

Introduction

The first assignment explores the relationship between narrative intent and the position, direction, focal/lens length, and shift of a camera.

The subject will be a model of 140 Broadway, originally known as the Marine Midland Building and designed by Gordon Bunshaft of Skidmore, Owings & Merrill in the mid-1960s. Bunshaft enlisted the artist Isamu Noguchi to design a sculpture for the large public plaza in front of the building. *Red Cube*, an elongated steel rhombohedron—painted red and balanced on a corner—accentuates the monochromatic starkness of the black aluminum facade and creates a vibrant point of attraction in the plaza.

The relationship between these two objects, one a 688-foot-tall building and one a 28-foot-tall sculpture, creates a challenging juxtaposition to frame in a photograph or rendering. In 1968, architectural photographer Ezra Stoller used a 4x5 camera to document the building upon its opening. His photographs (on the next page) convey a range of viewpoints and spatial arrangements, each which emphasize a different aspect of the subject.

Assignment I

Study Ezra Stoller's photographs of 140 Broadway. How does he move his camera to show a different view of the subject and a different relationship between the *Red Cube* and the facade? Which photographs capture the scale of the building? Which photographs emphasize its urban context? Do any compositions make you feel claustrophobia or vertigo? What qualities was Stoller trying to play up (or draw attention away from)?

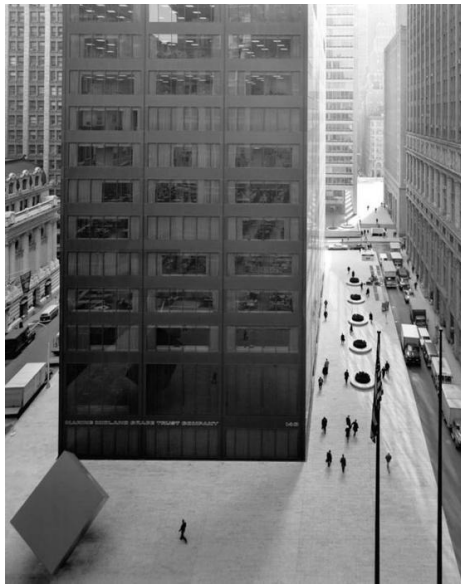
Using the provided Blender model of 140 Broadway, add a camera to the scene to experiment with its position and direction (in the sidebar) as well as its focal length and shift (in the camera properties tab). Since the focus is on the framing of the scene, you can use the default (gray) Solid shading mode.

Create 3 separate views of the subject (using a different focal length and camera position for each):

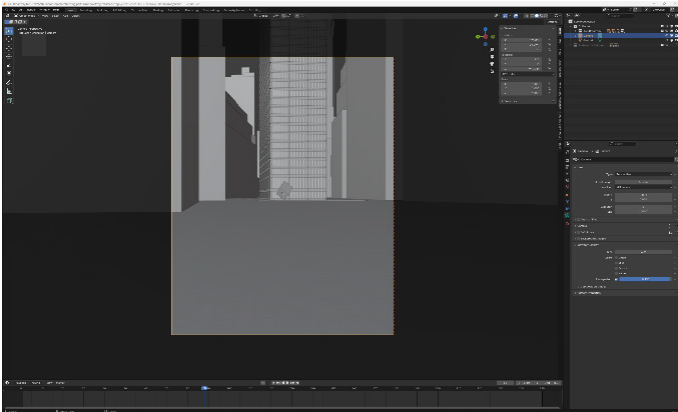
1. A frontal perspective that shows the entire height of the building in one frame
2. A view that focuses on the formal relationship between the Noguchi sculpture and the building
3. A view that recreates an Ezra Stoller photograph, or a creative framing of your choice

Take a screenshot of the Blender viewport to capture your work. (Subsequent assignments will use the native Render functionality, but for now a screenshot will suffice). Make sure you are taking a screenshot of the Camera View (not the freeform view which doesn't have a frame).

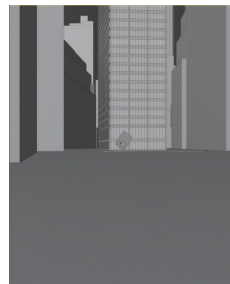
Upload your 3 images to CourseWorks, by the end of the day on Monday, September 29.



Ezra Stoller, 140 Broadway (1968)



Blender Camera View



Example screenshot for submission