Keep Trying New Things!
- Remember to focus and meter EVERY shot.
- Try different apertures
- Can your chair move? Consider motion shots.
- Get further away - get close up...get higher - get lower...go to the left- go to the right...
- Think about how you are representing the chair.