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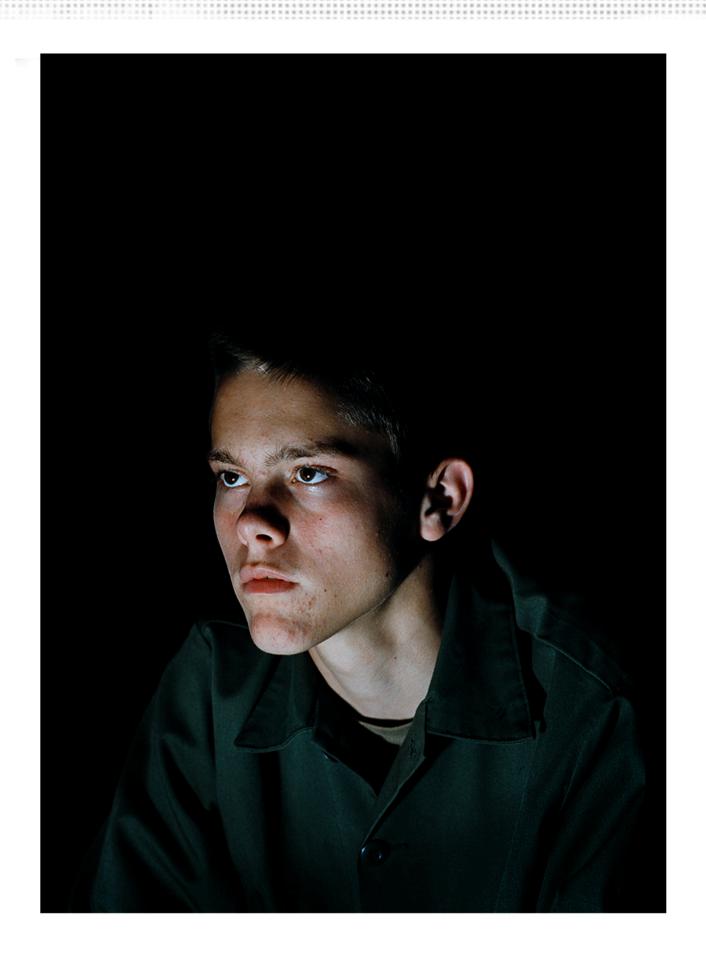
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What makes a good portrait?



By Joerg Colberg March 13, 2007



For those wondering what it takes to shoot a good portrait, have a look at Shauna Frischkorn's Gamers portraits (also to be seen here). So maybe for a good portrait you don't even need any interaction between photographer and subject? Also compare Todd Deutsch's Gamers series and Philip Toledano's.