The Art and Science of Depiction

What is a Picture?

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Photoshop assignment

- Perspective
 - Converging perspective is OK in the 3D real world
 - It is not in 2D
- Distracting elements
 - Are usually not distracting in "reality"
 - But are harder to "filter out" in the picture
 - The image does not "read" as well

Reading

- Photo-surrealism
 - Unable to detect discrepancy
 - Non realistic physics helps tell story
- Jet Lighter
 - New approach to making images
 - Photos are the new building block to make photos
 - Very different from traditional montage
 - The same may happen to cinema (Lucas)

Discussion

• Visions of Light

Visions of Light

- Intuition, realize afterwards
- Craft, not art
- Dominance of the actor
 - Must be beautiful
 - No shadow on faces
 - Dietrich more luminous, pops out
- Film noir
- Color in The Last Emperor
- Communication Director Photo-director





Visions of Light

- Formal rules / breaking rules
 - The rules are broken, not eliminated
 - Only when necessary
 - The counter-example does prove the rule
- CECNI CENSON IN

- Difficulty with new language
 - Silent to talky, Black and white to color, wide format
- Invention
 - Technological
 - Pictorial, new language
- Importance of fresh eyes
- To be "realistic", do not use formal rules





Relativism of realism





What is a picture?

Questions

- What makes a picture a picture
- Would a 100% faithful hologram be a picture?
- Could it be artistic
 - Would it be better than a "normal" picture
 - Would it be inferior?
- Example of cinema
 - Static to dynamic
 - Silent to talkie
 - Black and white to color
 - -3D

What is art

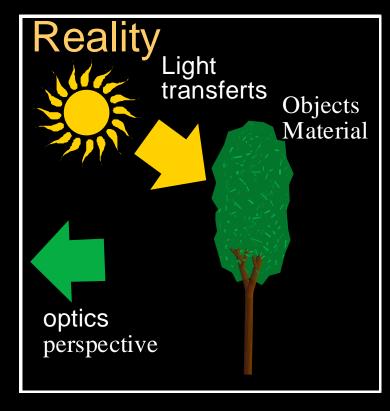
- Craft (Painting, Cinema)
- Religion
- Beauty
- Self expression
- Emotion
- Enhanced experience

Plan

- The chain of representation of reality
- Duality of images 2D/3D

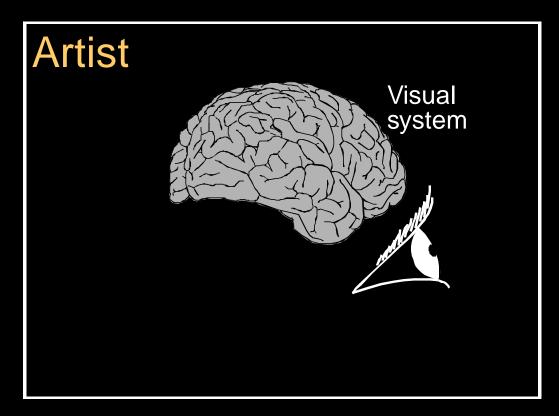
Reality

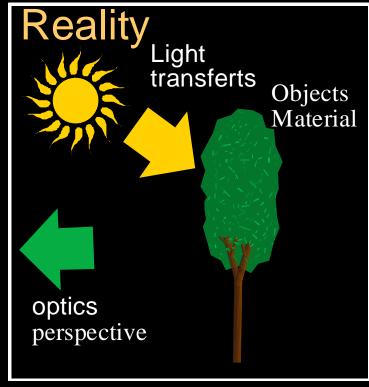
- Objective, physical
- May be imagination
 - But always references to reality



The Artist

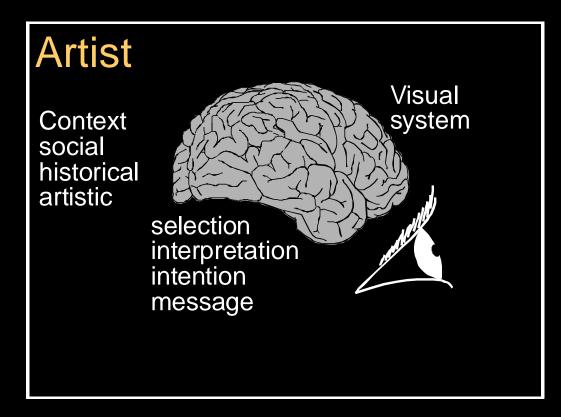
- Visual system
 - Not straightforward!

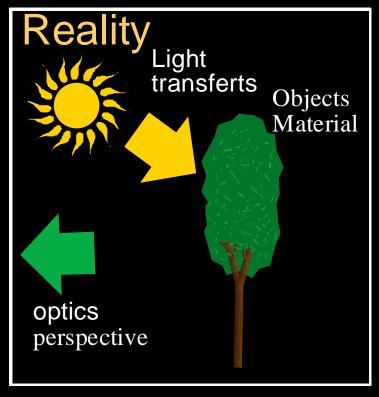




The Artist

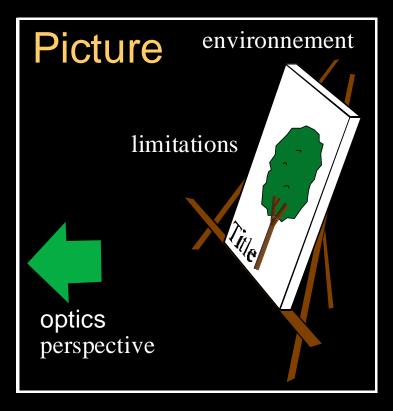
- Visual system
- Intention
- Context





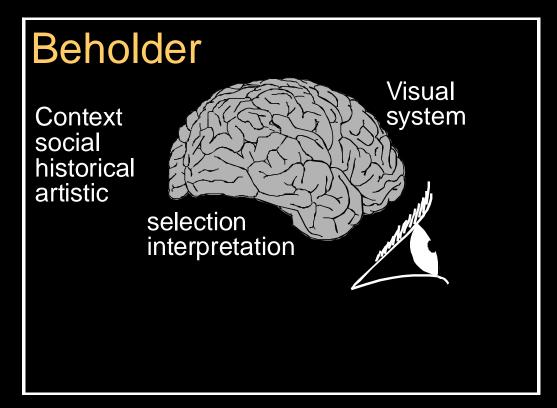
The Picture

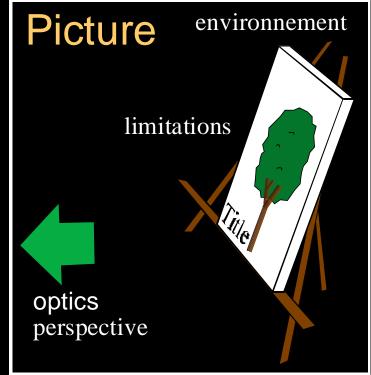
- Flat, limitations
- Seen in a given environment, conditions



The Beholder

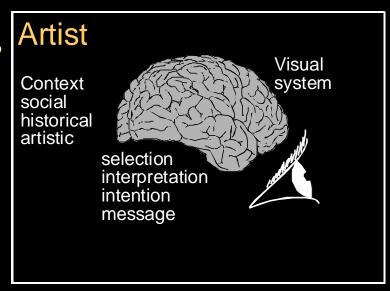
- Visual system
- Interpretation
- Context

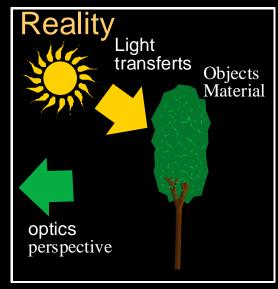


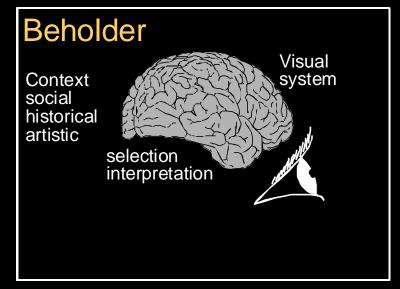


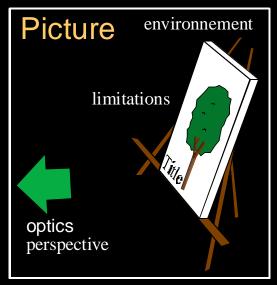
The Chain of Depiction

- Differences,Mismatch
 - Context
 - Conditions
 - Perception
 - MessageSelection



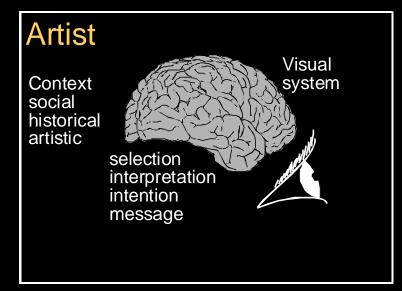


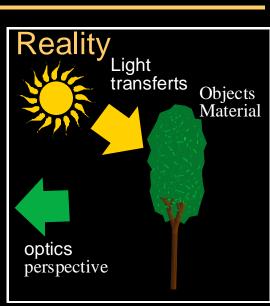


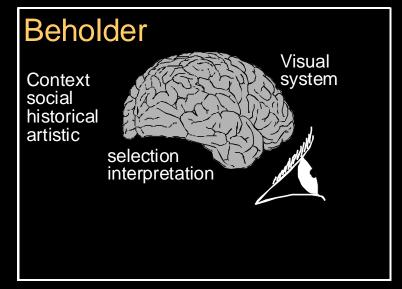


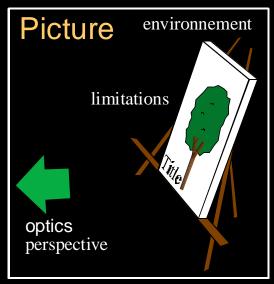
Context

- Historical
- Political
- Gender
- Artistic



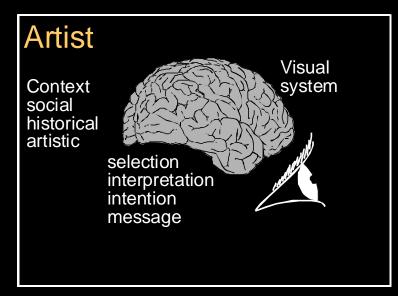


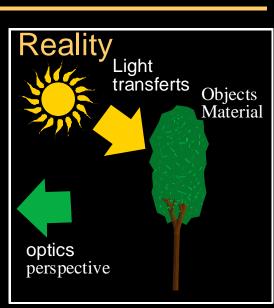


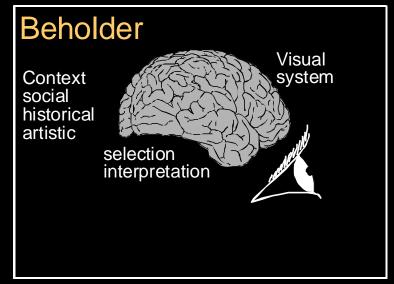


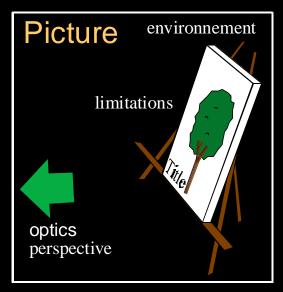
Conditions

- Darker
- Distance
- Etc.



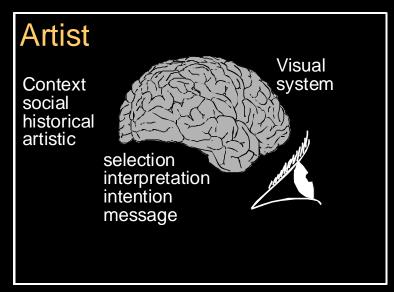


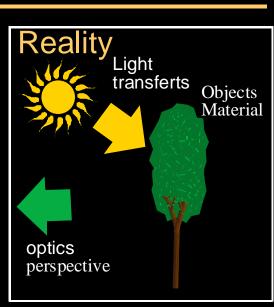


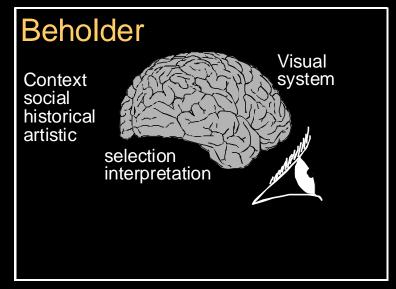


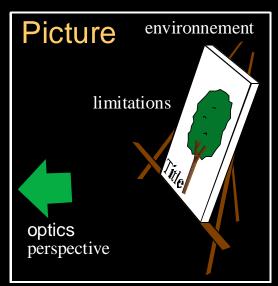
Perception

• Is the perception of pictures different from the perception of reality?









Perception picture/reality

- Photos usually do not look distorted
- Why is the photo of the photo distorted?

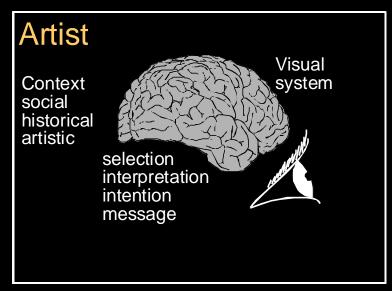


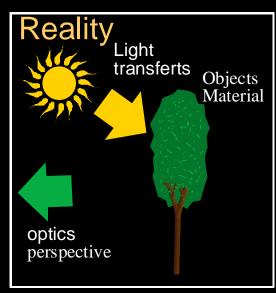
Picture vs. Reality

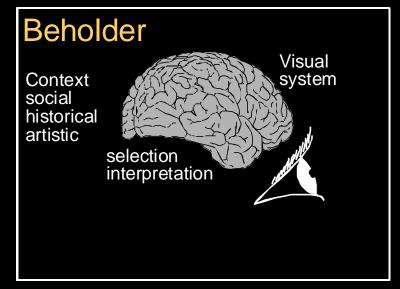
- We see reality the way we see pictures
- Not the other way around
- Make up
- Stage lighting
- Statues as 2D views
- Architecture un-distortion

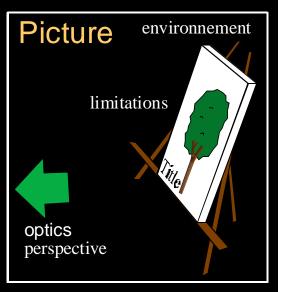
Message, selection

How can the artist transmit a message and select what the viewer perceives







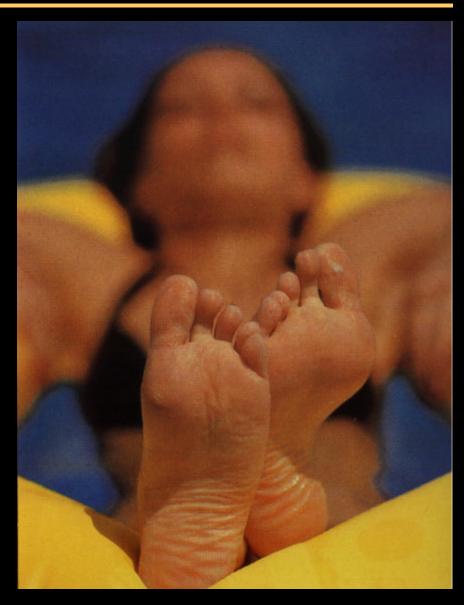


• Viewpoint selection, framing

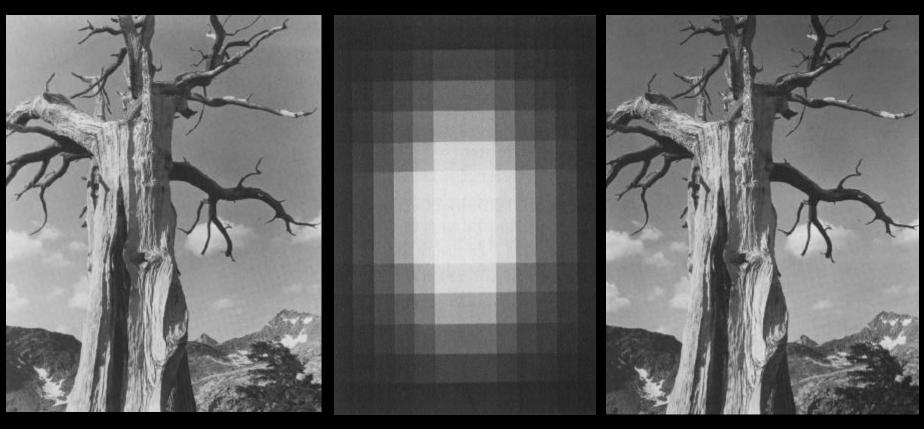




• Depth of field



• Edge burning



• Lighting





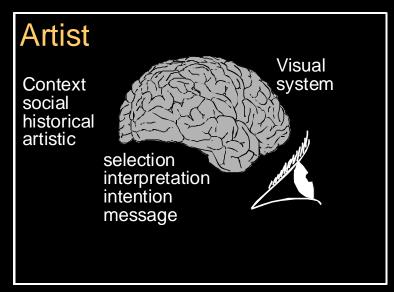


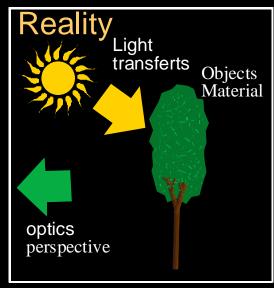


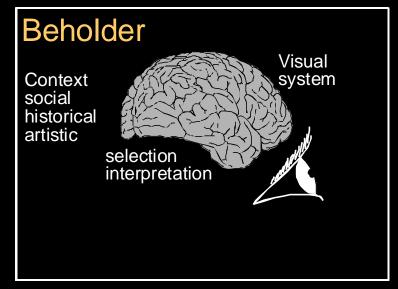
Message, selection

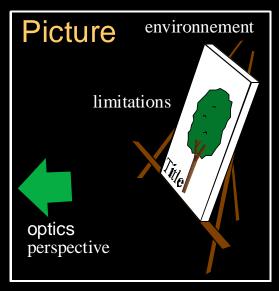
 How can the artist transmit a message and select what the viewer perceives

Caption









Caption



Caption, context

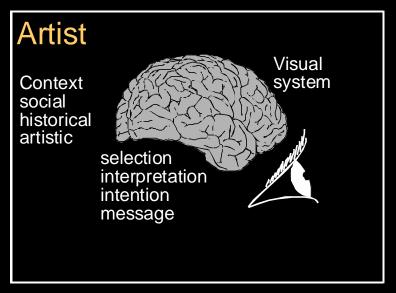
• Christina's world, Wyeth

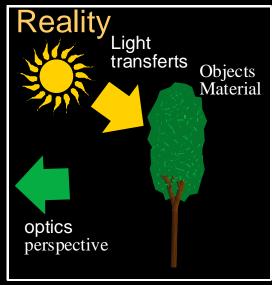


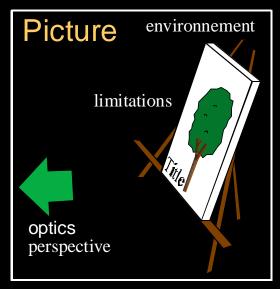
Making pictures

• Simple in principle:

Draw or paint what you see

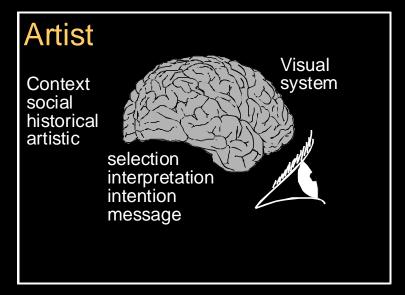


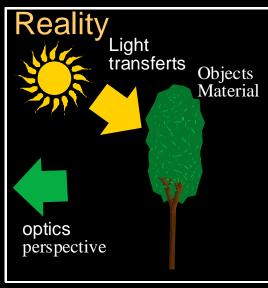


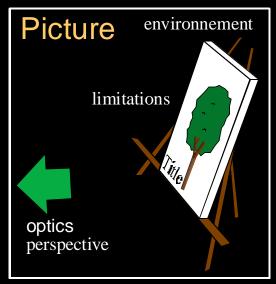


Making pictures

- Simple in principle:Draw or paint what you see
- Problem: what we see is not so simple

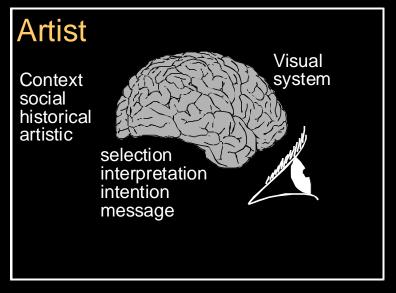


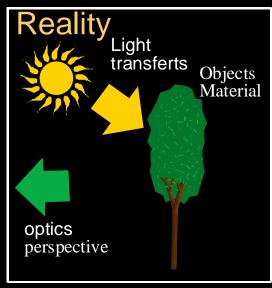


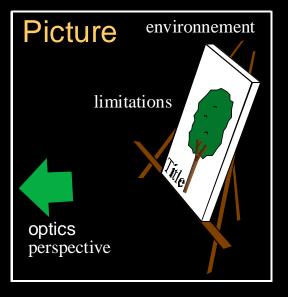


Making pictures

• Previsualization (Adams)







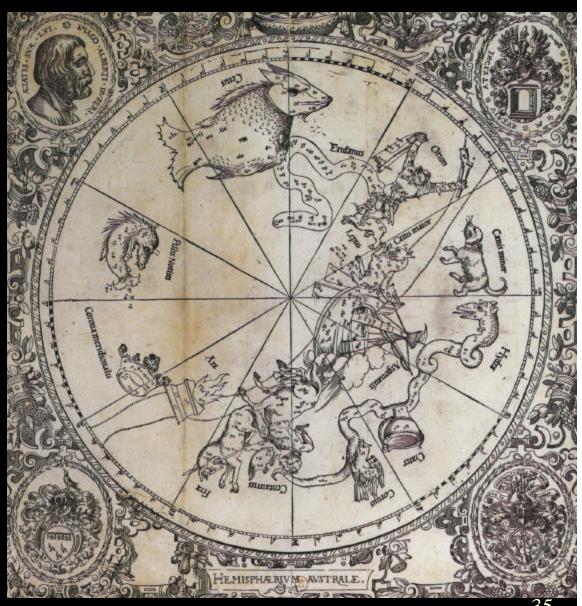
Making vs. analyzing pictures

- Practice
- Feedback



Making vs. analyzing pictures

- Practice
- Feedback
- Clouds,Constellations
- Rorschach



What is a picture?

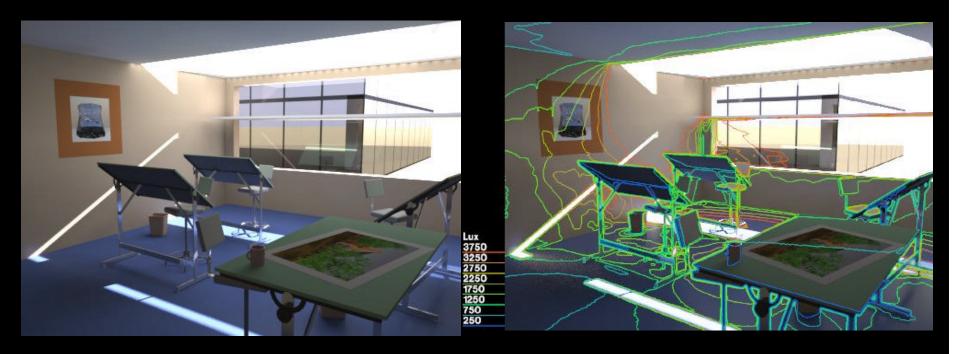
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Goals of pictures

- Optical vs. Haptical
- What we see vs. What we know

- What we feel/mean
- Other "channels"
 - Sound, data, etc.

Do we always need photo-realism?



Plan

- The chain of representation of reality
- Duality of images 2D/3D

Duality of pictures

- Pictures are both
 - Flat 2D objects
 - Depictions of 3D scenes
- The dialectic between these two essences is crucial

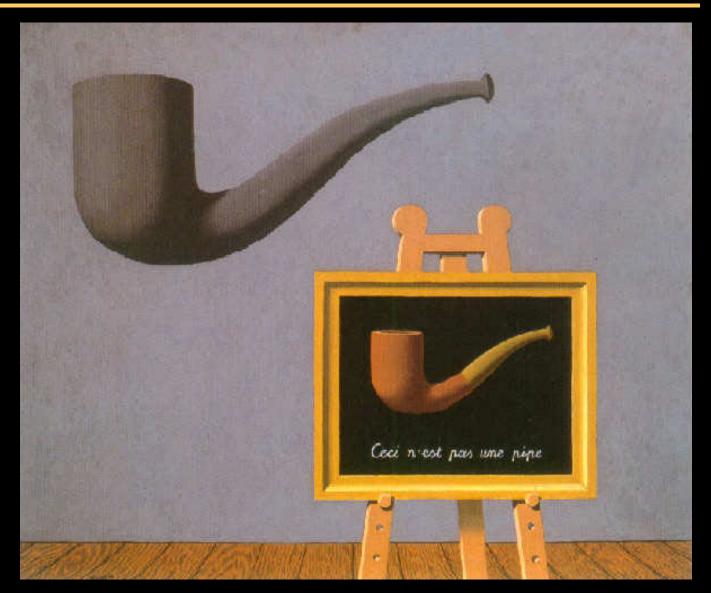
Duality of pictures

- Magritte
- AnecdoteMatisse



Duality of pictures

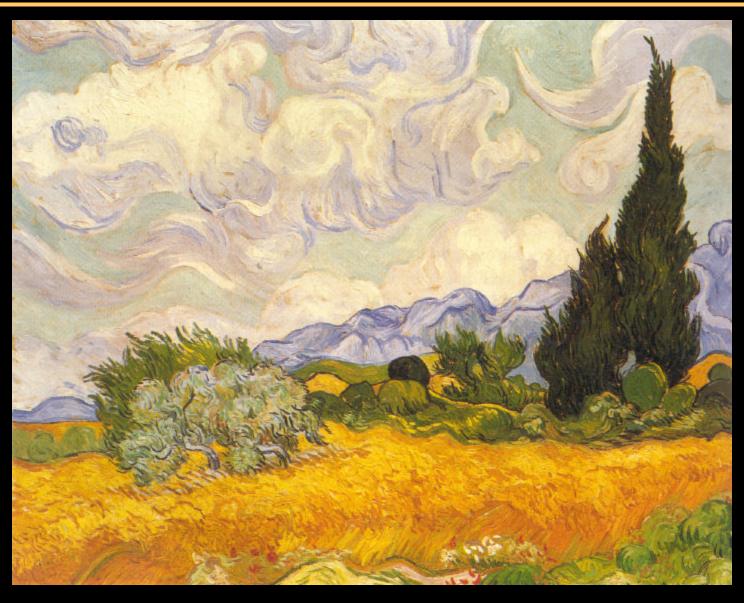
- Magritte
- AnecdoteMatisse



2D/3D





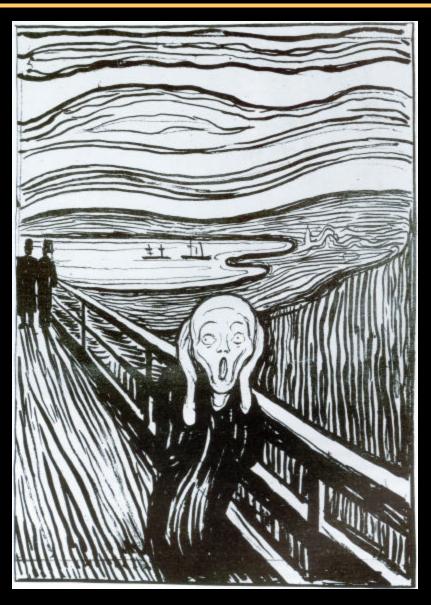








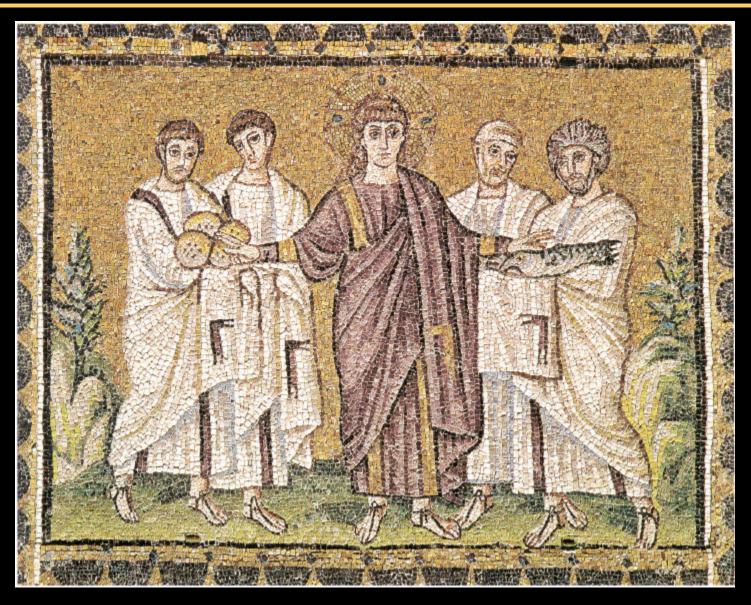






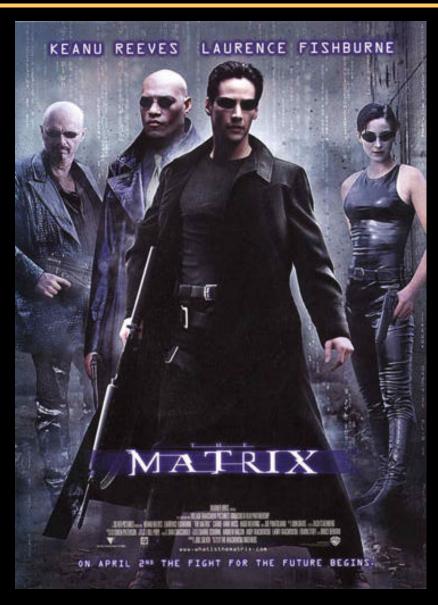








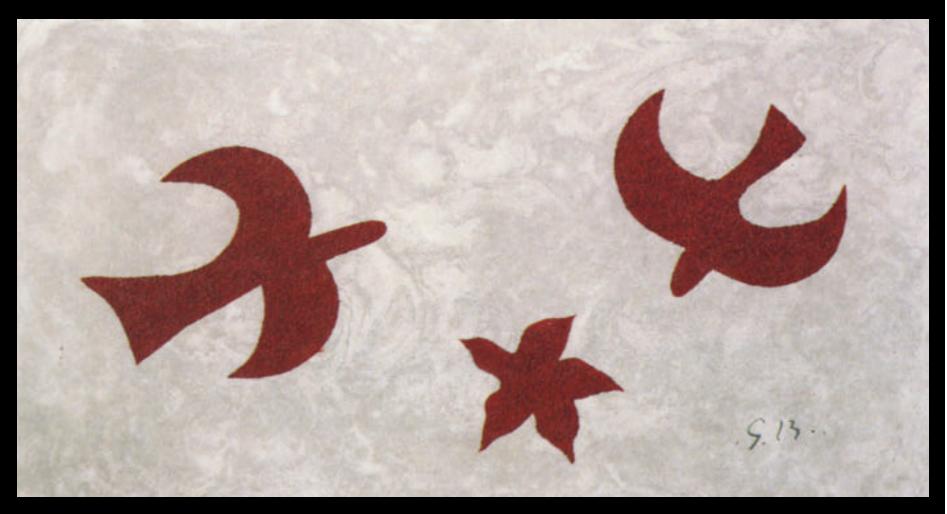














What makes it 2D

- The surface of the picture is visible
- The marks are visible (brush strokes, grain, scratching film...)
- Absence of one visual channel (color, texture...)
- Letters
- Accidental viewpoint
- Absence of shading
- "non-realism"

Interaction 2D/3D

- Celtic knots
- Islamic arabesques



Interaction 2D/3D



Interaction 2D/3D

- The image is 3D
- The message is in the 2D



Do we always need photographs?

• Focusing on the 2D aspect emphasize the "potential" side





Perspective correction

• 3D verticality must be translated as 2D verticality





Perspective distortion

The 3D symmetric sphere is projected as a
 2D asymmetric ellipse



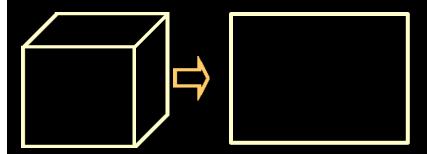
The School of Athens, Raphael

Sphere should project to an ellipse



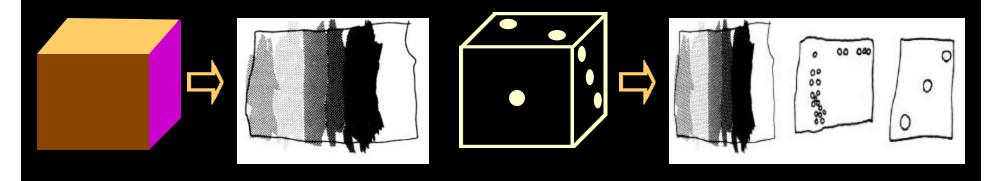
3D and 2D attributes

- Show a dice to children (~6-7)
- They usually draw a rectangle
- The rectangle can stand for one face



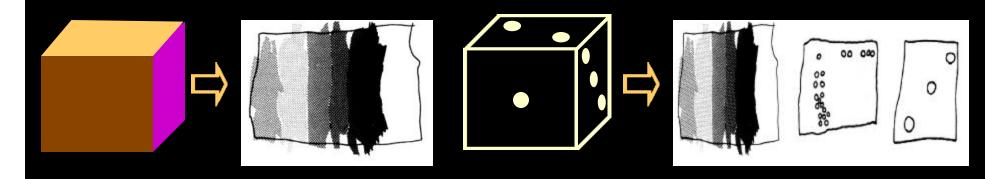
3D and 2D attributes

- Show colored or numbered dice to children (6-7)
- The still draw a rectangle
- But different colors or many points



3D and 2D attributes

- Show colored or numbered dice to children (6-7)
- The still draw a rectangle
- But different colors or many points
- The rectangle stands for the whole dice
- The notion of 3D object with corners is translated as a 2D object with corners



Discussion

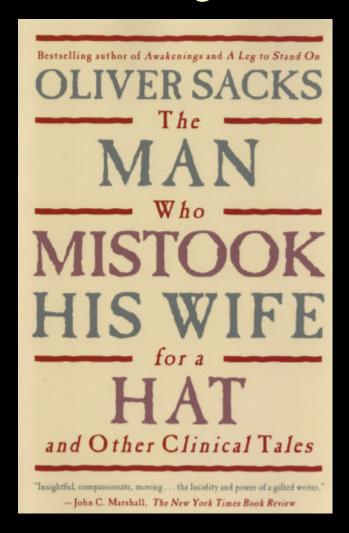
• Why is black and white photography considered "more artistic"

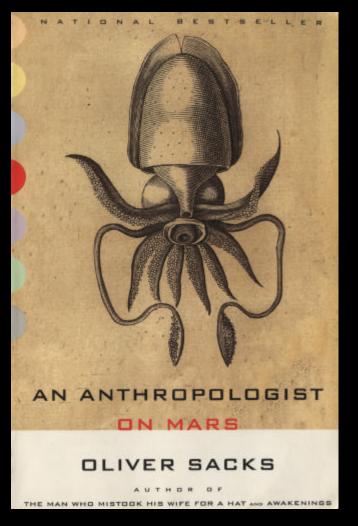
Assignments

- Feedback
- Image
- Reading
- Piranesi

Reading

Do not forget Gombrich





Assignment

- Piranesi tutorial
 - Demo version on the class web page
 - Non-photorealistic rendering
 - Tutorial 1 to 3
 - Skip 2.4







Talk

• Vague decision next week

The End

Degree of realism

- Non-figurative
- Remote
- Realistic
- Recording
- Photojournalism (objective, "neutral")
- Holography

Misc.

- Different techniques for the same goal
- Knots for 2D/3D, posters, trompe-l'œil

