

Your Illusionary World > **Frame it!** > Like Shooting with a Camera

Planning your world and the view into it (Setup a scene & shoot it with your camera)

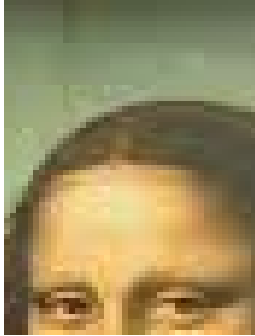
1. Choosing Subject(s): What do you want in your world? (What's your scene like?)
2. What kind of world should it be? (refer to class 1's survey of illusionary worlds)
3. Choose to look at it from a specific point of view then **frame it!** (Look through you view finder and choose your shoot)

Persuade the eye and the mind!
 The eye compares everything in front of it to each other -- gauging their **RELATIVE** shapes, sizes, values, and colors; the mind links them with memory.

Reframe Leonardo da Vinci's Mona Lisa (like a photographer)



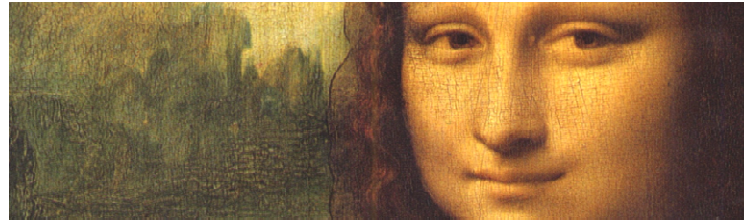
As is at the Louvre



Frame a part



Zoom in



Change size & proportion of frame; "centering" of image

Demonstration:

 Use the paper L's provided to consider reframing your images like the Mona Lisa examples.

Optional: Also consider a title, **frame your painting with a word or phrase** ... provide a verbal focus.

Examples of effective framing in historic paintings:



Sargent's painting fashioned "en plein air" has people whose faces are painted with one or two strokes; they are not dominating the frame even compared to the original Mona Lisa. What does his framing convey?

Turner's The Slave Ship is framed so that everthing points to the setting sun that is dominating and just slightly off centered while the title frames the slave ships that are visually secondary. What do you think Turner is "framing?"



Cezanne's landscape has at least 3 frames, the canvas itself and those within the image like the visually contiguous horizon line that frames the sky with mountain and separates the dwelling-scape below to a different frame. See any other frame?

Think about for next class:
Drawing and Proportions

1. Choose a subject if you haven't already.
2. Bring image(s)/object to draw
3. Consider the framing of your subject