

# FALKIRK CAMERA CLUB

2026 / 2027 SEASON – 3 From 6

Members are asked to submit up to three photos that can be aligned to one or more of the following six choices:

1. Architecture
2. Symmetry
3. Transport
4. Silhouettes
5. Shapes and Forms
6. Converging Lines / Leading Lines / Edges.

Examples of the six choices are:

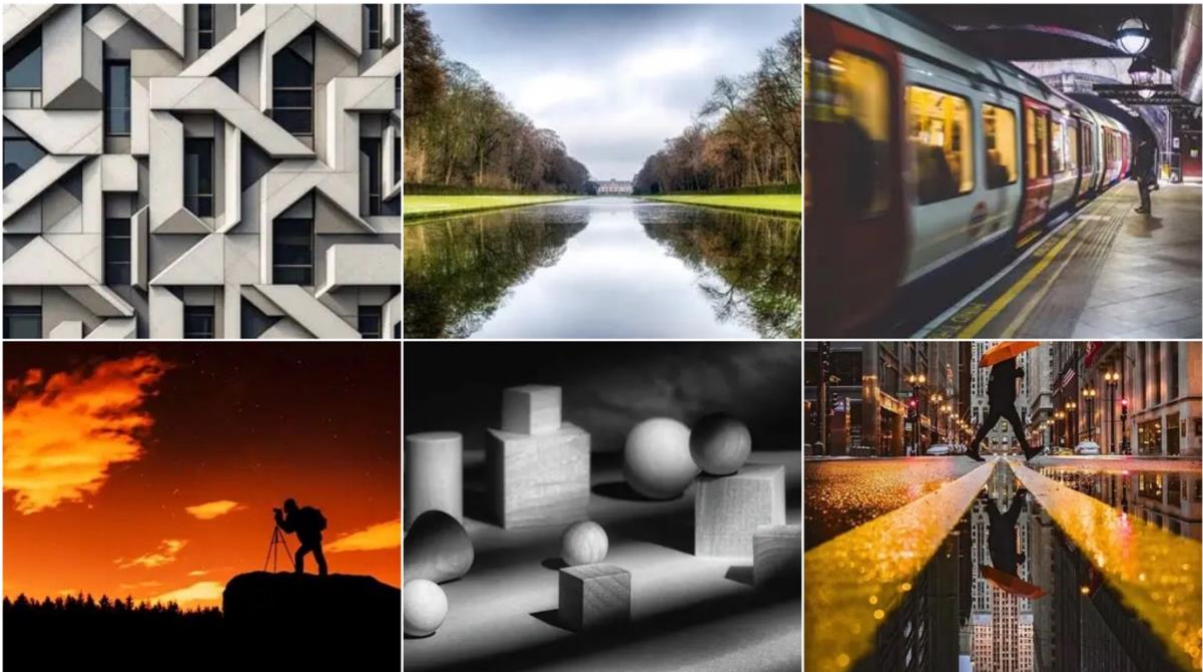


Photo submissions are to be uploaded to PhotoEntry, this is the direct link:

<https://compent.photoentry.uk/compent/?directCompetitionOID=2929894>

All photos should have been taken after the closing date of the previous season (23<sup>rd</sup> April 2026) . Further information on how you can explore each of the choices along with ideas to consider is below:

---

# 1. ARCHITECTURE

Bold shapes. Strong lines. The character of built spaces.

## Explore

- Structural geometry
- Perspective
- Light and shadow defining form
- Whole structures or isolated details

## Ideas

- Reflections in glass or water
  - Abstract architectural fragments
  - Dramatic interior spaces with wide angles
- 

# 2. SYMMETRY

Balance, harmony, and visual order — from perfect mirror-symmetry to balanced compositions.

## Explore

- Perfect symmetry
- Approximate symmetry
- Patterns and repetition

## Ideas

- Shoot straight-on for maximum impact
  - Use reflections in puddles, windows, or metal
  - Combine symmetry with leading lines
-

## 3. TRANSPORT

Movement, machinery, infrastructure, and the human relationship with mobility.

### Explore

- Motion — blur, panning, light trails
- Stillness — parked or abandoned vehicles
- Human interaction with transport

### Ideas

- Capture traffic flow from above
  - Highlight textures of older vehicles
  - Use slow shutter speeds to show movement
- 

## 4. SILHOUETTES

Bold outlines. Strong contrast. Subjects reduced to pure shape.

### Explore

- Strong outlines
- Backlighting from sunsets, windows, or streetlights
- Negative space to emphasise shape

### Ideas

- Shoot at sunrise or sunset
  - Keep subjects separated for clean edges
  - Use people, architecture, or nature
- 

## 5. SHAPES & FORMS

The building blocks of visual design — 2D shapes and 3D forms.

### Explore

- Geometric shapes
- Organic shapes in nature
- Light and shadow revealing form

## **Ideas**

- Side lighting to emphasise texture
  - Minimalist compositions
  - Shapes in shadows, reflections, or patterns
- 

# **6. CONVERGING LINES / LEADING LINES / EDGES**

Lines that guide the eye, create depth, and define structure.

## **Explore**

- Leading lines
- Converging lines meeting at a vanishing point
- Edges defining boundaries

## **Ideas**

- Low angles for dramatic perspective
- Combine lines with symmetry or shapes
- Look for natural lines in landscapes or urban scenes