

How to Take Photographs of Buildings

It is fundamentally important to take high quality photographs of the study area to avoid reshooting and because these images will be used for reference of each parcel and ultimately used as texture maps on 3D models of the study area.

In a nutshell the procedure is as follows:

1. Create a map of area to be photographed
2. Route your path and assign numbers to each street
3. Create a table with the following columns: Route No., Sequence Stamp No(s), Address *very important, Identifying Feature
- 4.

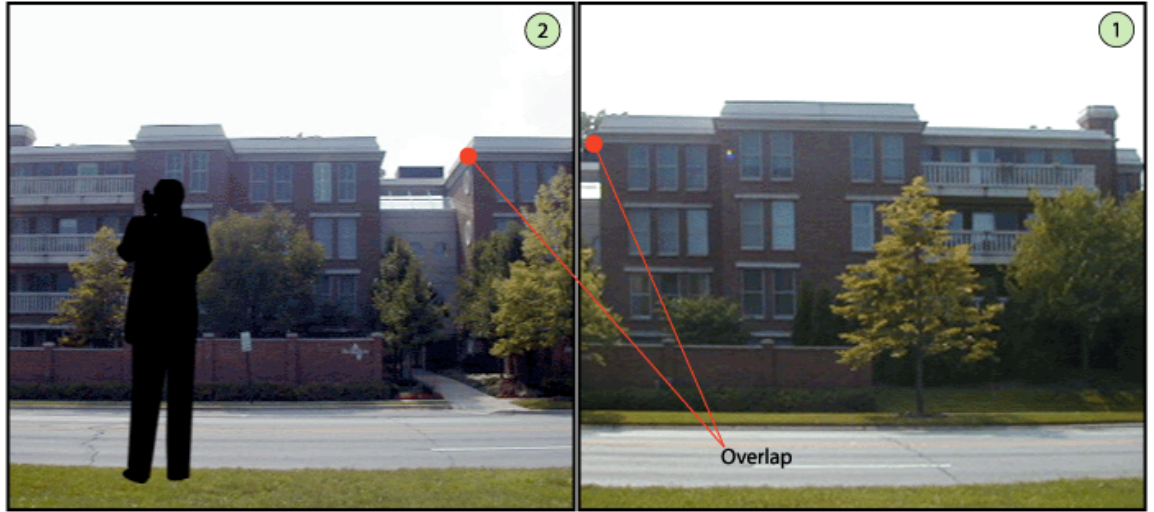
3. Follow Your Path in the Field.

In The Field:

4. Its best to take the perimeter first
 - a. When you begin taking images on a block, maintain your same distance from the buildings on the entire block. For example, if you are standing at number 1 on the map, lets pretend you start out at the curb on your right. Stay along the curb for subsequent photography along the block.
2. Take Photographs so that the building is framed. Zoom to frame building. The below image shows the framing of a building within the camera's view port.



If the building is wider than the image frame, start at the edge of the building and capture the building in a series of photographs, overlapping the edge of one photograph with the next. Generally, walk about 15- 20 steps over and check the building within the view port. This is not an exact science, keep sliding over until you have captured the entire building in a series of photographs that each have a reference point from the previous photograph. Stay within the same distance (perpendicular) of the building in each photograph.



5. Use the numbers on your route to help you in documenting the photographs as you take them. Put the photograph number in conjunction with the sequence stamp in the table you created.

6. Add to the table after each building has been photographed.

7. When you get back to the computer, you will have a multitude of photographs. Catalogue them by address. Use the route numbers and sequence stamp to help you identify photographs.