Supplies: A minimum of 6 sheets of 4x5 T-Max film. Enough paper to make one good print each from each negative plus a contact sheet. Your T-Max RS developer. A journal for your notes and anything else you need to record.

There are two distinct parts to this assignment.

GEOMETRIC OBJECTS: You need three geometric objects. They should all be white, opaque, and with a non-glare surface. You may paint objects with flat white paint or cover them with paper, or in any other way change the original surface to meet the flat, white, opaque requirements. If the objects have texture, so much the better. Do not use Styrofoam. It is not opaque. The objects should not all be the same size. It is easier to light and shoot larger objects. There should be one sphere, one cube with parallel sides, and a cylinder. The cylinder must have parallel sides, and also a top surface.

Procedure: Reserve the studio. You may reserve three consecutive hours. Your maximum reservation time in a given week is three hours, but you may always make use of unreserved time whenever you have the opportunity. You share the studio with three other classes and that time is precious. Plan ahead. You need to take one photograph of each object. The object must occupy a major portion of the negative. The sphere must have a core shadow. The cube must show two sides as well as the top, and each side must be of a different tonality. Correct the perspective so that the sides do not converge. The cylinder must show a core shadow and the top surface as well as having the sides parallel.

Part 2: Create an interesting composition using all three shapes. The lighting must be correct on all three shapes and perspective must be correct on all three shapes. The shapes may cast shadows on one another, but the shadows must not be distracting nor should they be lacking in detail. The shot should evidence good composition and the objects should not be cropped.

Suggestions: Calculate your exposure carefully. Calculate the bellows extension factor. You will probably need to compensate for approximately 1 additional stop of exposure. Use maximum depth of field. You may use long shutter speeds, beyond one second by using the bulb setting on the lens. Because your objects are white, you should have learned by doing the 7 negative assignment, that you have several options. Do not over-expose, because you don't have shadow areas where you need to maintain detail. Do not over develop the film as it will block up your highlights, and the subject matter all falls into the highlight range. It is strongly advised that you under-develop the film to make printing easier.

This is the one assignment when I recommend that you shoot Polaroid film. This is not a requirement, but it will help prevent the possibility of a reshoot. There are twenty sheets in a box, so you might want to share the cost with another student.

STUDENTS MUST PROVIDE THEIR OWN UNIQUE OBJECTS. YOU MAY NOT TURN IN AN ASSIGNMENT USING SAMPLE OBJECTS FROM THE SUPPLY ROOM WINDOW NOR MAY YOU SHARE OBJECTS WITH OTHER STUDENTS.

It is possible that I forgot to write some information on this sheet.
The Sphere

Each student must bring in a spherical object that is white, either naturally or painted. The sphere must be lit so that the final image contains a core shadow that helps to define the spherical shape of the object. A core shadow is dark and is usually created by positioning a reflector on the shadow side, bouncing light back into the dark shadows. Somewhere within the side facing the camera between the main highlight and the bounced highlight, a dark line is created, and this is the core shadow.

The Cylinder

Each student must bring in a cylindrical object that has a top. The top must be visible in the finished shot. The cylinder must also be lit so that the final image contains a core shadow that helps to define the cylindrical shape of the object. A core shadow is created the same way as it is for the sphere. When the top of the cylinder is seen by the camera, the angle of view is aiming down on the cylinder, and the perspective needs to be corrected by making the sides parallel.

The Cube (Rectangular Solid)

Each student must bring in a cubic object. The top must be visible in the finished shot as well as two sides. When the top of the cube is seen by the camera, the angle of view is aiming down on the cube, and the perspective needs to be corrected by making the sides parallel. When the lighting is correct, all three visible sides of the cube will be a different tone.