Photo Guide

Overview

The goal of this Photo Guide Resource is to provide makers with a collection of good and bad photo examples to help understand how to take effective and useful photos for projects and documentation. Photos can be used in many different contexts but are a universal way of communicating ideas without text.

If you have any suggestions to improve this resource, you can add an Issue to the GitHub page for our resources.

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Makers Making Change
A Neil Squire Program

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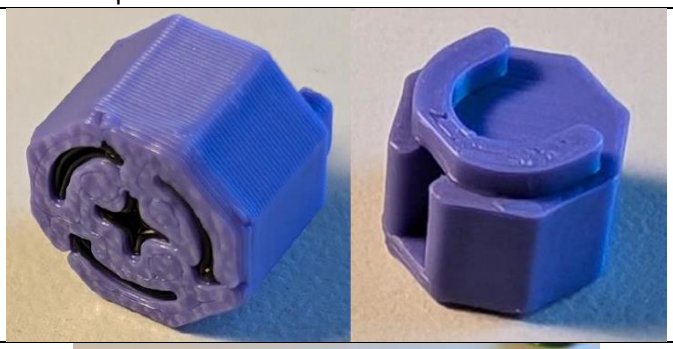
Print quality

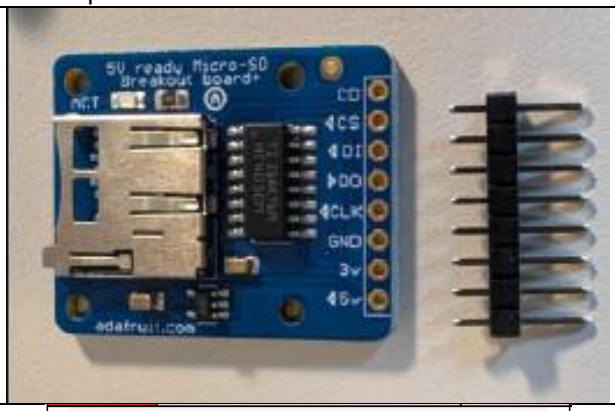
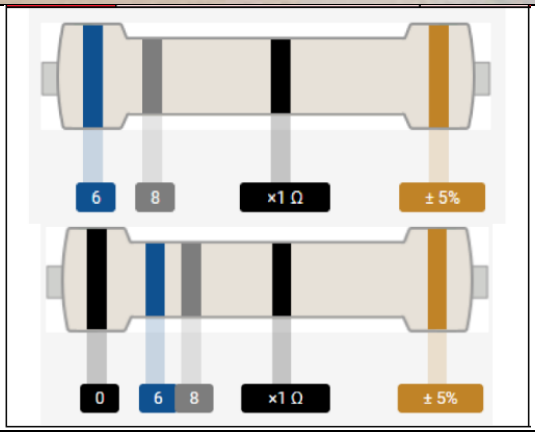
When including photos to demonstrate the print quality of 3D printed parts, make sure that any areas including text and small detailed elements are displayed clearly. Make sure there is enough contrast between the text and the surface it is printed on.

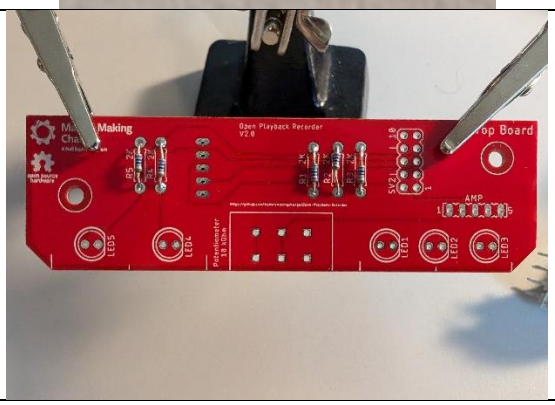
Good Example	Reason why it is a good/bad example
	Shows high level of detail to all the extrusions and small features even though the component is very small. Any hidden features on the part are shown through different photo angles.
	Can clearly see the text and level of quality the component needs to be printed at. All the small features such as screw holes, speaker holes and text are big enough to see due to the contrast and quality of the photo.
Bad Example	
	The image is not clear enough to see the text on the side and the small extrusions inside.

	The colour of the filament makes it difficult to see the 3D printed extrusions inside the lid. In addition to this, some of the component is cut out of the photo and doesn't provide a reference of how the component should be printed in those sections.

Part photos

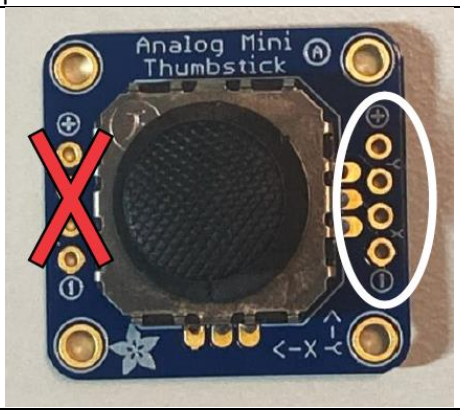
When taking photos of parts and components, it is important to make sure that they are the only thing in the picture. If the component is very small (resistors, capacitors, other electronic components, etc.), make sure that the photo is taken close enough to identify colour bands, text and any other marking.

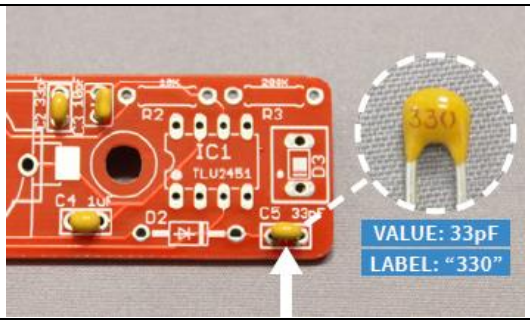
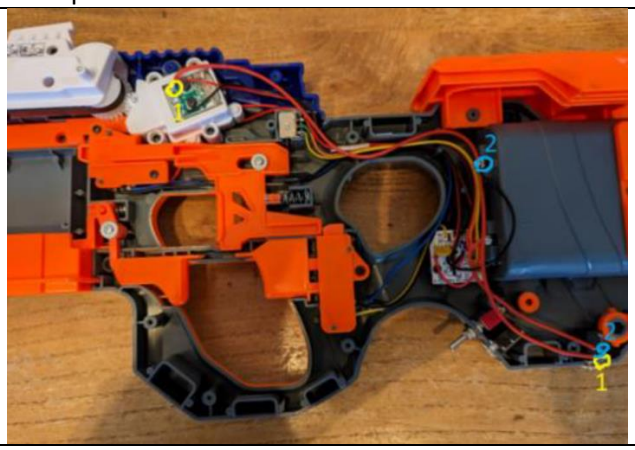
Good Example	Reason why it is a good/bad example
	Can clearly see the entire component and any additional parts (PCB pins to the right of the board) that are included with the component.
	For small electronic components that have small details and markings, this is also a good example of a part photo. An actual photo would also be a good example if it is not blurry and the markings and colors on the components are easily distinguishable.
Bad Example	

	It is hard to read the printed text on the capacitor as the image is very blurry.
	There are too many components in the photo, and it is not clear which component is being referenced. The colour bands on the resistors are not visible enough to differentiate which resistors are being used.

Assembly photos

When taking photos for instructions and assembly, ensure that all the parts are shown in the frame of the picture. Markings such as circles, arrows and other symbols are useful to add into the pictures as it is an effective method to convey a message through the image.

Good Example	Reason why it is a good/bad example
	Even without text, the picture conveys clear instructions to the maker that the pins to the right are to be used when soldering. The use of markings on photos helps communicate and solidify written instructions.

	All the markings on the component are visible and legible. It is made clear through arrows and other identification symbols where exactly the capacitor needs to be soldered onto the board.
Bad Example	
	Although the markings are useful, the image is blurry and is difficult to understand where exactly the wires are connected. It would be better to move closer with the camera than to zoom in to a photo when editing a picture to maintain a clear image. An alternative solution would be to provide a wiring schematic instead of a photo.

Device photos

When taking device photos, make sure the device is fully assembled and finished. This photo acts as a cover photo for the device and should give the reader an idea of what the device is and how it may be used. Avoid taking pictures in cluttered backgrounds, but rather on plain surfaces or surroundings that show the functionality of the device

Good Example	Reason why it is a good/bad example
	The phot is clear, the device is the focus of the photo, and there are no identifying characteristics of the person in the photo. It is useful to provide a device photo which shows the device in use.

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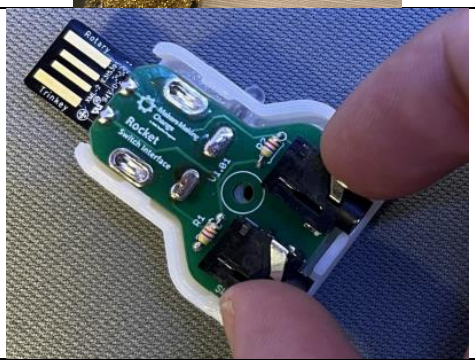
	The entire device is in the frame of the photo and the background does not distract from the device.
Bad Example	
	There is too much clutter in the background making it hard to focus on the device. The picture is also taken quite far from the device and the text and buttons are not recognizable.
	The device is not fully assembled, and components are missing.