

Artistic Nude

Presentation and Masterclass given by Carl Grim
with the help of Soria, February 2018

Key Points: General

1. Use of light to sculp the body (two and a half dimensions!)
2. Easy to light from the front, but better to light from the back
3. The angle of the light is critical in creating depth in the picture
4. Hard light brings out the detail more than soft light

Key Points: The Model

1. Respect your models and their proprieties (only work to their stated levels)
2. Build rapport with your model to achieve the best results
3. **MAKE** pictures with your model, don't just **TAKE** them

Key Points: Camera Settings

1. Be led by the light meter, but expose to the right (check your histogram)
2. Use the 'Blinkies' to ensure that images are not burnt out
3. Only use manual settings on your camera
4. Take pictures from a low angle (e.g. sitting on the floor) to lengthen the model

Key Points: The Equipment

This masterclass used the following:

1. Two studio strobes
2. Two softboxes 150 cms x 30 cms with egg grids
 - Set vertical for standing poses and horizontal for bodyscapes
3. Two 'Gobos' (1 mtr x 2mtr) black on one side /white on the other
 - Go-betweens, which act as reflectors /absorbers of light
 - They also stop the camera 'seeing' the flash giving you flare
4. Three metre black backdrop hung on a rail
5. Canon 5D4, WiFi connected to laptop /projector
6. If a table is used for bodyscape - test it yourself before asking the model!



Difference between
white reflector (left) and
black reflector (right)



Effect of moving the model away from the lights and towards the camera. The lights appear to have moved from 4.40 to 5.35 (as if a clockface with the model in the middle and the camera at 12.00)



With the lights at 4.40 move the model back and forth to find the point at which the light across the back is lost. Mark the position on the floor with a pen (in this case) so the model knows not to come further towards the camera

Bodyscape: The model is now lying on a table and the lights have been moved to 5.35 above the model for the same effect as before, but now on the horizontal



Key issue in bodyscapes is showing the model's flat stomach!



The softbox has now been replaced by a snoot for very hard directional light



Many thanks to Carl Grim and Soria

<http://www.carlgrimphoto.com/>