

Model Self Setup for Zoom Sessions

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Room lighting

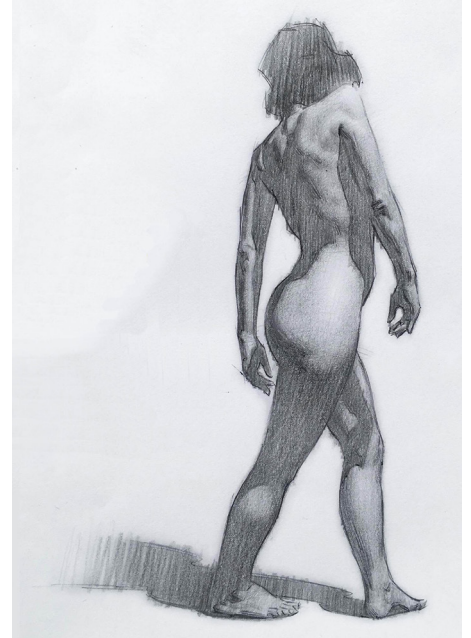
The room needs to be bright enough for artists to see a good quality image over Zoom. If it's grainy, maybe there's not enough light in the room.

If there's too much light, artists might not be able to see the amount of contrast desired.

We need to find the right balance.

If more than 1 light is available in the room, go through the options with the host or another artist so we can figure out which combination is best.

The image to the right is an example of strong directional lighting.

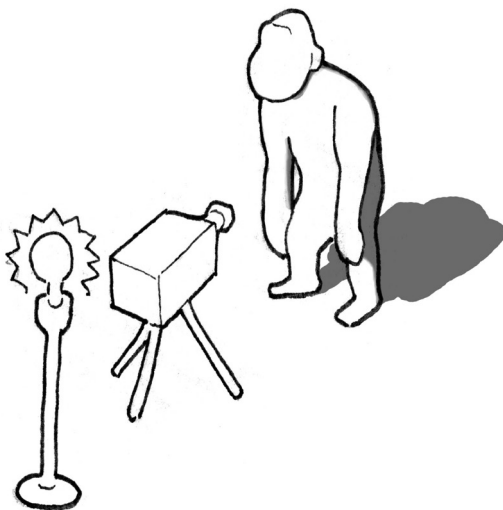


Good contrast.

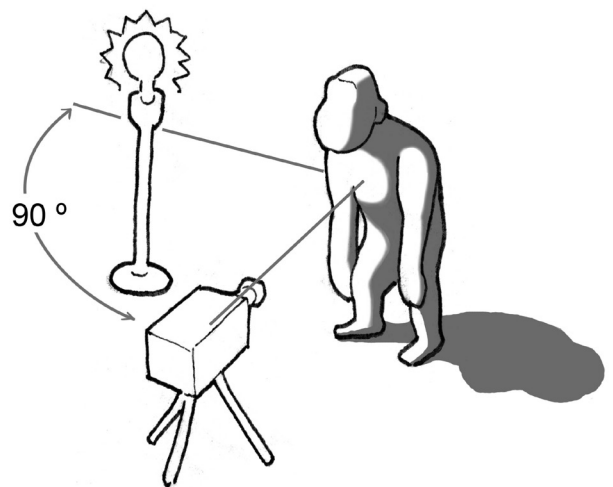
Spot light.

The light should be somewhere around 45 degrees to 90 degrees rotated from the camera, so part of the model has more shadow and part has more light. Slight backlighting, at an angle, is also interesting. Lighting that is straight on (spotlight positioned inline with camera) is less interesting.

A strong light from one direction is usually preferable to multiple light sources because one light creates areas of light and shadow, helping the artist see the model's form. Having strong light from 2 directions decreases the shadows and obscure the forms.



Bad lighting. View through camera is too flat. Less interesting.



Good lighting. Light and shadow helps bring out model's form. More interesting.

Viewing the Model in the Camera

The model should fill up as much of the view as possible without head, feet, or other body parts falling out of view of the Zoom app window.

Additionally, think about camera placement where furniture cuts off the artists view of the body. For instance, if the model is in a chair with solid or puffy armrests, a view too far to the side can cut off the lower back & upper leg. This might not be desirable.

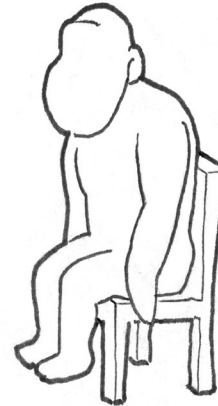
Artists may want to view just the upper 1/2 of the body, to get a closer view of the face, but usually not.



A camera placed too far to the side.



Place the camera more towards the front of the chair



Or use a different chair.

Camera Angle, Up & Down

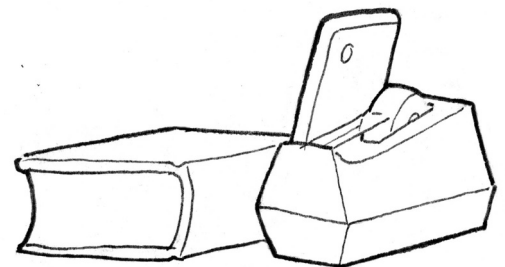
Angle the camera slightly up or slightly down to capture a full view of the model.

Models are often using phones or tablets with cameras, & don't have a tripod to help aim the camera.

If you need to, control the camera angle using books behind the camera, & something small but heavy in front of the camera to keep it from sliding. Use whatever you can find that doesn't block the camera. A tacky material under the camera can be used to keep it from sliding.

You can lean the camera forward if you can place books (or other objects) on either side of the camera, so they support the phone without blocking the camera. Or use something small enough to fit below the camera without blocking the view.

Alternatively, lower or raise the camera to get a full view of the model. If the camera is on a table and artists cannot see the model's feet, try putting it on the floor, or somewhere lower than the table.



The cellphone leans forward so camera can point slightly downward, supported by an object that does not block the camera.

Camera Quality

Use the best camera to video the model's pose for artists. Usually, a phone or tablet camera is better than a laptop or desktop camera. If the model has an external camera, that might be the best. The host may want to test out the options beforehand.

Models often join Zoom with their selfie camera, so they can see how they fit in the camera view. The self camera often isn't as good as the phone/tablet's other camera.

If the model can join Zoom with 2 devices, use the device with the best camera & use its non-selfie camera to capture the pose for the artists.

If you're not videoing yourself with the selfie camera, you won't be able to see yourself through that device when you're setting up your pose. Join Zoom with the 2nd device, with the worse camera, to check your positioning within the Zoom window, and see how your pose looks to artists.

Zoom

If the model is using a laptop, go in to Zoom's settings and try enabling high definition video (HD checkbox).

(1) One way to get to settings is to click on the up arrow near the Stop Video icon.

(2) Then click "Video Settings..."

(3) Then select the "HD" checkbox.

I don't think this setting is available on phones or tablets.

Clothing

It can be hard to see the details of a model dressed in dark clothing, especially because the video quality is usually not very good. Artist may not be able to see a model sitting on dark, similarly colored cushions or blankets. Light or medium colored clothing can be better.

Patterns on clothing, especially large ones, can make it hard to see physical shapes & folds or wrinkles in clothing. Geometric patterns, like stripes, can be more recognizable. Solid colors work best.



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