

Yearbook

Framing & Filling the Frame (Composition)

Framing Background

- Composition is the way in which different parts of an image are arranged. We use composition techniques to create images that help the viewer to understand our message more powerfully.
- There are many composition techniques in photography and in art. One of the most widely used techniques is Framing.
- Framing uses natural or man-made objects to focus the viewer's attention on the main subject.

Frames can be made of a large variety of objects:

- Overhanging branches
- Holes in a fence
- A door or window
- A mirror
- Arches
- Railings
- Car windows
- Rocks
- A hole in something

- The Rule of Thirds can then also be applied to the framed subject.

Have your subject think of a particular emotion to get a more interesting photo:

- Sad
- Happy
- Annoyed
- Scared
- Hopeful
- Excited
- Angry
- Shocked
- Nervous
- Upset
- Content
- Relaxed
- Amused
- Curious
- Playful
- Thoughtful
- Inspired
- Disappointed
- Confused
- Shy

You will see some examples of framing in a Flickr gallery/Google Search

Goal

- Take 3 framing photos of people in our class. Each one must feature a different frame. Get creative in finding frames, you might be surprised by what you find.
- If it improves the photos, apply the Rule of Thirds

Filling the Frame Background

Most pictures fail to be interesting because the main subject is too far away or it is surrounded by distracting objects. Filling the Frame is a powerful composition tool. To fill your frame you can:

- Move closer
- Zoom in
- Crop your image in Photoshop

You will see some examples of Filling the Frame in a Flickr gallery:

- Repetition

- Texture
- Colour
- Faces
- Pets
- Animals
- Bugs
- Flowers
- Goal

Filling the Frame pics

- Take 3 photos of people from our class. Get close, even closer! Focus on eliminating anything that distracts from the essence of your photo.

Criteria (30 marks)

5 marks per photo for proper application of the rule of thirds, lighting, colour, focus and creativity.