

Experimental Media in the Eternal City

Ordinary/Extraordinary Rome:

Using **still** images, capture visual aspects of Rome that are primarily abstract, often go unnoticed, and are compelling in some way without telling a literal story in each image. Shoot closeups or unusual items rather than portraits, overviews of a location or touristic snapshots. Of course, you can take these as well but just not use them in the assignment. Shoot in various locations and go beyond the Accent or Apartment neighborhood.

- Show your knowledge of compositional elements and principles.
- Show your ability to achieve short depth of field by controlling aperture
- Show your ability to capture motion with shutter speed.
- Shoot 90% of these images using A/S/M image modes.
- Bracket your exposures.
- Shoot 5-10 versions of each image.
- Capture the images using both JPG and RAW files with the Panasonic GH4 camera, then manipulate in Lightroom to get the best image quality, perhaps tweaking the image. (we will learn how to do this in class)

Arrange in a slide show sequence that has a *structure* over time that is deliberate. The structure might grow and shrink, have rhythm, explode at the end, etc...but it should work with the look of the images and be purposeful. You can also choose to have a theme in your work that also helps the images relate to each other. The theme could help unify your series of images. It could be a formal theme, using color or texture, or it could be a subject oriented theme (details of water, food, but always rather abstract). It could be based on a rule you set for yourself: "I will always shoot with three elements in shallow depth of field." "Or I will shoot everything from three different distances."

You will take many more images than you will use in the end. You will shoot at least 200 images, but end up with 15-20 that work in a sequence.

Check off list:

Line
Shape
Color/Value
Texture/Pattern

Symmetry/Asymmetry
Unity/Harmony
Focal Point/ Emphasis
Rhythm

Shallow Depth of Field
Blurred Motion
Unusual camera angle
Extreme closeups