



Overview

My primary goal in creating a catalog of fine art photography is to fulfill your art, interior design, display, or decorating needs. If you have a specific requirement that the catalog does not satisfy, I can collaborate with you to imagine, design, plan, stage, photograph, edit, and composite new and unique photographic or fine art images for a variety of physical and digital media such as single and multi-panel wall art, posters, murals, kiosks, projection systems, or photobooks.

I draw upon years of experience in the following areas to create images in a range of formats and uses:

- Image composition, editing, and packaging
- 2D and 3D animation and video editing
- Kiosk and graphical user interface design
- Analog and digital cameras and photography
- Digital monitors and projectors
- Multiple hardware and operating system platforms (Windows/Linux/UNIX/AIX)
- Digital presentation development (self-running and manually triggered)
- Many software tools used for capturing, editing, compressing, and viewing images.

Logistics

The simplest way to begin is to contact me with a high-level description of what you are looking for. Initial contact can be made through my website at girardesign.com/information

I use email, Skype, and the phone as my primary means of communication. I generally do not travel onsite unless warranted by the complexity or the requirements of the project.



Types of Projects

For conventional photographic or painterly images to be created on various physical media, I have experience with a range of practical considerations (i.e., lighting and environmental conditions where the images will be displayed) to inform the process of designing and executing the image.

For digital-only projects, I have some additional facility with the terminology and technical requirements (e.g., file sizes, alpha channels, color profiles, bit depth, and palettes) to make communication easier.

To give you a better idea of my capabilities, the following is a list of the types of projects I have worked on relevant to image creation:

- Interactive kiosks, passive image sequence loops, and presentations on digital displays and projectors (background and foreground elements used for parallax, banners, 2D animation, 3D animation, video segment overlays and backgrounds).
- Single and multi-panel (e.g., triptych) wall art targeted for use with a variety of media and mounting options (for framing and mounting by a third party).
- Small form and large form images (business cards, greeting cards, postcard mailers, magazines, and posters). I can also produce very large scale images (note that generally these are viewed at a distance and do not need to be high resolution).
- Custom photobooks (these are themed and use my imagery, which I produce for the project; I do not assemble whole photo collections from images provided by others).
- Scans/imports/transformations of existing photographs into a painterly style.
- Production of unique imagery of a location, building, or other subject (e.g., renditions in the style of classic painters, or simulating media such as watercolor, oil, or pastel). Note that this often requires exacting lighting conditions so that my pre-processing photography matches the style.