

## Physical Set –UP

Adjust cross lighting such that:

- Artwork is evenly lit with no dark or light areas (including background wall)
- No shadows fall across the artwork or background

Set up camera on tripod such that:

- Camera is level and square to work.
- Artwork is correctly framed by zooming camera halfway (image #1) and then moving the camera and tripod forward or back until artwork fills the frame without being cramped.

## Camera Settings

- Bracket Exposures: Set camera to manual and then use scroll to bracket exposures (see image #4)
- File size: Set file size to "L" through the "func." menu (see image #3)
- White Point: Create a custom white point by using white point settings found in the func. Menu (image #2 and 3)
- Turn off flash (image # 1)

Image # 1

zoom to half way and then position camera for desired framing

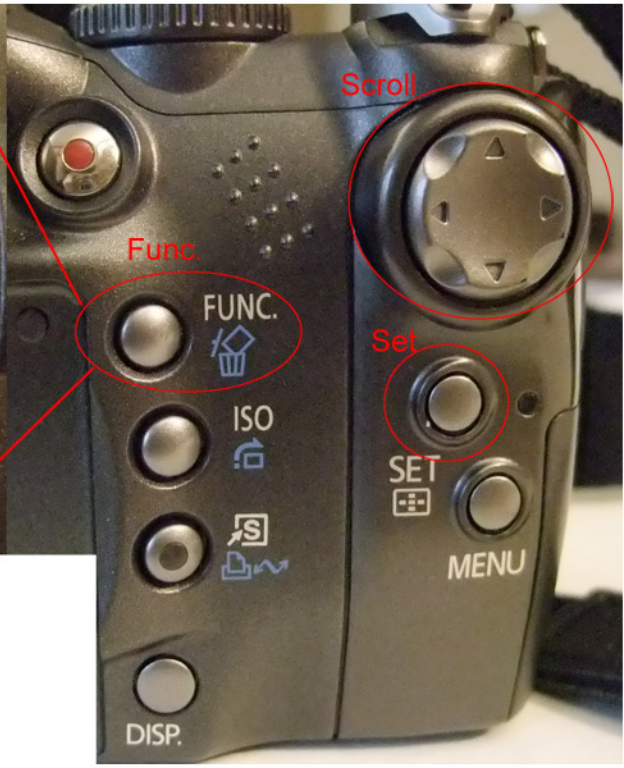
press until no flash icon appears on screen

set to M (manual)

rotate toward camera icon to turn camera on

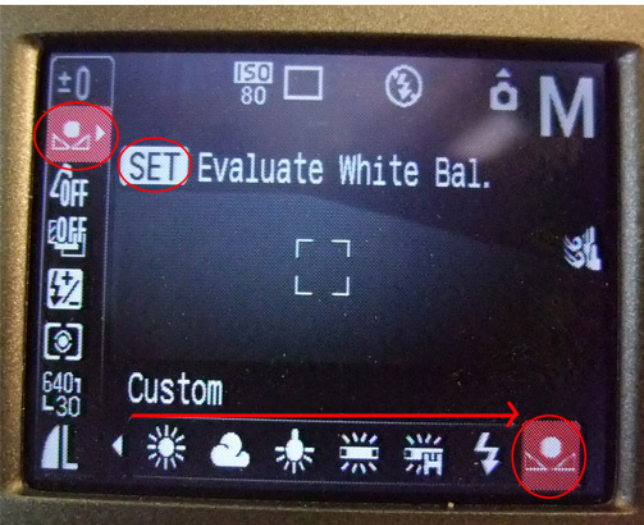


Image # 2



Press "func." button to bring up options screen  
use the "scoll arrows" to move through items  
Use "set" button to select desired option  
Second item from top sets white balance,  
bottom item sets file size

Image # 3



Set White balance by using arrows to the far right option "custom". Point camera at your lit wall and push the "set" button.



Set file size by using arrows to scroll down to the bottom option, "L" and push set.

Image # 4



With camera set to M (manual), use scroll wheel right or left to change shutter speed and scroll wheel up or down to change F stop. If you are shooting an art object without much depth. Set F stop to 4 and then change shutter speed to achieve exposure bracketing.