

Cheating is necessary

By cheating I mean anything you do in 3d or 2d to create an effect that actually isn't present in your scene.

You should be doing it constantly, any time the effect you want isn't possible in your software, in any software, or just very hard or time-consuming.

The placement of your objects in 3d space can be or may have to be completely unrealistic to make an image work - but never mind it's quite acceptable to do so.

True to life accuracy is not important, your concerns should be:

Does it look good?

Does it work visually?

If it doesn't, you're just wasting your time!

Real world photographers do in-camera 'cheats' such as using dulling spray, distorting perspective, creating fake reflections, filters, altering their subject, as well as retouching and composites on the prints. The only thing that matters is the quality of the final image or animation produced and the emotions it evokes in the audience.

Notes

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