Documentation Guide

Use a clean backdrop:

- Drawing paper
- Clean cardboard
- Foam core
- Solid color bed sheet
- Empty corner of a room with neutral floor & walls

Find the right light:

2D artworks with diffused light
Set up in front of a window on the shaded side of the house!
Watch out for variations in the light! Make sure your artwork is fully illuminated.
Avoid the shadow cast by the wall!

3D artworks with soft shadows
Set up in open shade outside or inside against a blank wall.
If inside find an area evenly illuminated by a window on the shaded side of the house
Watch out for variations in the light! Make sure your artwork is fully illuminated. Avoid shadow cast by furniture!

3D artworks with strong shadows
Set up in open sunlight.
Use everyday objects to hold up your backdrop.
Avoid distracting elements around your object
Use any white object to bounce light into shadows if they are too dark. White foam core works well here.

Shooting with a camera phone:

- Capture in RAW format, I suggest the free app Adobe Lightroom.
- Whenever possible photograph under natural light, i.e. sunlight. Camera phones reproduce color poorly under tungsten and florescent lights.
- Stand back from a 3D objects at least 3 feet. The wide angle lens will severely distort your object if you get too close.
- Pay attention to the exposure. Make several exposures one at the default

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Set the brightness on your computer or phone to 100% before you edit.

Crop the image to remove any distracting background elements, but leave some breathing room around the piece.

Adjust the brightness and/or highlights setting so that white looks like white, and if necessary darken the shadows to increase contrast. Remember the goal is to represent your piece as it looks in real life.

Lastly, rename the file with personal and project identifiers. Ex. Jane_Doe_Project_1_view_1.jpg