

FLUX ACADEMY · A SCHOOL FOR SEEING

MODULE 5 · LAYERING

Building Depth

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LESSON 025



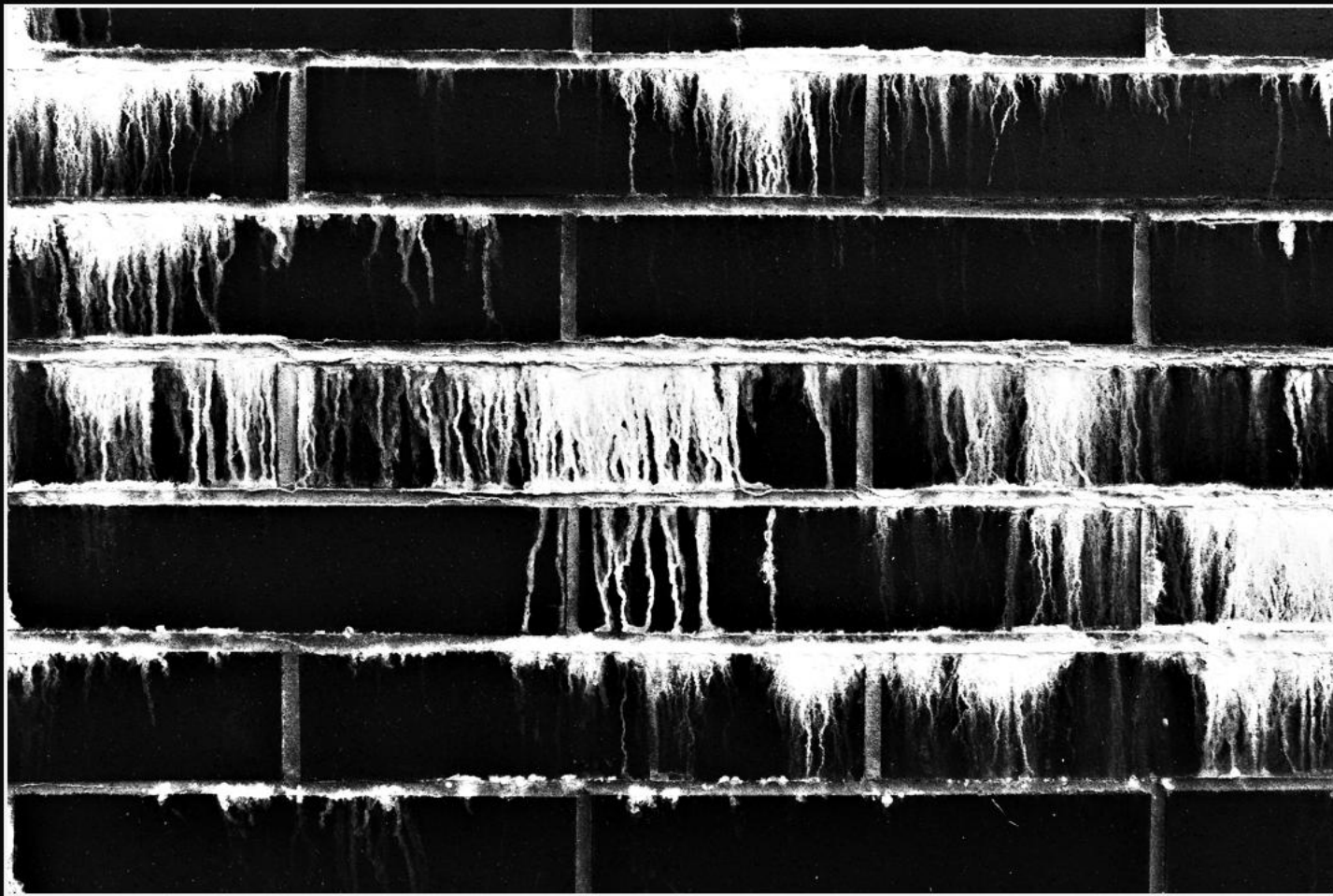
Depth Is Revealed, Not Added

- Depth isn't an ingredient you pour in
- It's separation made visible
- Reveal the space that's already there



What You'll Be Able to Do

- Pull a flat scene into three planes
- Use overlap, scale, and light to separate
- Make a frame the viewer steps into



Flat Frames Keep You Out

- A flat frame holds the viewer at arm's length
- Depth makes a photo immersive
- Immersion is what makes it feel alive



Depth Gives the Story Room

- Depth isn't only visual — it's emotional
- Layers give the story room to breathe
- Dimension lets meaning land



Three Planes, Three Jobs

- Background provides structure
- Middle ground provides meaning
- Foreground provides depth



Depth Comes from Difference

- Depth is about difference, not brightness
- Light fading, intensifying, separating
- Variation reads as distance



Read the Light Falloff

- Watch light weaken across walls
- Gradual highlight-to-shadow transitions
- Falloff tells the eye how far



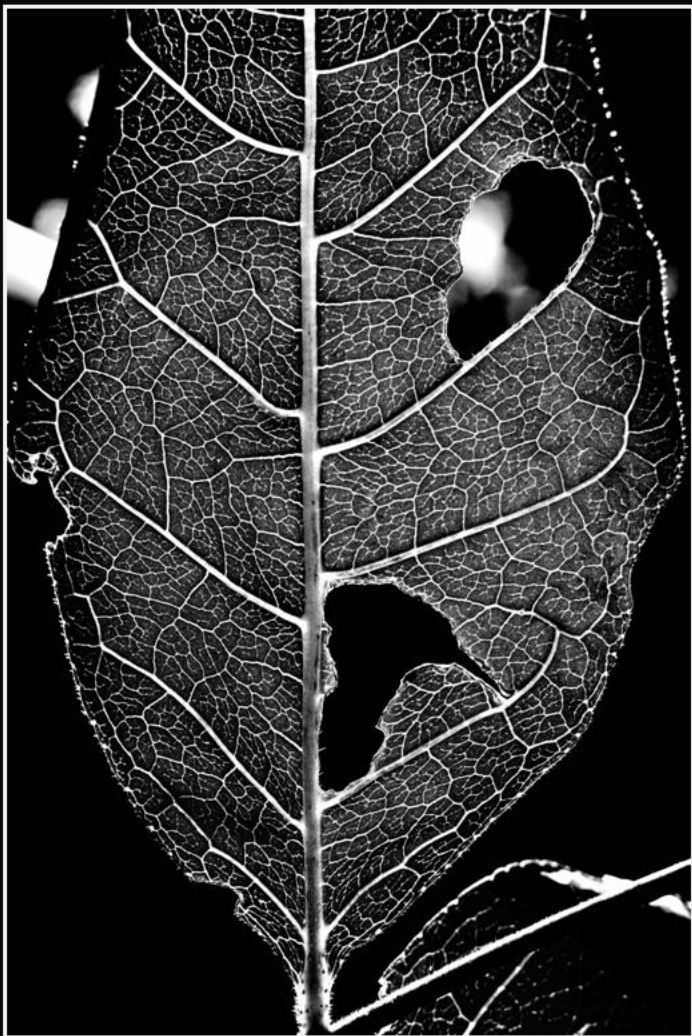
Light Separates the Planes

- Pull the subject forward with light
- Hold the middle ground steady
- Push the background back into dark



Side Light and Backlight Sculpt

- Front light flattens
- Side light and backlight sculpt
- Edges and contours create dimension



A Light Source Builds the Planes

- Dark foreground holding weight
- Middle ground of light-and-shadow interplay
- Background receding into darkness



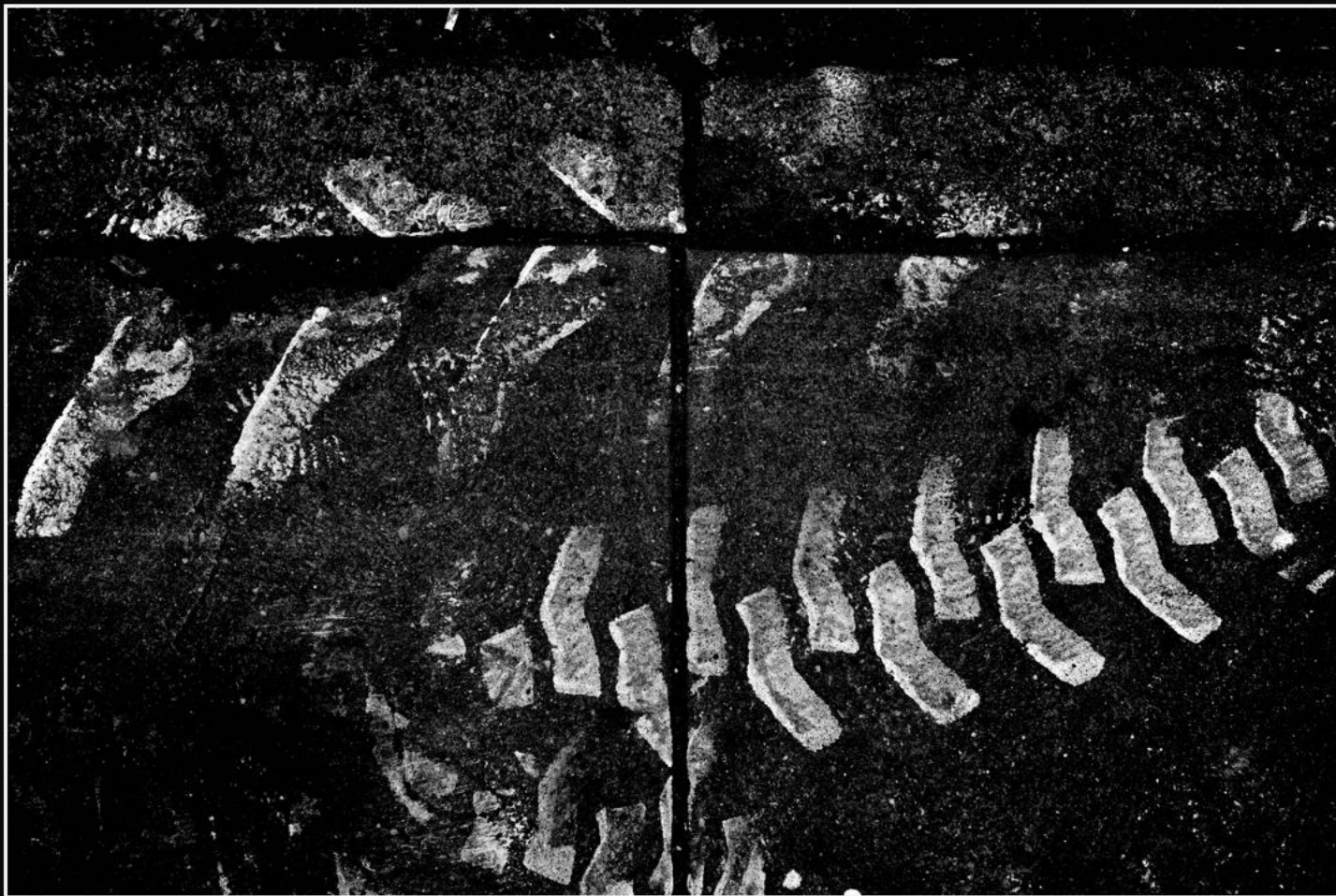
A Strong Foreground Anchors

- Without a foreground, the eye floats
- A strong foreground gives the frame gravity
- It establishes depth instantly



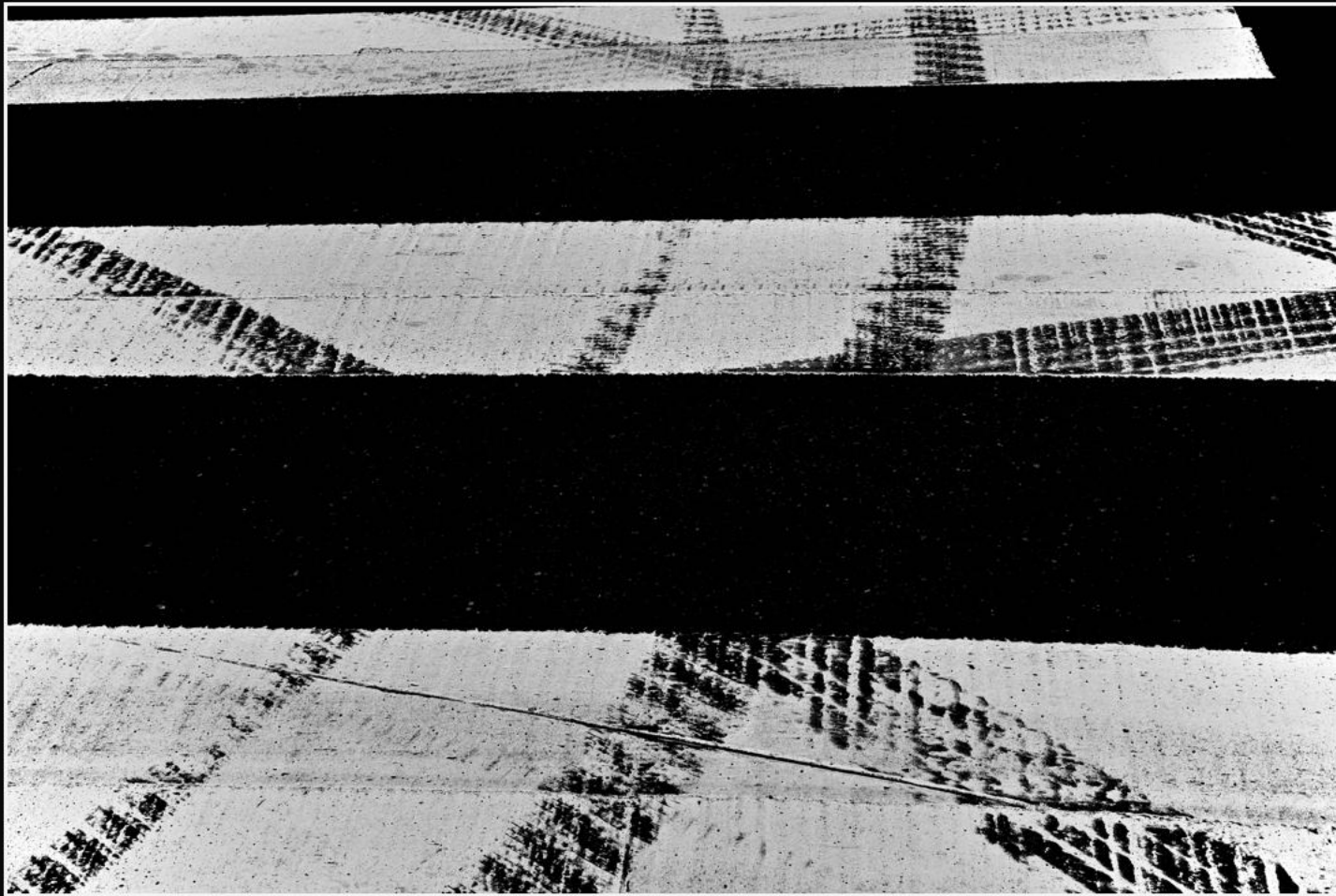
The Entering Hand Changes Everything

- A busy scene can still hold the viewer at arm's length
- A near element entering the frame creates depth
- Observational becomes participatory



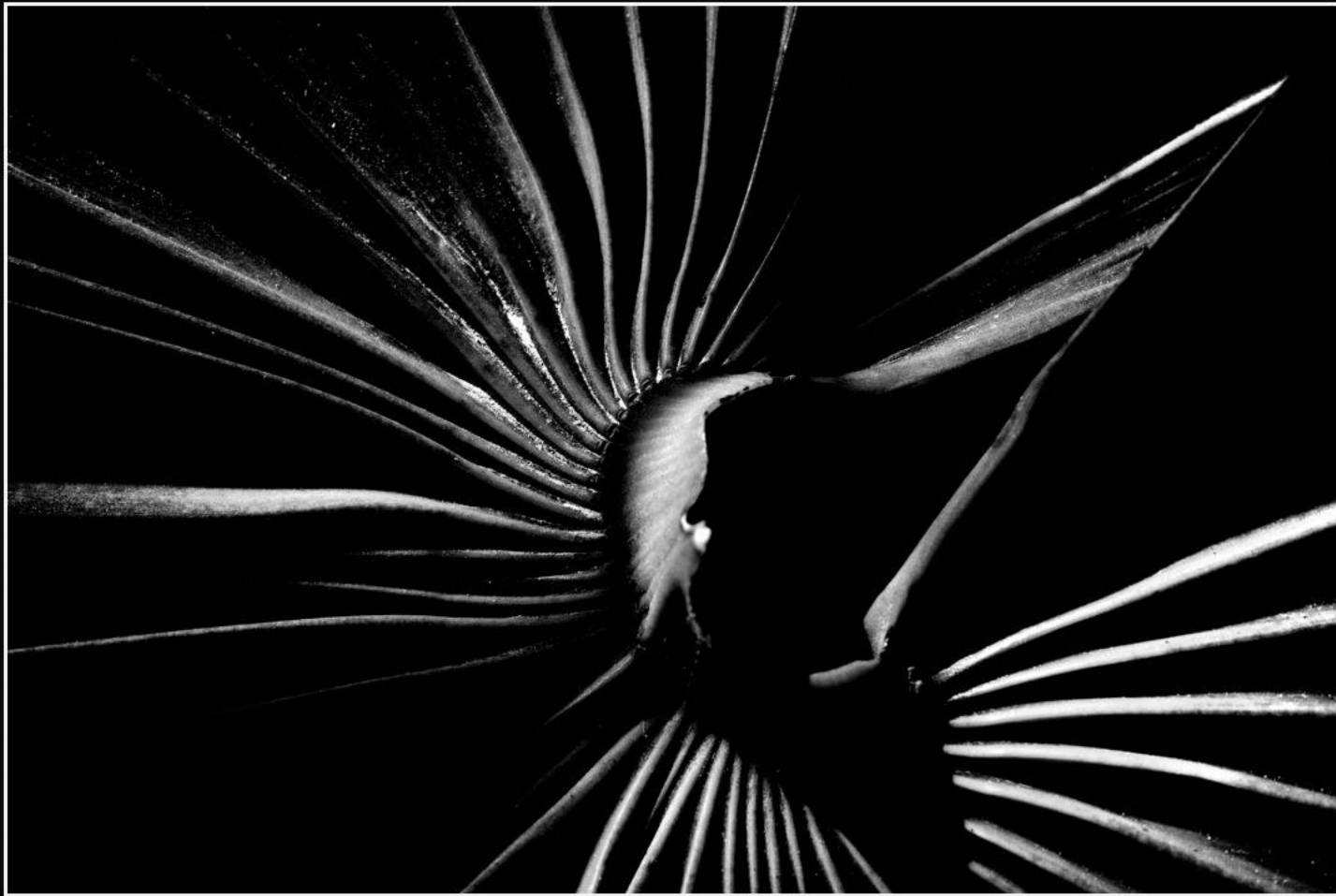
Overlap and Scale

- Closeness adds intimacy and scale
- Big-near against small-far reads as depth
- Separate the layers — don't let them merge



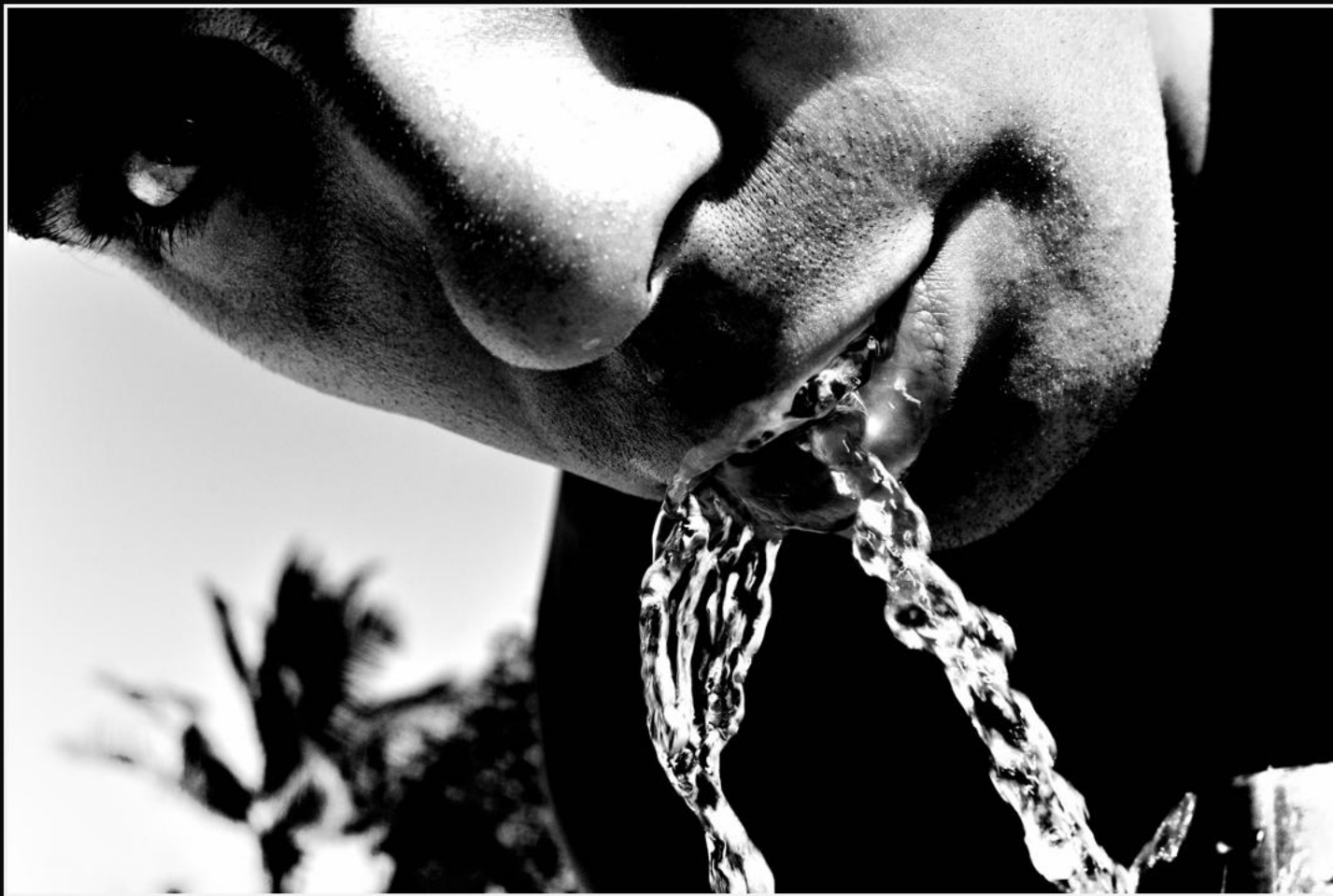
Separation Makes Depth Visible

- Without separation, layers turn to noise
- With separation, depth becomes visible
- Clean the overlap with your position



Geometry Guides the Eye Inward

- Lines and shapes are already there
- Receding lines pull front-to-back
- A frame-within-a-frame builds layers



Move Your Body to Build Depth

- Depth is physical
- Small moves reorganize the planes
- Don't think longer — move



Depth Without Clutter

- Don't add subjects to fake depth
- Strong separation beats more stuff
- Fewer elements, cleaner depth



The Back-to-Front Build

- Set the background — your stage
- Choose your position to separate planes
- Then let foreground and subject enter



The One-Foreground Exercise

- Pick one dominant foreground element
- Commit, hold position, don't retreat
- Let everything else support it



Careless Foreground, Merged Layers

- Foreground as decoration = noise
- Overlap without separation kills depth
- It's a positioning problem, not timing



Building on the Three Zones

- Lesson 024 named the three planes
- Today we make the space between them felt
- Separation turns zones into depth



Toward Light in Layers

- Depth and light are inseparable
- Next: Light in Layers (Lesson 026)
- Go deeper on light as the separator



Reveal the Space

- Depth is revealed, not added
- Separate with light, scale, overlap, position
- Move until the planes click