

Get Lost

Composition

Derive

Webster's New World Dictionary Definition:

1. to turn a stream from its channel
2. to get or receive (as from a source)
3. to get by reasoning; deduce or infer
4. to originate (used reflexively).

In this project you are to utilize the classic method of the derive as it applies to the making of art and imagery. This method means that you must journey forth without any destination in mind; just get in your car, bicycle, bus, skateboard, motorboat, big wheel, or whatever and head out. Your journey must last a minimum of two hours, but can go longer if you wish (sometimes being lost you don't have a choice). During this time, you are to use the experience to make imagery.

Your imagery can take the form as a pictorial record of your experience (a la photojournalism), or graphic representation.

During your experience, you should be concentrating on composition. At least one of your images will utilize the "rule-of-thirds" (subject out of the center). Think of positive vs. negative space. Your other image should demonstrate "image weighting" such as bottom or top weighting.

The other focus of this assignment is to let the experience inform the art, and to look for photographic opportunities in unknown surroundings. You may do this alone, with a friend or with a group.

Restrictions:

You can not know where you are going ahead of time, therefore if you are familiar with your surroundings, you may need to develop some kind of system to keep the experience fresh. For example; every time you see something (vw bug, man with facial hair, etc) you will turn left...

Technical:

Concentrate on utilizing your settings in your camera to optimize depth of field or motion blur. Remember to calculate your minimum shutter speed to avoid "camera shake" (1 over the focal length is the slowest shutter speed you can use).

Notes:

Give yourself lots of time ... Stop the car and get out of it (freeway shots are very boring)...Be prepared (Take lighting, reflectors, actors, props, whatever with you...you never know when you will need them)...Take everything in (even bad experiences can make great work)...Take the road less traveled (a sense of adventure is required)... Have fun.

The assignment is always the springboard for your creativity. Your job as the photographer is to shoot what you like to shoot within the constraints of the assignment.