### 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**

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

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!
What is a picture?

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
  - Message
  - Selection

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

**Selection**

- Viewpoint selection, framing

**Selection**

- Depth of field
Selection

- Edge burning

Message, selection

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

Caption, context

- Christina’s world, Wyeth
What is a picture? 31
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
• Clouds, Constellations
• Rorschach

Goals of pictures
• Optical vs. Haptic
• What we see vs. What we know
• What we feel/mean
• Other “channels”
  – Sound, data, etc.
**Do we always need photo-realism?**

*What is a picture?* 37

**Plan**

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

*What is a picture?* 38

**Duality of pictures**

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

*What is a picture?* 39

**Duality of pictures**

- Magritte
- Anecdote
- Matisse

*What is a picture?* 40

**Duality of pictures**

- Magritte
- Anecdote
- Matisse

*What is a picture?* 41

**2D/3D**

*What is a picture?* 42
<table>
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What is a picture?

Is it 2D, is it 3D?

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What is a picture?

Is it 2D, is it 3D?
**Is it 2D, is it 3D?**

What is a picture?

**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**

- 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