This is filled out as you put your Portfolio together and you may Digital Photography Use it to Name Name	Class/Period
Portfolio #1: "The Rules of Design—My Pix hele YDU	

It's time to show what you know! Make pix for each of these Rules of Design. Use this guide sheet to prepare for and keep a record of the pix you take to show that you understand and can apply what you've learned about the elements of design. (You may continue any of your notes/descriptions onto the back.) *This paper WILL be turned in after your Portfolio Presentation.

You will be shown how to upload, reduce, save, and produce this project as a slideshow. DUE: MONDAY, DEC. 7th Presentations will start on Tuesday, December 8th Use the boxes to guide you through the Rules of Design. Element Definition 1. P.O.V. Point of View—make the shot from a creative angle—from higher or lower than where most people would see it. 2. Macro-Get close. No, closer. No, closer! Close-up 3. Rule of Use a Tic-Tac-Toe grid to position the main subject away from the Thirds center. Put things at the intersection of the grid or along its lines. 4. Line One-dimensional (length) connection between two spots. Horizontal line-restful & stable Vertical line-strong & stable Diagonal line-dynamic & not stable C-Curve—a smooth-bending line with a single curve S-Curve—a smooth-bending line with one or more opposing curves Leading Line—a line of any kind that draws your eye from along a "path" from the front of the picture to the back. Crooked line-a "nervous" S-Curve made of connected, opposing diagonal 5. Shape Two-dimensional (length and breadth) circles, squares, rectangles, triangles, & odd shapes formed by a line that connects to itself and encloses a space. Positive space is the inside the shape. Negative space is the empty area outside a shape. Three-dimensional (length, breadth, and depth) objects that are defined by shadows or "deepness." 7. Balance Balance happens when the elements of the photo are distributed within the frame so that, if you "balanced" the middle of the photo on your fingertip, the equal visual "weight" of the elements would keep the photo from falling to one side. 8. Framing Using a foreground element to accent the main subject of the photo by surrounding it—not necessarily on all sides. 9. Color Use color theory to create pleasing photos. Basically, decide if the color(s) are the main subject and compose the shot to accent the color(s). 10. Texture Texture is the "touchy/feely" design element. If the subject or the background attract or disgust your sense of touch, accent that element. Words like *smooth*, rough, sharp, slimy, hot, etc. are texture words. 11. Rhythm/ * Rhythm is when a line, shape, or form repeats several times in a shot. Pattern It's best when at least one of the elements is a little different. * Pattern is when the frame of the shot is filled with small, repeating lines, shapes, or forms—like a close-up of a chess board or a shot of a field of flowers or a flock of birds. 12. BEST of * Out of ALL of the photographs you have taken over the course of this the BEST semester, which one is the BEST one out of all of them AND WHY?

Presentation 1 TAG Critique
Student: Example

T.A.G. Critique

T: Tell something you like:

Your Best of the Best is

Wonderful! You clid a
fantastic feb of get In so

Close that we can see all

A: Ask a question: the cletails and

Most of Subtle Color

Your Work

Seems to be

On the "Macro" end-no

G: Give a positive suggestion: other element

Do you were photographing,

Photography seems to be your

H you could do a "balance"

Photo in "Macro" to have a

Stronger Photograph.

Presentation L TAG Critique Student: T.A.G. Critique T: Tell something you like: about, some of our filters with Strongest works are the others maybe the cropping or getting closer in on some of your other photos, for example, we your example, we your pattern photos.

You will fill out each T.A.G. Critique box as each new student presents their Portfolio.