

RIGHT: Michelle Rivera (makeup artist) finishes applying touchups for Sally Wong (model).



MODEL: AQUASIA DAVIS (MM#2222579)

ONE PHOTO: TWO VIEWS

After looking at the work of hairstylist Bethany Bell, I thought the biggest challenge would be capturing the **sculptural** aspect of Bethany's work. The weave and flow of the hair captures the light in particular ways and demonstrates interesting textures and forms. Models move—and different angles and sculptural aspects of

the hairstyle are exposed as they move. This is part of the experience of seeing a hairstyle, its interplay with the model and the environment. Certainly, Bethany considers the hairstyle from all angles and designs her work so that it can be viewed—and reveals itself in stages—from any direction. Wanting to bring this experience into

the photographs, I exploited a mirror that would show off the hair from two angles at once. The final lighting, through careful technique, appears as though it is mid-day, soft window light. This natural look accentuates the curves, soft shadows, and intricate weaving. I think Bethany's work looks great in this light—I hope you do, too.

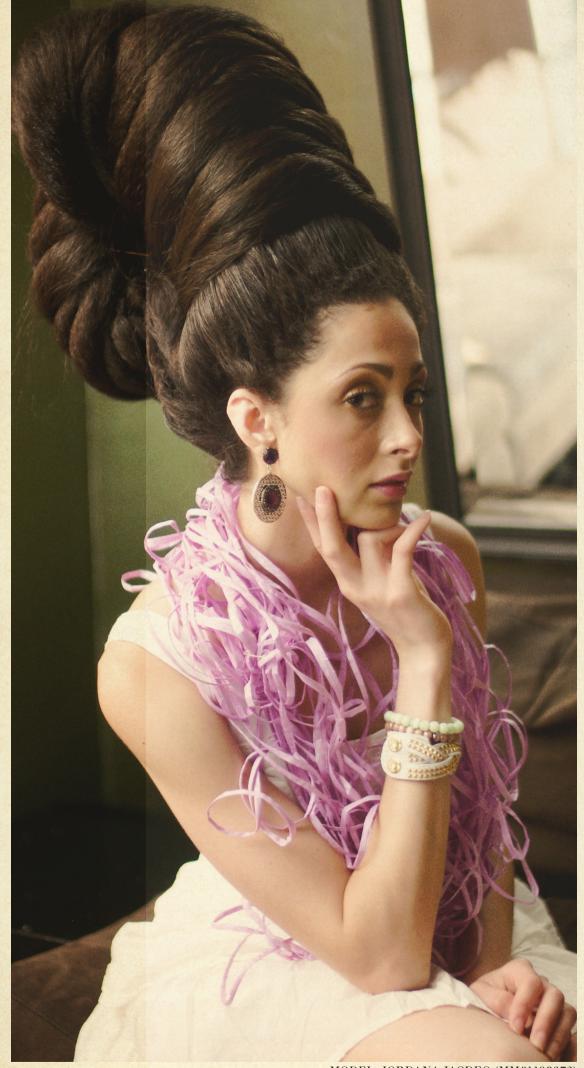


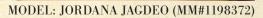
MODEL: JASMINE BEATTY (MM# PENDING)



MODEL: SALLY WONG (MM# PENDING)









MODEL: BECCA MORRIS (MM#2237157)



MODEL: WHITNEY STAR (MM#1117984)



WILL STOTLER

AQUA NIGHT GRAPHIC DESIGN PROJECT

I was invited to Aqua Night, an event that fo- the event's guests being, well, guests-wandering I built the vintage page background from a few cused on fantasy, fashion hairstyles. The event in and out of frame. However, I'd scouted the undifferent scans, creating (via Photoshop) an unwas hosted at the Walnut Room, a lounge/club in used forward lounge area. It was unoccupied, had broken surface that could be used in the page

SF-24D flash (and sync cord) along, just in case it area I'd selected.) would be needed.

I arrived at the event start time-meaning twoand-a-half hours early-and took time to inventory possible shooting scenarios: Places to shoot and also lighting conditions. Ambient light was poor, averaging an EV of 2 or 3 at ISO 320.

Pre-event, the models staged in a side alcove downstairs-I shot a bit of this area and the models getting touchups and wardrobe adjustments. I overcome the lack of light.

The event itself, including a fast runway walk to spread. show off the styles, happened in the main Walnut Room lounge. I elected to not shoot the runway work because I didn't like the clutter in the frame-any shots I took wouldn't convincingly grid, which I had designed to be based on LOOK look like runway.

That left post-event portraiture. However, condimagazine project work-I'm not yet done with this tions for portraiture were problematic because of kind of grid and look. One more chance to learn.

a gigantic mirror, and was perfect for a "show the hair from the front and the back at the same time" I figured it would be fairly dark, so I decided to concept. So I settled on that. (BTW, thanks, Philshoot with my CV 35mm f/1.2 lens-bringing my lip, for directing models forward to the shooting project and further adapted for use here.

> I shot for about 25 minutes. Light was put into the scene by a hand-held, off-camera flash, which I bounced off of the bank of windows, camera left. Intensity and direction of light was controlled by pivoting the flash in my hand, shooting a test, and then refining angle. TTL mode was used to balance the scene's light. The models were patient throughout the process-I had about 120 seconds, give or take, with each model and pair of models.

also dug out the flash-even f/1.2 wasn't enough to This set was really screaming at me for contextso I decided to select a few key photos to get at Last, this project wouldn't have been possible the concept of the shooting and then make this without the work of everyone who made the event

> sign, using a custom-made Müller-Brockmann magazine dimensions, content ratios, and typography. It was a carry-over from my previous **LOOK**

spreads. The shadowing and lighting effects for the pages-which give the optical illusion of page solidity and depth-were developed on a previous

Black and white shots were treated using TrueGrain and Tri-X Pan grain, with filters as needed to bump intensity/density of luminosity.

Color photos were treated by using a layering effect in InDesign, compositing the color photo over Tri-X Pan treated black-and-white versions of the same photos. This layering of photos-provided the balance of the compositing is correct-emulates the tonality and "color character" of 1960s film stock, as displayed on vintage paper.

a success-hairstylist, makeup artist, wardrobe stylist, event organizers, all the models, and a gen-Layout of this spread was completed via InDe- eral community effort. Well done, worth shooting.

-Will Stotler, June 2011