

The World In Miniature

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- Miniature Photography is simply one form of photographic artistry to mix the real with the surreal.
- Rather than simply building a scale model diorama portraying some kind of scene. The idea is to integrate true-scale, real-world objects, foods or 'entities' into the miniature world.
- In essence, real-world 'entities' should be a subtle nod to the miniature scale, while representing something organic to the miniature scene you're composing.
- This can be as simple as using a strip of staples to represent an escalator, or some broccoli to represent trees.



- Alternatively the environment may be real world but using photographic techniques to create the sense of scale.



- These Effects can be achieved using The Diorama effect or Scaling.

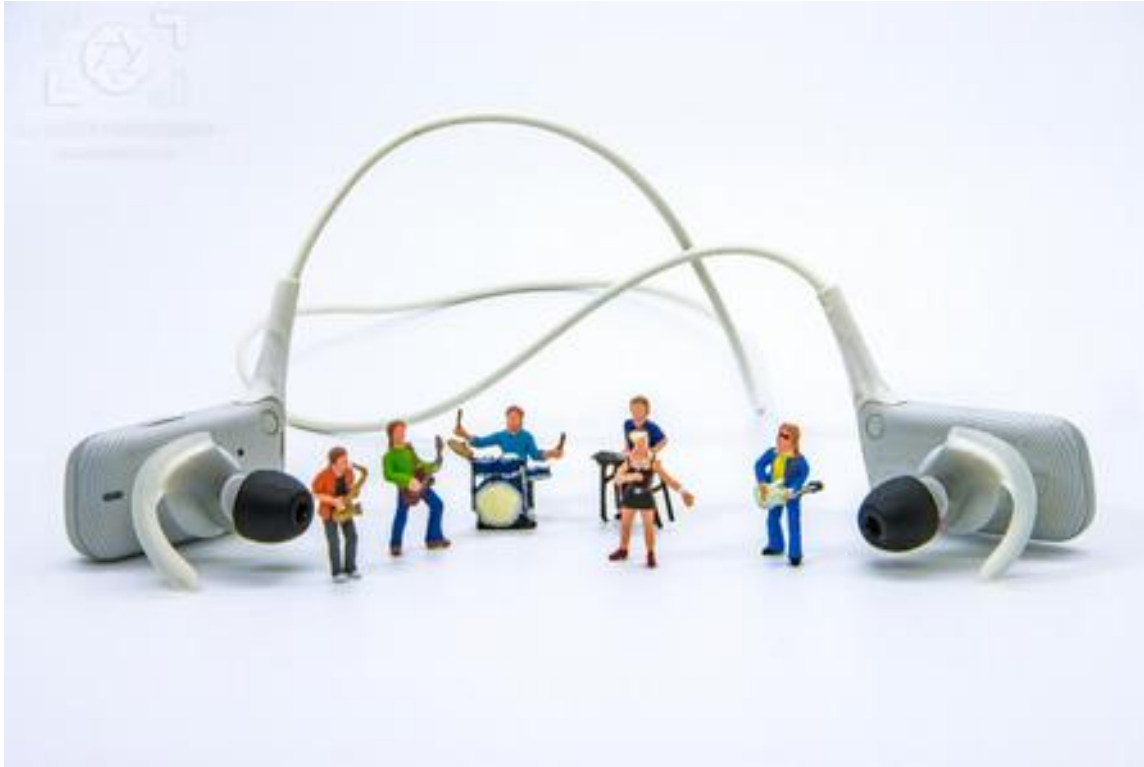
Scaling

vs

Diorama



- **What Makes a good Diorama photo?**
 - One that is completely in focus
 - The colours are represented correctly
 - Its well lit with no obscuring shadows
 - The picture clarity is pin sharp
 - There is a scale reference.
 - The picture tells a story



- **How Do I achieve this**

- Avoid Cluttered backgrounds. Attention must be on your masterpiece.
- Include an Object to represent the scale. In the cases above the figurines do this.
- Shoot against a plain background such as a piece of paper or card.
- Avoid Harsh light.
 - If using a flash bounce the light off a surface such as the ceiling or a white card or use a softbox.
- Use Natural Light if possible.
- If Possible use a tripod and use your timer or remote to minimise camera shake
- Use manual focus to make sure focus is on the hero of the photo.
- Use a narrower aperture, F8 to F11 so that more of the scene is in focus
- Consider using Pritt to keep your figures or object in place.



Scaling



- **What is this**
 - This technique uses a variety of Photographic techniques to create the Illusion of scale to create a Miniature World.
 - All objects in the image may appear to be to scale or
 - Some Objects may appear oversized as in the Diorama.
 - Normally a background may add the sense of place and environment.

- How do I achieve this?



- Use a large Aperture (small F number) to focus on the main object of the scene, depending on the amount of blur you want
- This Background may be a real life background OR
 - An image.
 - In this case the image must also be your own work.
- Shoot from close up to create the feeling of scale
- Include a selection of objects to tell a story within the miniature world.
- Use a variety of Tones and Colours
- If Possible use a tripod and use your timer or remote to minimise camera shake
- Use manual focus to make sure focus is on the hero of the photo.





- **Brief**

- The idea is to integrate true-scale, real-world objects, foods or 'entities' into the miniature world.
- In essence, real-world 'entities' should be a subtle nod to the miniature scale, while representing something organic to the miniature scene you're composing.
- This is not about miniaturising people but about scaling up objects.
- No AR May be Applied in post Processing
- No Tilt Shift may be used.

- **What May I not use ?**

- Images that Portray miniaturising of people
The following image type is therefore excluded from Entry

