

**mas110** fundamentals of computational media design  
PS2

**Instructions**

You should have paid your lab fees by now and your digital camera is good to go.

You must only use this camera from now on. No fancy cameras allowed.

- 1) Take a photograph of a typographic image.
- 2) Take a photograph of a typographic image which makes you barely realize it is type.
- 3) Take a photograph of your friend (human preferably).
- 4) Take a photograph of your friend so you can barely realize he/she is human.
- 5) Take a photograph of a plant.
- 6) Take a photograph of a plant so you can barely recognize it as living.
- 7) Take a photograph of the sky.
- 8) Take a photograph of the sky so it looks like something you can recognize.
- 9) Take a photograph of a building.
- 10) Take a photograph of a building so it looks like something you can recognize.

**Hand-in**

Turn in your images as a web page with all images on it, and in printed form, one image per page.

Be sure to have a coversheet with your name, date.

**Due Date**

2/26/2003 by the beginning of class.

We will go over the material you hand in so please complete all the work.