




# Expressing texture in Fine Art Reproduction

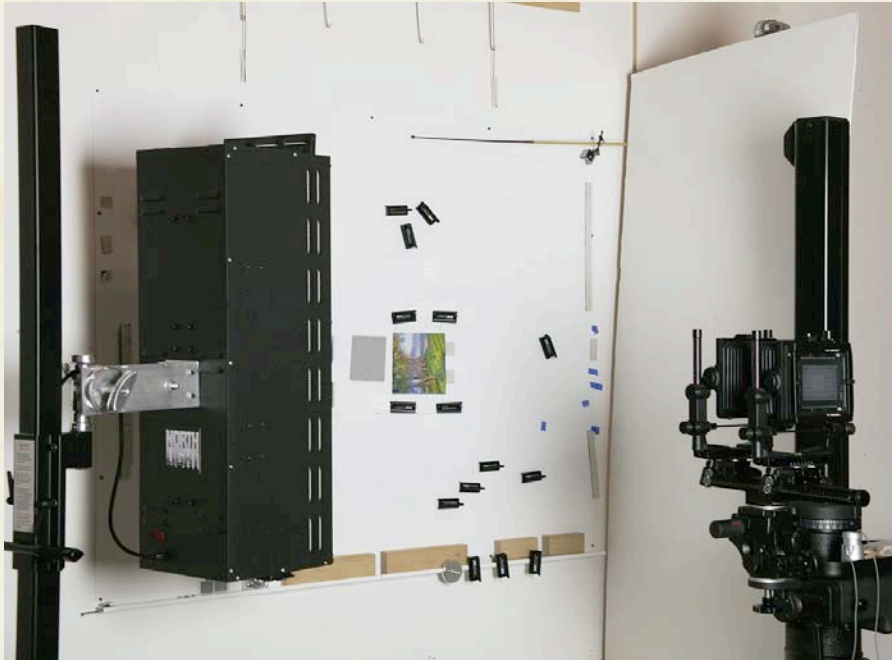
Lighting techniques and  
image processing to show  
brushstrokes in paintings.



# Current trends in art reproduction and giclee printing make optical image capture more desirable than other scanning methods.

- Higher volumes of art capture are needed in local markets and artist communities.
- Showing more texture, to make your product different, is more attractive to the art buyer.
- Lighting paintings from one direction adds more dimension and creates more depth when printed on a flat surface.
- Flatbed scanning offers far less control for natural textures.

# Lighting Setup



- Rotate top of painting toward the light source.
- Choose best angle for showing brush strokes.
- Add large reflector card.
- Adjust light to make lighting as even as possible.

# Examples of lighting angles.



Conventional two light setup at 45 degrees, cross polarized. Notice lack of texture even though the painting has very flat brushstrokes.

# One light method at different angles.



One light at 45 degrees



One light at 30 degrees



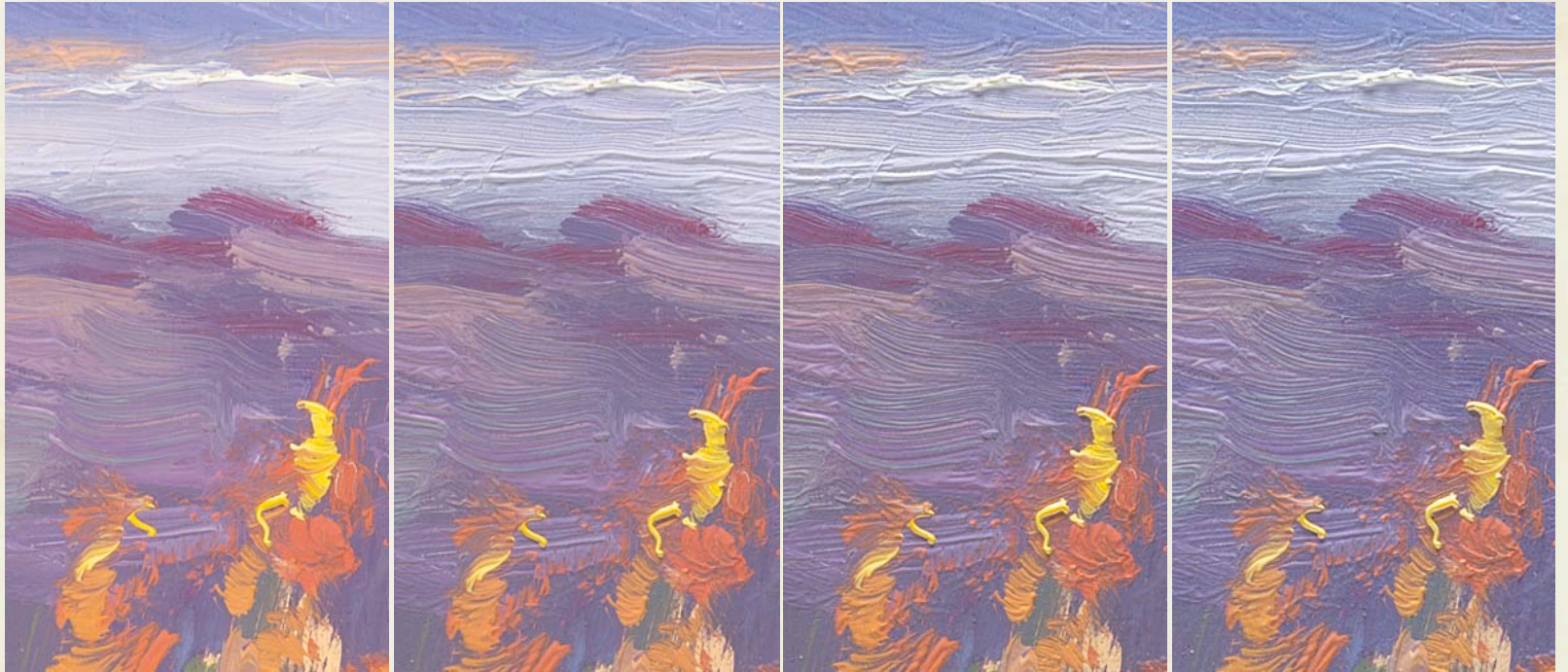
One light at 20 degrees



One light at 10 degrees



## Detail views of lighting on low texture painting.



45 Degrees

30 Degrees

20 Degrees

10 Degrees

Even though this painting has low brush texture, by using a sharp angle of light the paintings brushstrokes will look deeper and when it is printed will show more dimension.

# One light technique on thick texture.



One light at 45 degrees



One light at 30 degrees



One light at 20 degrees

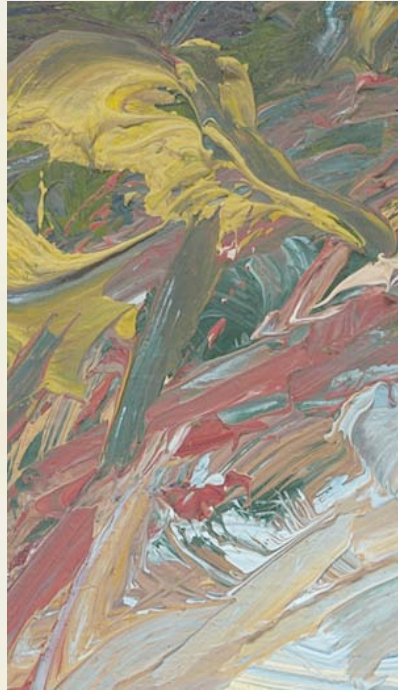


One light at 10 degrees

## Detail Views of lighting on thick texture painting.



45 Degrees



30 Degrees



20 Degrees



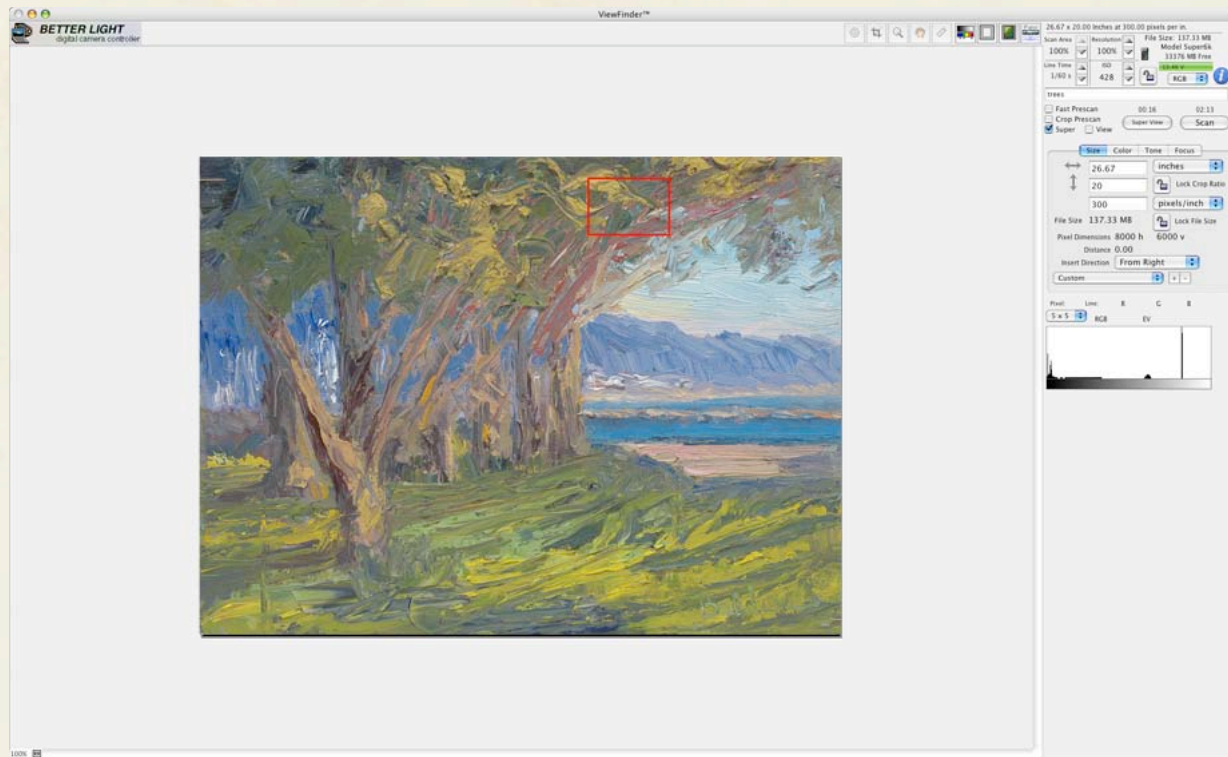
10 Degrees

This heavy textured painting is probably better represented when the angle of light is not too sharp.



# Checking texture on the fly.

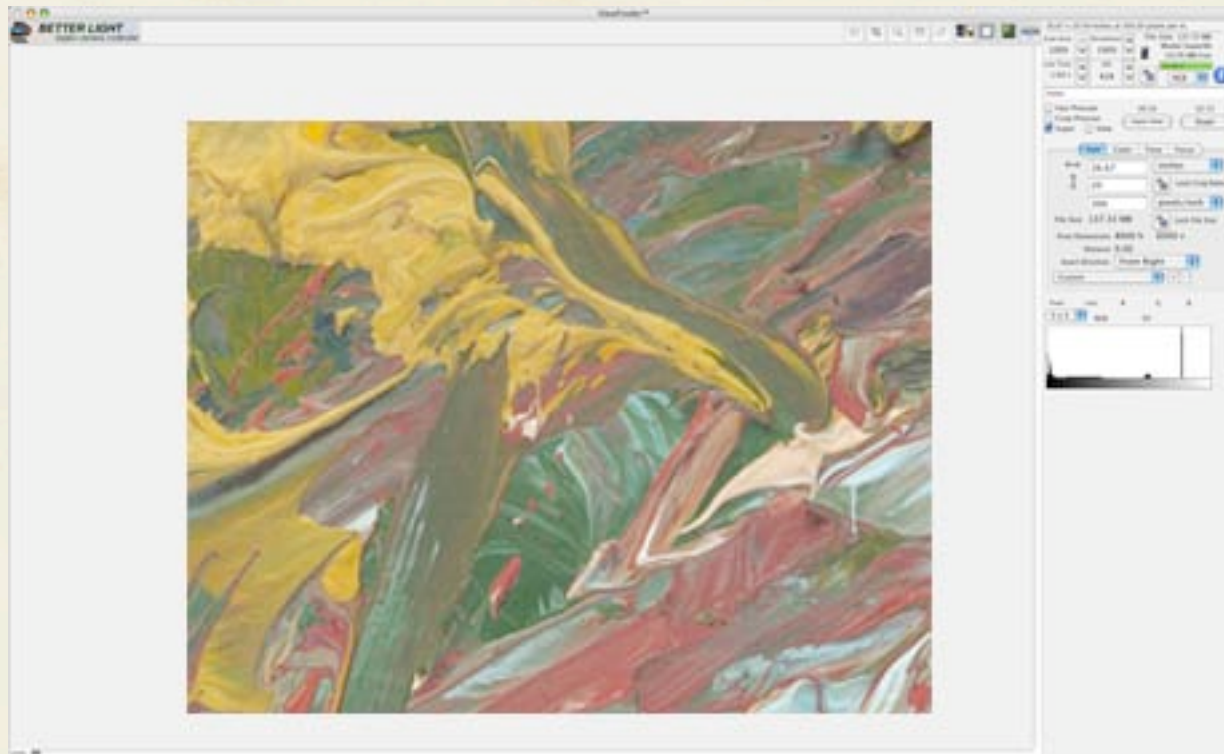
During your setup and pre-scanning, you can take a closer look at your progress by using the new Super pre-scan feature in ViewFinder for the MAC.



# Checking texture on the fly.

Click the Super Preview in ViewFinder and pre-scan a full resolution preview of the chosen area .

(Coming soon to Windows.)





## Creating texture through image processing.

Now lets take a look at how we can express texture from a painting through image manipulation.

Many images of art works have the inherent qualities needed to express brush strokes because of their image luminance.

First I'll use Photoshop and a filter called High Pass. High Pass works like edge sharpening but is less destructive. It adds contrast at the edges to make the paint look like it stands up more. Then I'll do a couple examples using Painter 9.

Lets do a few examples: