



# Photo Scavenger Hunt

Capture a photo that represents the COMPOSITION TECHNIQUE outlined on this document.  
Upload the photos to the Weebly and share with the class.



## Rule of thirds (scenery)

Use a grid that divides the screen into thirds vertically and horizontally. Fill one third with either sky or land to create balance.



## Rule of thirds (Subject)

Use a grid that divides the screen into thirds vertically and horizontally. Fill one third with either sky or land to create balance.



## Contrast in content

Using colors, objects, shapes, directions that differ to draw the eye to the subject.



## Leading Lines

Use lines created by the world to lead the eye to the subject.



## Framing

Use the world to create frames for your subjects.



## Parts of a whole

Use parts of different subjects in your composition to tell the whole story.



## Extreme Close - Up

Use extreme close ups to highlight details, hide backgrounds or create emotion.



## Repetition of shapes

Use similar shapes to create pattern, symmetry or contrast.



## Grouping shots

Things/people tend to end up in groups together. This is not portrait photography.



## Unusual angles

Put the camera in unusual situations and create unusual looking pictures. Be different!



## BIRDS EYE

Taken from directly above the subject. Gives audience a feeling of dominance.



## ANTS EYE

Taken from directly below the subject. Gives audience a feeling of insignificance.



## LOW ANGLE

Taken from somewhat below the subject. Gives subject a sense of dominance.



## HIGH ANGLE

Taken from somewhat above the subject. Gives subject a sense of insignificance.



## FLAT ANGLE

Pictures that are flat are shot from a distance directly in front of the subject. Usually they have a solid background or wall.



## MACRO

Camera is placed as close to the subject as possible. Gives audience a sense of subjects world.



## GROUND LEVEL

Camera is placed as close to the ground as possible. Gives audience a sense of subjects movement.



## FORCED FOREGROUND

Camera is placed as close to the foreground object as possible. Gives audience a sense of depth.



## POINT OF VIEW

Camera is placed in the eyes of the subject. Gives audience a sense of what the subject sees.



## EYE LEVEL

Taken from directly in front of the subject. Gives audience a feeling of being on the level of the subject.