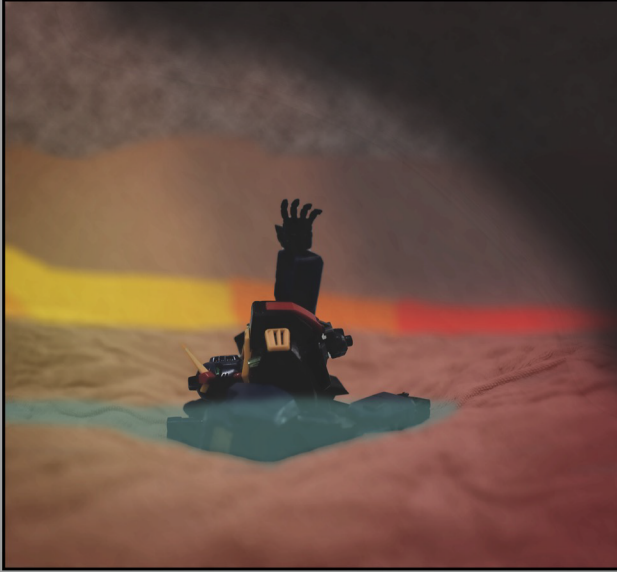


FOGGY AFTERMATH



TITLE: ABANDONDED



TITLE: OBSERVING THE KILL



TITLE: MEGALOPHOBIA



War

I selected this theme because I wanted to replicate the style of old or modern-ish war photos, like photos captured in the middle of war was what inspired me but I was also inspired by books and games I played during my free time, the theme is important to me because war is something games or shows fanaticise as a glorious thing but I wanted to show how war usually is, I will explore the theme by showing the good and bad sides of war, good sides being the awe inspiring armies whilst the bad will explore the death and destruction war often brings. I want the viewers to get a feeling of what war is and was, showing what war looks like through a propoganda lens and a realistic lens, what I want the viewers to appreciate about my works are the ways I composed the photos.

artist inspiration

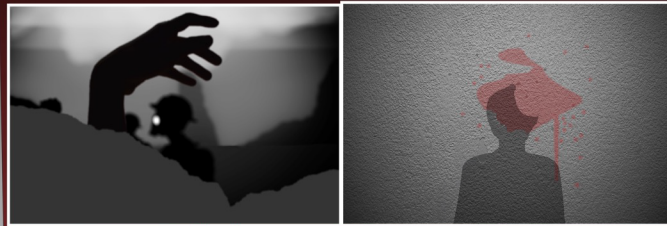
my intent for these photos were inspired by propoganda posters from fiction and the cold war, I wanted to recreate the effect of the posters with harsh colours and large text and negative spaces.

The Great Game

In these photographs I wanted to show how most of the "higher ups" view war as a game, and I wanted to show how war is represented in tabletop games so I went with the oldest wargame, which was chess, showing either how helpless or how reasonless war is, the usage of angles representing this.

machines

My intentions of this photograph were to show how almost every war has a new development of weapons or an arms race, to emphasize this, I made the photographs contain machines or something like arms races and weapons development / manufacture.



Ghosts

i was inspired by many quotes from games during or after wars, one quote being "War without reason" and I wanted to show what war is like for the front line soldiers whom have to deal with the deaths of friends. the compositions will vary from photo to photo but all photos will have the same style of monochromatic with a blur effect. the photos having either corpses or ghosts to represent casualties of war.

Duel

in war, duels between two or more individuals might try and close in the gap and try to fight their opponents hand to hand, I emphasised this with a low angle with blood and sparks from weapon impacts.

Victory

Often in war theres only one side whom wins, maybe the leaders of the victors go around announcing their victory to their faction. the composition using a low angle to put the victors on a higher ledge. and to put emphasis on the victors, I blurred the background along with contrasting colors to make sure people look at the victors first.

Trenches

The intention of this photograph was to show how photos might have been taken in trenches with grainy and old cameras, the photos being too under or over exposed as well, the photograph having a complicated background with some unknown event going on, the camera techniques used will be a lot of angles,

Breach

In war, walls and fortifications can be made to either provide cover or be a stronghold to be defended, I wanted to show how the soldiers would react if their stronghold/fortification was breached, panic and unpreparedness in the blur of the foreground whilst the background has a steady and frozen tank and marines. A wall is breached, letting in soldiers and a firefight ensues. The camera techniques used will be a hyperfocal and flash backlighting without flash, I will compose this as a bird's eye view photo or an eyelevel viewpoint, the post processing will add some soldiers, vignetting and a lime green tone for the first-person perspective.

Propaganda

my intent for these photos were inspired by propoganda posters from fiction and the cold war, I wanted to recreate the effect of the posters with harsh colours and large text and negative spaces.

See this?

RUN

more are on their way and what it signals is death

STAY VIGILANT

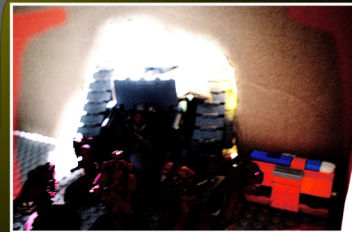
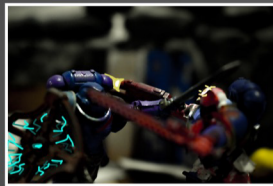


Report the suspicious to the nearest inquisitor

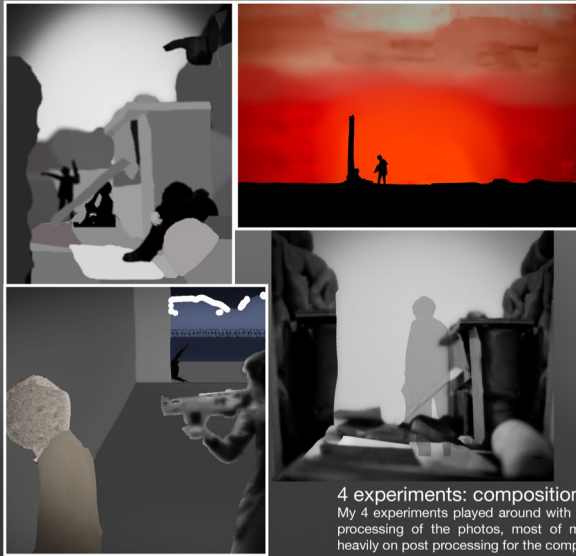


Ashes

My intention with this photograph is to put emphasis on the ash and smoke released by battles and war by putting lots of negative space, only showing bright and warm colours with fire and glare effects, there will still be colours but mostly muted and darker toned. The smoke and dust will be blended with a very dark background using vignetting, slowly going from darker browns to a black.



IDEA 1: GHOSTS

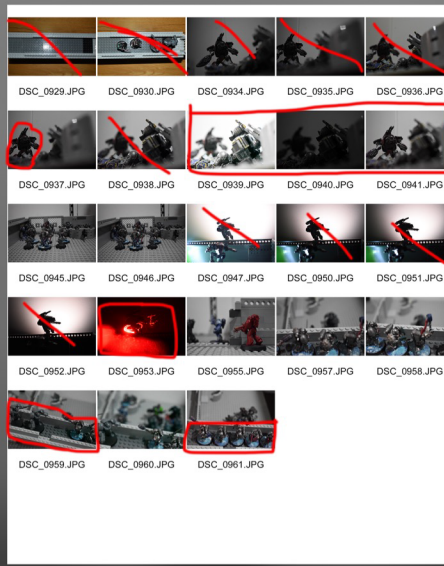


4 experiments: composition

My 4 experiments played around with composition and post processing of the photos, most of my experiments relied heavily on post processing for the compositions to be right.

Artist Influence

The photographer Ernest Brooks was my influence on my style of photos, especially the example photo, the silhouettes show soldiers as faceless and phantom like, this is what inspired the style and name of the idea, Ghosts
<https://petapixel.com/2016/10/29/life-photos-ernest-brooks-pioneer-war-photographer-wwi/>



IDEA 3 contact sheet

IDEA 1 contact sheet

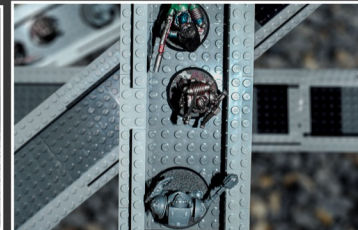
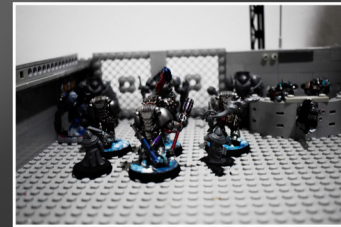
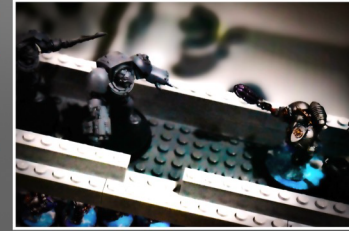
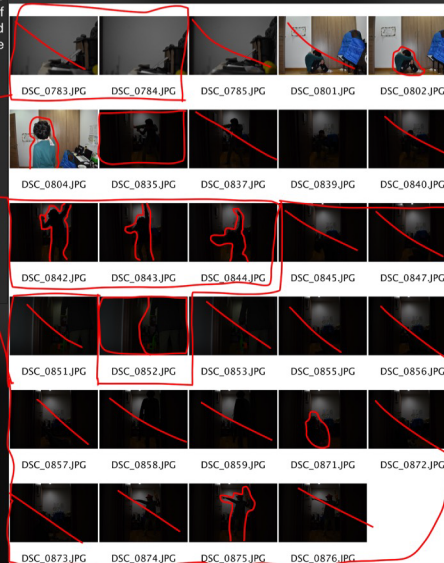
DSC: 835,852: These photos are my favorite as they were the cleanest and brightest of the silhouette photos, I had made the mistake of lowering the exposure too much and had many photos where I had to up the exposure manually to crop and copy them.

Camera settings:
 Exposure: -3.7
 Program
 ISO:100
 Lens: 50MM

The trench wall doesn't show in the photo,

cropped these out

all are underexposed and some had the flash on



4 experiments: composition

My 4 experiments played around with composition, only a few compositions were reliant on post processing as perspective wasn't a big problem.

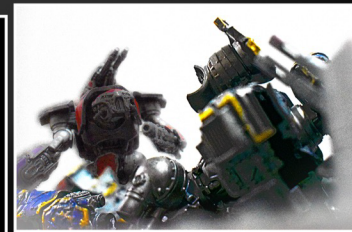
Artist influence:

the cover of the book saturnine was the inspiration for my composition study, the cover's use of perspective being the main inspiration
https://www.reddit.com/r/40kLore/comments/ey90fm/cover_image_for_saturnine_siege_of_terra_4/7rdt=64706



Final 2 photos

my final photographs were the two odd ones out were the one of the best compositions and lighting in my opinion so they were my choice of final photos.



Final 2 photos

The final photos represent different parts of war, both photos are representative of what each world war was famous for, for example ww1 was well known for trench war.

Title: Death, the destroyer of worlds



Title: no man's land



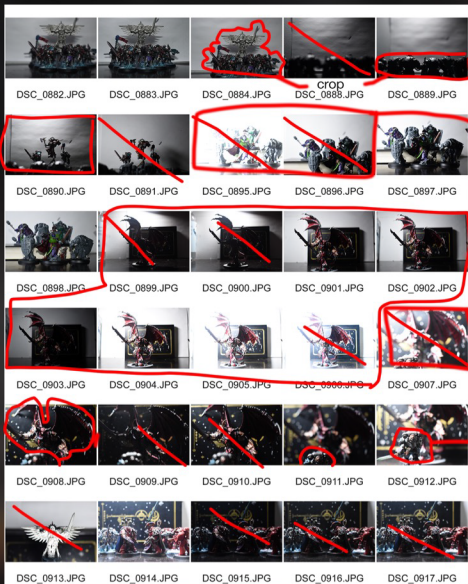
IDEA 2: FORTRESS



Artist Influence

The diorama by Rafael García Marín was my influence on how to do some of the photos, but the thing that influenced me was the miniatures in display. Each pose is unique and show a subtle story of how each one got there.

<https://volomir.com/en/last-stand-crimson-fists-volomir/>



DSC 890:

the reason why this photo is my favorite is due to its composition and lighting, it only needed a few touch ups to make it look like an angel descending from heaven looking for wrath.

Over exposed wasn't the lighting i was hoping for

unused none of these photos were used in any of the final photos

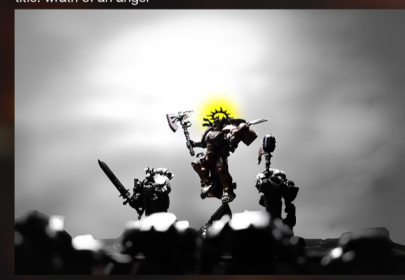
over exposed wanted to have the demon in a more darker exposure.

crop

IDEA 3: Last stand

my intention with this idea was to show a representation of what a last stand of soldiers might look like in war. the way i would do this is to show the ones who are fighting in a higher angle to show them as a larger and stronger force in the photo. and visualize the idea with complimentary colors in the photographs

title: wrath of an angel



title: burning world



Final Photos

these photos where what i thought representd the phrase "glorious last stand" both photyos feature a leader and some of their teammates fighting or appearin to fight someone or something

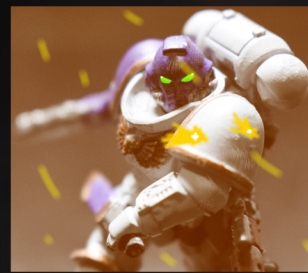
only one final photo needed heavy amount of post processing while the other one required a few camera raw filters and some brushed on techniques, both rely heavily on color and lighting, in the firts final photo only one color is shown, the yellow glow from the halo whilst the second final photo has heavy uses of red and yellow.

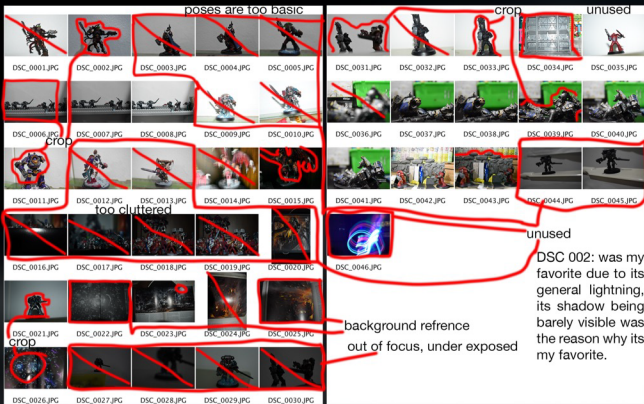
i used yellow in the first photo to draw the attention to the halo itself, as it is the main focus of the photo and the inspiration for its title.

in the second photo the use of red was to show a firestorm in a world that is up in flames.

4 experiments: Light

My 4 experiments played around with lighting before and after taking the photos, most of my experimntations had many lighting changes, i played around the the lights to see what the results would be , many of the photos used were what i thought was the best photo for both light and composition.





Review
 i feel like i couldve done better on the final photos if i had used more techniques, all the photos other than a few were a bit subpar compared to the previous ones, although each are unique in their own way, if i could, i would change how i composed some of the photos or how i edited them.

DSC 002: was my favorite due to its general lightning, its shadow being barely visible was the reason why its my favorite.



rain

seperator

titan

trench + marine

the rain effect was a remix of the dust effect. from photo 1, i added motion blur to make it look like its falling from a specific direction

final photo 5
 the titan was made much more clearer than the marines with the camera raw feature

Effects

Texture: +100

Clarity: -100

Dehaze: +23

Vignette: -63

Grain: 0

Exposure: -1.85

Contrast: -100

Highlights: -100

Shadows: -62

Whites: -100

Blacks: +100

Color

White balance: As Shot

Temperature: +12.30

Tint: 0

Vibrance: +100

Saturation: +100

Contrast: -100

Highlights: +100

Shadows: -100

Whites: -100

Blacks: -100

Layer 10

dust

bridge

firestorm 3

firestorm 2

blast

Dante

demon

fire storm 1

background

the marines were made very grainy on purpose to show the effect heavy rain might have on camera whilst hust flies around due to a colossal machine being felled.

Effects

Texture: -100

Clarity: +75

Dehaze: -67

Vignette: -81

Grain: 0

Light

Exposure: -2.75

Contrast: -100

Highlights: -100

Shadows: -100

Whites: -100

Blacks: -79

Blur

Blur: 25 px

Effects

Texture: -100

Clarity: -100

Dehaze: +18

Vignette: 0

Grain: 0

Effects

Texture: -100

Clarity: +75

Dehaze: -67

Vignette: -81

Grain: 0

Light

Exposure: -1.65

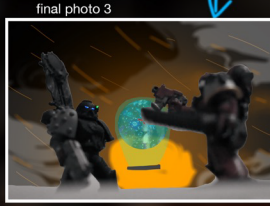
Contrast: -100

Highlights: 0

Shadows: -50

Whites: -45

Blacks: -8



Layer 10

dust

bridge

firestorm 3

firestorm 2

blast

Dante

demon

fire storm 1

background

the marine in the photo was already a dark color but i decided on making him darker and have no saturation or vibration to put more emphasis on the colors of the lights

most of the background is a solid color due to my intention of giving ryanlor the main focus, made him under saturated with a high vibrancy to show the point slowly deteriorating from the dust and elements. The eye glow was made with a high field blur effect

the marine in the photo was already a dark color but i decided on making him darker and have no saturation or vibration to put more emphasis on the colors of the lights

Effects

Texture: -100

Clarity: +75

Dehaze: -67

Vignette: -81

Grain: 0

Blur

Blur: 25 px

Effects

Texture: -100

Clarity: +75

Dehaze: -67

Vignette: -81

Grain: 0

Effects

Texture: -100

Clarity: +75

Dehaze: -67

Vignette: -81

Grain: 0

Light

Exposure: -1.65

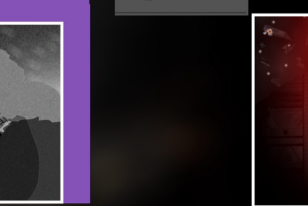
Contrast: -100

Highlights: 0

Shadows: -50

Whites: -45

Blacks: -8



Effects

Texture: -100

Clarity: +75

Dehaze: -67

Vignette: -81

Grain: 0

Light

Exposure: -1.65

Contrast: -100

Highlights: 0

Shadows: -50

Whites: -45

Blacks: -8

Blur Tools

Field Blur

Blur: 67 px

Layer 2

Rectangle 5

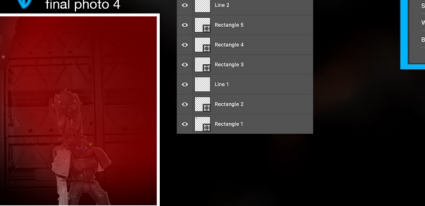
Rectangle 4

Rectangle 3

Line 1

Rectangle 2

Rectangle 1



the bridge layer being one of the layers with some detail, i decided to give it the feeling of being lit by the fire and explosions around it, the process involved using the camera raw filter's colour features heavily to get the right tone mix of flame and desaturation.

Color

White balance: Custom

Temperature: +63

Tint: +63

Vibrance: +52

Saturation: -5

Curve

Adjust

Highlights: +100

Lights: -34

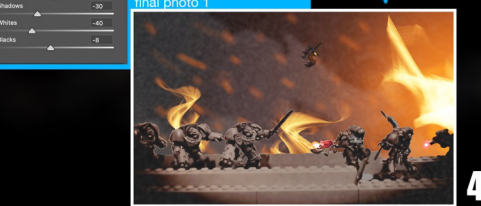
Darks: +23

Shadows: +20

the dust layer it was a long process of figuring out the dust effect over the 3 ideas, the way of doing the dust was simple and only took a few minutes

The first final photo is inspired partially by a light experimentation photo from my 3rd idea, the 3rd idea's main aspect, that being the fire storm is carried over to this final photo. The fire storm was created using multiple layers of orange lines with different levels of field blurring and layer opacity changes.

Both dante and the demon were intended for the foreground originally but due to the quality of the demon photo, i decided to put them in the background and blurred them accordingly



IDEA 1: INTERNAL

ARTIST STATEMENT:

The idea of internal was an evolution of the idea 'ghosts' from y A2P1 as i believed the logical continuation of a traumatic war is an internal war of the mind. i was inspired by the concept of depression and mental health, as many people suffer from mental health and other problems that they refuse or struggle to share with the world as the subject is seen as taboo. My overall vision for this idea was to try and represent how one person might feel in their 'internal war' against their own emotions and thoughts. The theme relates to the larger idea of war because of guilt and the mental gymnastics one must do to cope with actions they might have taken and ill represent this with the use of multiple exposures and distortions.

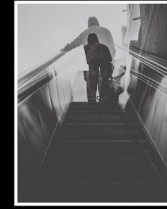
ARTIST INFLUENCE:

My inspirations for this idea came from from multiple multiple exposure artists, my main inspiration were the photos of Laurence Winram, Martin Dietrich and Muhammed Faread.

Laurence Winram:
<https://oneeyeland.com/gallery/conceptual/166209/laurence-winram-the-arrival>

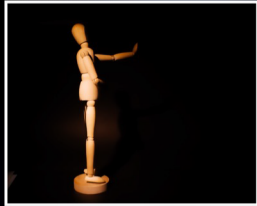
Martin Dietrich:
<https://www.behance.net/gallery/14029499/The-ghosts-that-carry-ed-us-away>

Muhammed Faread:
<http://www.mdolla.com/2017/01/double-exposure-photography-by-muhammed.html>



FINAL 3 PHOTOS

TITLE: ALONE



TITLE: INNER DEMONS



TITLE: RESISTANT



CONTACT SHEET

lighting test

underexposed/overexposed

underexposed

underexposed

underexposed

underexposed

unused

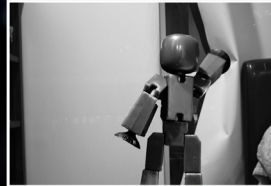
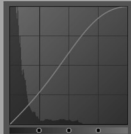
photogram:
 i enjoyed experimenting around with the photogram as it allowed a degree of artistic freedom for hand drawn items.

4 EXPERIMENTS: COMPOSITION



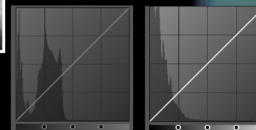
PROCESS:
 the photo background was basically perfect for what i needed, i only needed to adjust its vibrancy, saturation and it was done, the generative fills were just there to get rid of some imperfections.

BACKGROUND



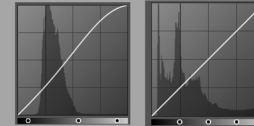
PROCESS:
 the process of this experimentation used mostly camera raw filters to get the character and background to the brightness i wanted, then i had them placed into the photo with a black and white filter.

LAYER 1 BACKGROUND



PROCESS:
 this photo involved the use of the bulb mode in the manual mode from the camera, i used it to make a contrasting background and foreground subject, i then messed around with the subject's exposure and colors to make it have a high contrast against a darker background.

LAYER 1 BACKGROUND



PROCESS:
 this photo/photogram was made as my final experimentation, i used tracing paper and different black and coloring markers to draw on the tracing paper to make the drawing of the photogram itself, the green markers made less visible shadows and the slight transparency of the black allowed for the unique effect on the photogram.



IDEA 2: DESTRUCTION

ARTISTIC STATEMENT:

The idea of destruction was a continuation of my 'Ashes' idea as the idea originally showed a large amount of destruction and fire, so I thought how would this idea look if it focused more on the destruction aspect instead of the fire aspect, I will be using a more refined version of my ashes technique to show an aspect of destruction. The destruction being a part of the culture of war, war destroys and leaves fear.

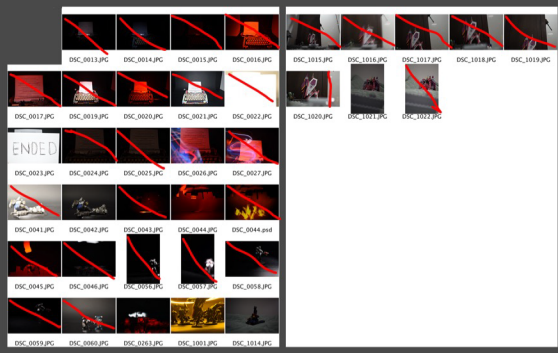
ARTIST INSPIRATION

My artist inspiration was this artwork from this article for the game Adeptus Titanicus, I find it that it represents the idea well as it has fire and ruins while a titanic machine marches through it in. I took inspiration from this with the fire and lava effect as well as the ruins.

https://www.warhammer-community.com/en-gb/articles/sJHNoDmC/6-of-the-most-dastardly-traitor-titan-legions-and-knight-houses-and-their-wickedest-misdeeds/?category=articles&sortBy=most_relevant&search=adeptus+titanicus



CONTACT SHEET



FINAL 3 PHOTOS

TITLE: PYROPHOBIA



TITLE: OMBROPHOBIA



TITLE: SUBMECHANOPHOBIA



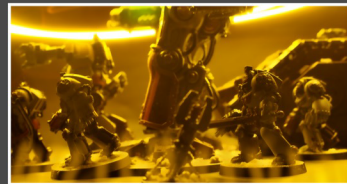
6 EXPERIMENTS: COMPOSITION



PROCESS:
the photo was put through the camera raw filter and then had the fire rendered in under a separate layer of the foreground.

Light	Color	Effects
Exposure: -1.20	White balance: As Shot	Texture: -100
Contrast: +11	Temperature: 0	Clarity: -18
Highlights: 0	Tint: 0	Dehaze: +20
Shadows: -45	Vibrance: -28	Vignette: -18
Whites: +50	Saturation: 0	Grain: 0
Blacks: +54		

Adjust	Refine Saturation
Input: 128	Output: 126
Layer 1	Layer 2



PROCESS:
the background had been camera raw filtered and 2 drawn on layers were made, both were blurred in different consistencies by the field blur option.

PROCESS:
used camera raw on the background itself and then used a separate layer to render the flames and blur it with gaussian.

Temperature: 0	Texture: -100
Tint: 0	Clarity: -100
Vibrance: +14	Dehaze: -88
Saturation: +3	Vignette: -14
Contrast: +10	Grain: 0
Highlights: -48	
Shadows: -100	
Whites: -23	
Blacks: +24	



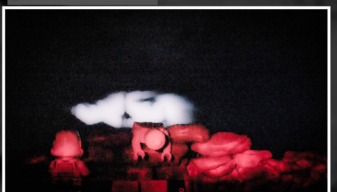
PROCESS:
background and DSC_0023 both had the same camera raw settings path through, DSC_0023 was blurred using gaussian and had its opacity changed to 72%



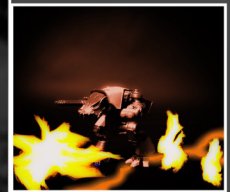
Light	Color	Effects
Exposure: -2.90	White balance: As Shot	Texture: -100
Contrast: +100	Temperature: 0	Clarity: -100
Highlights: -28	Tint: 0	Dehaze: -20
Shadows: -100	Vibrance: +68	Vignette: -4
Whites: -100	Saturation: +100	Grain: 100
Blacks: -100		

White balance	Texture
Custom	-100
Temperature: +2	Clarity: -100
Tint: +42	Dehaze: -37
Vibrance: -35	Vignette: -46
Saturation: -4	Grain: 0
Exposure: +2.35	
Contrast: +41	
Highlights: -61	
Shadows: -14	
Whites: +45	
Blacks: +32	

PROCESS:
applied these effects onto the photo



PROCESS:
used camera raw on background, added fire and lava layer above the background, blurred fire/lava with field blur, added hue saturation layer to make a sephia tone



Texture	Hue/Saturation 1
-100	
Clarity: -100	Saturation: +20
Dehaze: -37	Lightness: -7
Vignette: -46	
Grain: 0	
Layer 1	
Background	

ARTIST INSPIRATION

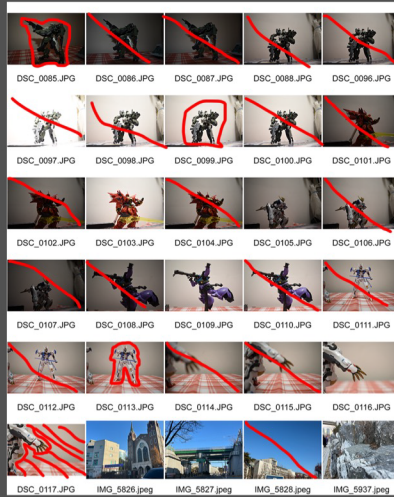
the inspiration of these photos came from this shot from this video, the use of perspective and focus is what inspired the angles of the photos

SOURCE:

<https://www.youtube.com/watch?v=q4kEUnfBTWc>
at 10:17



CONTACT SHEET



ISSUES:

I never encountered and issues with the photos technically or artistically as most of the artistic/visual issues were from camera raw having an issue with coloring of the photo or a technical issue of slow processing of the filters or features.

REVIEW:

Throughout this project, I believe I used photographic techniques somewhat effectively. Exploring unique ways of taking the photos needed for my intentions which helped me experiment and refine my approach. I used my artistic influences as a method of composing, post processing and experimenting for my photographs and they heavily influenced my final outcomes. For instance the influence used in A2P6 use of perspective inspired me to emphasize depth, while P7's influence encouraged me to experiment with composing and obscuring subjects. These influences helped shape my style and guided me in achieving a cohesive theme.

I developed my ideas progressively, starting with experimentation and refining them through trial and error. Although I faced challenges, such as balancing natural and artificial light, I resolved them through research and practice. Overall, I am slightly satisfied with my final idea as I feel like it can be improved with more time and resources and better improvement of my skills in both shooting and editing the photographs, although the ideas do capture the feel and general mood of my ideas effectively and conveys the theme I intended to communicate in a lesser manner.

PROCESS OF DEVELOPMENT

the photos are from evolved from an idea from my brainstorm from A2P1, the idea was originally called ashes and it was mainly based on obscuring the subject of the photo whilst also making the m stand out in a specific manner, the idea went from ashes of a battlefield to ruined or destroyed war creations laying in a battlefield or deep under sea, the idea of the environment also changed the titles to reflect a phobia, and as such the final photo of the destruction idea soon became submechanophobia as to reflect the deep sea night diving feel the photo gave off, and now the photos here are taking the aspect of obscuring the subject idea from P1 with the night time feel of the destruction idea of P6 and combing the two to make the photos seem here.

FINAL PHOTO A2P1



FINAL PHOTO: SUBMECHANOPHOBIA



FINAL PHOTOS:

the final photos here aren't the most perfect of the ideas but it works as a showcase of the general idea of the photos and idea in general I believe that they do show off what I am trying to convey through basic editing and effort, the mix of the two ideas which developed into this show in the use of layering and the environment showing off the obscuring of the subject.

FINAL PHOTOS OUTCOME:

I made the photos by playing around with the camera raw filter and layering on different photos onto the photo with the same camera raw filter applied

