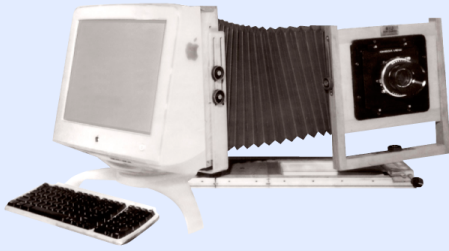


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DIGITAL PHOTOGRAPHY INTERMEDIATE CONEJO VALLEY ADULT SCHOOL WEEK 1

Course Outline:

Instructor: Tom Ferguson

Week #1: Hand holdable shutter speed, panning, sports shooting, dragging shutter with flash and Photoshop Elements layers.

Week #2: Advanced depth of field, filters, color theory, pre-visualization and digital book layouts

Week #3: Advanced flash, bouncing light, portrait lighting and slideshows.

Week #4: Framing for display, hot lights, background systems, still lifes and an intro to webpages.

Homework Assignments:

Week 1, 2 and 3 will each have a homework assignment. You will need to shoot the assignment and bring from 2 to 5 finished prints to class. The prints can be any size from 4x6 inches to 8x10 inches. Please limit your subject matter to "G or PG" rated images. They will be shared with the class.

Camera and Manual

Please bring both your camera **and its manual** to class each week..

Resources:

DPreview (Tom's favorite camera review & info site) <http://www.dpreview.com/>

DPreview Forums (great peer to peer help) <http://forums.dpreview.com/forums/>

Imaging Resource (another review & info site) <http://www.imaging-resource.com/>

Samy's Camera (Retail store with LOTS of gear to touch and try):

431 S Fairfax Ave, LA, CA 90036 Between Wilshire and 3rd Street (323)938-2420

530 State St, Santa Barbara, CA 93101 (805)963-7269

Hooper Camera 616 E Thousand Oaks Blvd, Thousand Oaks, CA 91360 (805) 494-3080

Pro Camera Repair 710 E. Thousand Oaks Blvd, Thousand Oaks, CA 91362 (805) 497-7240

Tom's website (class notes with expanded example images) <http://www.ferguson-photo-design.com/>

Week #1 Handholding, Sports, Dragging and Layers:

Review of Beginning Class (what I'm assumed you already know):

- 1) How and why/when to change ISO speed on your camera
- 2) How and why/when to use "A" Mode (Av mode on Canon), or scene modes to control "depth of field" on point and shoot cameras
- 3) How and why/when to use "S" Mode (Tv mode on Canon), or scene modes to control speed on point and shoot cameras
- 4) How and when/why to change your camera's file size (resolution).
- 5) How to turn your camera's flash to "always on" and "always off"
- 6) How to set your camera's white balance to either automatic or a preset (such as sunlight or fluorescent)
- 7) The visual perspective difference between shooting closeup with a wide angle lens and from a distance with a telephoto lens

In your choice of image software or print ordering system (Costco, Kodak-Gallery, etc)

- 8) How to get images from your camera to your computer / print system
- 9) How to rotate an image file
- 10) How to crop an image file
- 11) Difference between a Jpg and Tif file
- 12) How to brighten or darken a file (levels)
- 13) How to color correct a file (make the image more blue or less green, color variations)
- 14) How to reduce a large file to a smaller 96dpi email file

Hand Hold-able Shutter Speeds:

Concept of "35mm equivalents" for lenses

1/focal length (in 35mm equivalent) is minimum, so 50mm lens requires 1/50 second or faster (1/100, 1/200)

Wider lenses allow slower shutter, 28mm lens requires 1/28 or faster (1/30, 1/60)

Telephoto lenses require more speed, 200mm requires 1/200 or faster (1/400, 1/800)

VR lenses allow you to use 1 stop slower shutters speed (1/2 above examples)

Use higher ISO to get faster shutter speed

Flash is very fast (1/500 to 1/2000) and will freeze motion of close subjects

Tripods and Monopods:

Used for slower shutter speeds

Tripods will stop camera motion, but they will not stop subject motion!

Panning

- Keep subject in same viewfinder position during pan
- Squeeze shutter button softly
- Continue pan for a second or two after exposure
- Motion blur is now on background, rather than subject
- As with regular/static shooting, slower shutter gives more motion



Stop Motion 1/500 shutter,
everything "frozen"



Static camera 1/30,
background sharper than car



Faster 1/60 pan
Car sharper than background



Slow 1/30 Pan

Sports / Decisive Moment Shooting

Flash generally unhelpful due to distance

Decide before shot if you want "Stop Motion", static camera "Motion Blur" or "Panning"

Long lens very helpful

Dragging Shutter with Flash

Many cameras default to a shutter speed between 1/30 and 1/125 for flash, even in a dark room or outside in the dark

Most flash units only light up between 1/250 and 1/2000 of a second

Leaving your shutter open longer than your flash doesn't change how much light you get from the flash

Leaving your shutter open longer than the flash DOES change how much "Existing Light" you capture in the scene

Watch for handshake induced blur with long shutter drags

Some digital cameras now adjust this automatically; some point and shoot digital cameras have a "Night Scene" mode that adjusts for this



Shutter 1/60



Shutter Dragged to 1/8

Density Range

Cameras (digital or film) can only record a small range of the light to darkness we can see

RAW files record a larger range than JPG

Digital camera recorded "blown out" whites are not recoverable

Usually it is better to underexpose (dark image) than overexpose (light image)

Class Break

CVAS Computer Intro and Photoshop Elements

Photoshop Elements 11 will be use in this class. This is a great program for consumers.

Reasonably priced at about \$90. It is available for both Mac and PC. It reads most RAW formats. Good selection of books and tutorials available. If you ever want the full “pro” version of Photoshop, the transition will be easier. Current version is 9 or Mac. CVAS Elements classes use V8

Other options: full version of Photoshop (flexible, but expensive), the software often supplied free with your camera (varies from good to terrible), Picasa (free from Google, Windows only <http://picasa.google.com/>) , Gimp open source project <http://www.gimp.org/> , ACDSee (Windows only), IrfanView (Windows only and yes, that odd spelling is correct), Graphic Converter (Mac Only)

Photoshop Elements Layers and Montage

- 1) Launch Adobe Photoshop Elements 11
- 2) Select “Edit” mode in first screen
- 3) Make sure you are “Edit Full” rather than “Edit Quick” mode (in upper right of screen)
- 4) Open file “1-1-kayaking.jpg” from the folder “Intermediate Digital” that is located on the computer “desktop” (all class files are in this location)
- 5) On the Menu Bar, click Window, then Layers (if Layers is not already checked). If needed, make space for the Layers panel by clicking the down arrows to hide other panels
- 6) Notice that there just one layer, named “Background”
- 7) Open file “1-2-group.jpg”. You now have two files open and viewable. You can move the files with the title bars. Make sure both images are visible
- 8) Click on file “1-2-group” to make it active. Click and hold on this file’s thumbnail in the layers panel
- 9) Without releasing the mouse, drag the thumbnail onto the other file (1-1-kayak)
- 10) Notice that file 1-1-kayak now contains both images and that the layers pallet now shows 2 thumbnails
- 11) Click the “Eyeball” next to the two thumbnails in the layers panel and notice that it turns on and off the individual layers
- 12) Select the “Move Tool” (top tool in the toolbar), make sure the top thumbnail in the layers pallet is selected,. You can now move the image from file 1-2-group
- 13) With the “Move Tool” still active and the thumbnail from 1-2-group still selected in the layers pallet, click on the image from 1-2-group and notice the “Bounding Box”. Drag a corner of the bounding box to adjust that layers size and/or drag the extended circle to rotate the image
- 14) With the thumbnail from 1-2-group still selected in the layers pallet, adjust the “Opacity” number at the top of the layers pallet to make that layer partially transparent
- 15) Repeat steps 7 – 14 with file “5-3-grove”. Notice that you now have three layers
- 16) Notice that if you have the images overlapping, they follow the order in the layers panel. What is “on top” in the layers panel is “on top” in the image
- 17) In the layers panel. Grab the thumbnail from 5-2-group and pull it above the thumbnail from 5-3-grove. Notice that the 5-2-group image is now "on top"

Photoshop Elements Rectangle Tool and Feathering

- 1) Use the rectangle tool to select most (not all) of a layer.
- 2) Invert the selection (Selection > Invert), You have now “selected” everything except the center of your layer’s image
- 3) Feather the selection (Select > Modify > Feather). 16 pixels is a good starting number for a noticeably soft selection.
- 4) Cut of the ”soft” edges off your layer Edit > Cut

Lasso and Polygon Lasso

- 1) Applying levels or color correct to a selection rather than entire image

HOMEWORK:

- 1) One or more prints using the panning technique.***
- 2) One or more prints shot outdoors in dim light or in a LARGE dark room, showing the use of a dragged shutter.***
- 3) One or more prints including multiple layers.***

\$5 per student materials fee