

# Week #3 Advanced Flash, Bouncing Light, Portrait Lighting and Slideshows:

## **Advanced Flash**

Review Guide Number (how powerful a flash you have), flash versus distance, additional hot shoe flash units

Concept of light source size (flash is small/hard)

Concept of ISO versus flash distance.  $F_{stop} = GN/Distance$  @ISO100

Concept of ISO versus dragging shutter for background light in dark places

Concept of ISO versus digital noise

Flash compensation control, very useful with daylight fill and dragging shutter

## **Bounce Flash & Diffused Flash**

Ceiling bounce with moveable head flash units (some hotshoe flash units)

2-way angle heads have advantage for vertical images

Wall bounce also possible, but less used

On camera diffusers for DSLR and pocketable cameras



**Direct Flash**

Notice harsh shadows and glare on wall



**Bounced Flash**

Notice softer shadows and no glare on wall

## **Red Eye mode and Rear Curtain mode**

Red eye mode delays shutter, fires pre strobes, usually makes people wince

Best method for red-eye is off camera flash

Rear curtain moves flash firing to end of exposure, best for moving subjects

## **Off Camera Flash**

Simple systems use PC cord, advanced system use digital or wireless

Avoids Red-Eye

## **Slaved 2<sup>nd</sup> Flash**

Optical slave reacts to another flash's light

Radio slave

Smart slave

# Portrait Lighting and Bounce Cards and Umbrellas

In class session

## Break

### Slide Shows on Computers

- 1) Launch Adobe Photoshop Elements 11
- 2) Select "Organize" mode in first screen
- 3) If your catalog is empty, skip to step 4. If there are images in the default catalog: Go to Edit > Select All and then Edit > Delete Selected Items from Catalog. You should now have an empty catalog.
- 4) Load your project images. Go to File > Get Photos and Videos > From Files and Folders. Navigate to the 7-4-Parade folder in Tom's file. Select all images in that folder. Make sure "Fix Red Eye" and "Suggest Photo Stack" are both un-checked. Hit "Get Media".
- 5) Select all of the images in your catalog Edit > Select All
- 6) Select "Create" (below the "Windows" menu), then select "Slide Show".
- 7) In the next screen select: Static Duration 5 sec, Transition Fade, Transition Duration 2 Seconds, Uncheck Apply Pan and Include Photo Captions and Include Audio Captions, check Repeat Soundtrack, Preview Playback Quality High.
- 8) Hit OK
- 9) In the next window you will see all of your thumbnails on the bottom and a larger view of the show above.
- 10) Hit the play button (below the larger view window and above the thumbnails) and let your show play. Hit stop.
- 11) When show is NOT playing, hit the small triangle to the right of the transition symbol between the first and second image. Select a new transition. Repeat on the second and third transitions.
- 12) Hit the play button below the larger view window and let your show play.
- 13) When show is NOT playing, hit the small "seconds" triangle below the first image's thumbnail. Change the thumbnails duration (use custom for durations above 7 seconds). Repeat on the second and third transition.
- 14) Hit the play button below the larger view window and let your show play.
- 15) When show is NOT playing, click on the third thumbnail and drag it to the far left of the first thumbnail. Notice that the third image and the transition after it have now become the first image and transition.
- 16) Hit the play button below the larger view window and let your show play.
- 17) When show is NOT playing, click on the "Add Media > Audio from Folder". Navigate to 7-white\_water.mps
- 18) This time, don't hitting the play button. Instead, hit the "Full Screen Preview" tab near the upper right.
- 19) You can leave "Full Screen Preview" at any time by hitting the "Esc" key (escape).
- 20) Once the show has finished and is NOT playing, hit the "Output" tab, just below the Help menu. This is where you could save the file/movie in a variety of formats.

***HOMEWORK:***

- 1) One or more prints of still life or architecture using flash (bounced, compensation off camera, multiple units or reflector card).***
- 2) One or more portrait prints using flash (bounced, compensation off camera, multiple units or reflector card).***
- 3) Optional, a short slideshow saved as a PDF or .wmv***