Common Course Outline
ARTD 256
Photography Studio
3 Semester Hours

The Community College of Baltimore County

Description

ARTD 256 – 3 Credits – Photography Studio introduces the principles of artificial lighting and camera work as they are applied in commercial studio photography; teaches commercial portrait & small product photography techniques through demonstrations and assigned projects; covers view camera techniques specific to small product photography; stresses professionalism and quality. Students are required to provide a digital camera with adjustable aperture and shutter speeds.

3 credits; 2 lecture hours and 3 laboratory hours per week
Prerequisite: ARTD 250 or permission of program coordinator.

Overall Course Objectives

Upon successful completion of the course the student should be able to:
1. understand and be able to create specific lighting ratios
2. know the proper use of light modifying accessories
3. know how to test films for correct speed & development
4. understand the use of polariod materials in commercial work
5. have a good working knowledge of commercial strobe systems
6. be familiar with several methods of portrait lighting
7. have a fundamental knowledge of the 4"x 5" view camera
8. understand lighting techniques for transparent & reflective objects
9. be able to rescale art & work to a layout
10. understand the use of a professional flash meter
11. be able to present a competent professional photographic portfolio

Major Topics:

A. Lighting ratios and contrast control
  1. Using an incident meter for tungsten light
  2. Working with light modifiers
  3. Measuring and setting specific ratios based on film type
B. Introduction to studio electronic flash systems
  1. Metering for flash
  2. Using modeling lights for image preview
  3. Basing exposure on lens aperture vs. shutter speed
C. Introduction to medium format cameras
  1. Loading and changing interchangeable film backs
  2. Working with Polaroid backs for image preview
  3. Techniques for processing medium format film

D. Basic portrait lighting
  1. Working with umbrellas

  2. Using large reflectors and scrims
  3. Lighting for difficult skin tones and eyeglasses
  4. Interacting with the subject
E. Multiple source portrait lighting
  1. Using hair/separation lights
  2. Setting background lighting
  3. Working with gels for saturated color
  4. Setting appropriate lighting ratios
F. High-Key portraiture and transillumination
  1. Using high-ratio backlighting for portraits
  2. Special techniques for lighting glass and translucent objects
  3. Using gels for special effects
G. Lighting reflective objects
  1. Controlling specular reflections
  2. Creating and using lighting tents
  3. Determining and setting lighting ratios for highly reflective subjects
H. Introduction to the view camera
  1. Basic camera movements and controls
  2. Loading sheet film holders
  3. Controlling perspective and depth of field
I. Shooting large format transparencies
  1. Using large format Polaroid materials
  2. Multiple flash exposures for increased depth of field
  3. Working with commercial labs
J. Portfolio presentation methods
  1. Mounting prints for portfolio assembly
  2. Mounting and displaying medium and large format transparencies
  3. Editing and reshooting for a stronger theme-based presentation

Course Requirements

1. Complete all assignments in a manner that is clean, neat, well presented, and tasteful.
2. Come to class on time and hand in all projects when they are due. Any work handed in late will receive a lower grade, unless an extenuating circumstance is allowed by the instructor.
3. Take responsibility for finding out about missed assignments. Take a classmate's phone number down. Follow the syllabus and handouts.
4. Read all textbook assignments and handouts in the week they are assigned.
5. Revise any assignment as required. Revision is a necessary part of the learning process for this course. When revisions are required, they will be part of the grade for the assignment.
6. Bring supplies and equipment to class each session and work in class on their projects.
7. Keep copies of their work. Since there is no guarantee for the safe travel of an assignment and no way to determine the fate of a missing one, the burden is on the student to keep a backup copy on removable media.
8. Maintain a digital folder of all projects, to be collected by the instructor for assessing the final grade.
9. Abide by the Code of Conduct set forth in the college catalog (College Regulations, Section Four).

Other Course Information

ARTD 114 is a required course for the Computer Graphics and Visual Communication Photography and Imaging degree options and certificates.

Individual faculty members may include additional course objectives, major topics, and other course requirements to the minimum expectations stated in the Common Course Outline.

Revised: 02/13