

This annotated bibliography will show some of the forms of media which I am currently working alongside, researching and gradually utilizing within my project. To begin with, my project is about motorsport, specifically looking at the different automotive cultures.

Each form of media originates from separate core areas of my planned exploration, and I aim to feature or utilize some of these further down the line within my image making process. Within this bibliography I have also used a variety of media types to refer to and use as examples, this is because my aim is to cover many different areas of this topic such as exploring prior examples of motorsport / automotive photography and the process behind them, as well as the cultural and technological advancements that we can work with today.

Rolling Project. *Rolling Project: Motoring Magazine & Bespoke Automotive Print.* Swansea, UK.

Rolling Project describes itself as a company “for petrolheads, by petrolheads,” focused on capturing the stories behind builds, clubs, journeys and road trips. Their photography / publishing services include day shoots, event/club captures, road trip coverage, team coverage. They often include high quality detail shots, locations chosen to suit the vehicle, and editorial-style spread layouts. Their work appeals to car enthusiasts, clubs, people who want more than just specs and they value the narrative, craftsmanship, and visual identity of automotive culture. The magazine creates a “printed legacy” for machines and their owners to be able to appreciate.

Rolling Project most importantly, is frequently and consistently updated which provides massively for the community and individuals behind the automotive culture, as well as allowing for a more personal and local source for people to get their motorsport news and photography.

Life at Shutter Speed: Two Decades of Larry Chen Photography

Larry Chen is arguably the most successful automotive / motorsport photographer there has ever been, and his website provides an extensive portfolio of many different fields and areas that he has worked in within the car industry itself. He has worked with mechanics, artists such as Sung Kang Kangsta who restores, builds and designs cars as well as some of the extremely aerodynamic body kits for them.

Larry has explored every region of the automotive industry so looking at examples of his work and the process / thought behind them will help me understand elements of my own work that I maybe couldn't have previously. Larry quotes "Photography is more than capturing cars, it's about capturing moments, emotion and movement".

This is something that I strongly agree with and is a driving factor of my work that I am constantly trying to capture and experience. I believe that without identity and emotion within work you wouldn't receive any story or element of progression however even in motorsport photography slight minute details can explain and conclude a story or set of events just by being there to notice.

Polyphony Digital. (2022). *Gran Turismo 7* [Video game]. Sony Interactive Entertainment.

This next source is a bit out of touch with the forms of media that I usually utilize and refer to however this is one that can be utilized in many important ways throughout this project for both research and image making. To begin with the video game series Grand Turismo is a simulator racing game developed by Sony that features many different classes and types of racing varying all the way from classic built cars all the way up to group 1 Racing machines.

Not only does this game cover a huge proportion of the automotive industry and brand names but it also has its own built in photography mode with almost works as a sandbox, where you can set up different situations and landscapes to set up a camera and take a photo with the same features a modern day DSLR would have. This will potentially be a game changer when it comes to practice, preparation, knowledge-

based decision making when experimenting and an endless array of graphic design-based customization.

Grand Turismo could be a very effective platform to explore when it comes to understanding the automotive industry on a deeper level especially when considering the wider communities such as people who create wider platforms for it or even artists who make professional racing liveries within the in-game engine, This is another example of something to be explored and compared against with real life examples to compare the two.

Speed Hunters - SPEEDHUNTERS MAXIMUM ATTACK Volume 1 and 2 Photograph Book

Speed Hunters is an automotive / motorsport publication that features many different types of racing scenes and car cultures. They have a variety of very cinematic smooth imagery alongside the more graphic and grainy imagery. I like this publication because it is very diverse in not only what it captures but how it manages to successfully do so and the photos are very pleasing to look at.

Speed hunters combine the crystal-clear shapes of the vehicle and its aerodynamics alongside the drag, torque and speed in the background which is mastered in these examples. The art of combining natural elements such as speed, motion and time is a very hard thing to accomplish, especially when they are contrasted against an object such as a travelling vehicle. Speed hunters push the creative boundaries in which cars and motorsport can be captured, and it is a useful source to follow on and keep referring towards and critically comparing variations of my own work to.

Speed Hunters represent the boundaries of which the automotive industry and photographic industry are willing to go to create unique pieces of work from both drivers and image makers. I enjoy trying a technically difficult process or shooting something with boundaries and limitations that you need to adapt to or be creative / skilful to capture it.

Le Mans 100: A Century at the World's Greatest Endurance Race Hardcover – 3 Aug. 2023

The book Le Mans 100 depicts the gruelling 100 years of the Le Mans racing track and the events that had taken place there over the period. This book would become a famous representation of how motorsport has been documented and commented along the years as well as being one of the main sources of media coverage for the Le Mans photography scene.

The book importantly studies the progression of events including the infamous Ford Ferrari rivalry which had taken place at Le Mans and which also took a tragic turn 1955 when a great crash occurred on the track where a certain manoeuvre had to be taken near the pits and ultimately lead to one of the most catastrophic accidents in motorsport history.

This book is important to me because it shows how even as a consumer and audience of this culture there are always other elements and implementations within these types of fields which need to be respected and valued in a documentary sense, and I believe that it is a great responsibility and respect to take photos of these types of events and communities, not only because of the dangers and risks but also due to the contribution to documenting what other people couldn't.