



Sponsored by: **The Sackville Photography Club**

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# ASPECTS of PHOTOGRAPHY

## Creating Images

I say 'Creating' images because that is essentially what a photographer does – rather than 'take' photos. By looking at a subject from various angles, adapting or choosing the lighting, using filters or film speed, choosing the depth of field, to printing, etc. You have 'made' an image as surely as you would 'make' any other piece of art! If you merely point a camera and click the shutter without consideration of some of the above, then you probably won't end up with too many pleasing photos.

There are a few “Rules” to assist one in making great images. These are general ideas and guidelines that have developed over many years based on the most pleasing 'look' of an image and how people 'see' it; there have been studies done to assess how one observes an image, how the eye and mind work when looking at something. It is a little different with something like a photo where there are limits (edges, borders, frames) that surround your image and in a way limit the perspective of what the observer is seeing.

Some of these have come from as far back as early paintings where the 'Old Masters' learned what holds people's attention in an image and how people view what they look at first, etc. For example a bright or light spot tends to be observed first. Lines or edges can lead the eye 'out of the image', you want to 'keep' the eye within its borders and roaming around the image!

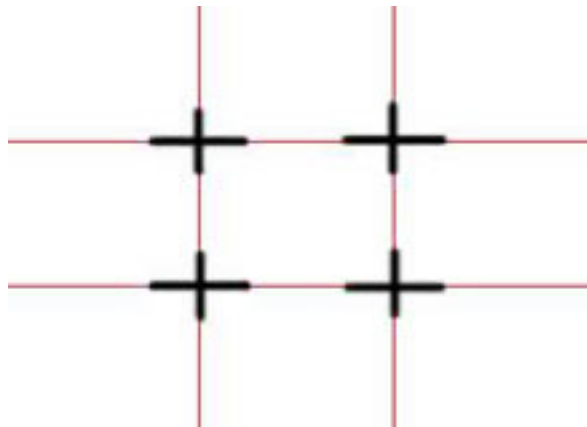
These ideas have also come from the idea that there are certain places in an image which seem to be more acceptable to the viewer, more pleasing overall to the scene, and not so jarring as to lose the viewer's attention, or cause confusion; you want them to gaze upon the image for as long as possible. However, this does not mean that one must adhere strictly to these 'rules'!

There may be some images that work better if viewed in certain ways and you can also develop your own specific style. **However**, it is best when starting out to follow these “**tried and true**” guidelines until you get comfortable and experienced with making images, so that initially you will produce a greater number that are pleasing and great to show or look at.

## RULES - Composition (where you put things in the image)

Take your time and decide **WHAT** you will photograph. Think about or understand what you feel about what you are seeing. There are no 'shortcuts'. The pleasure is in achieving the image you set out to capture or create and finding out it pleases others as well.....!

A – 'Rule of Thirds':



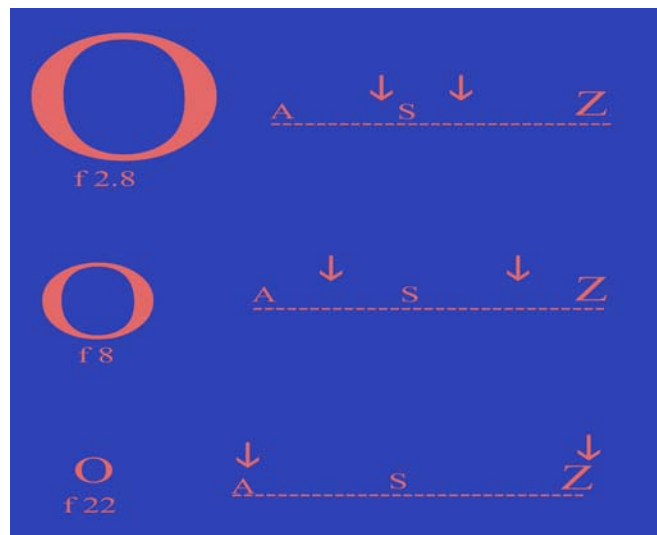
1 -- The 'cross points' are the areas of most interest, where you **MAIN** subject should be!

2 -- The horizontal & vertical lines are where the ground, horizon, water, sky should be. ( $1/3 - 2/3$  or  $1/3 - 1/3 - 1/3$ ) depending on whether sky, water or ground is most important or interesting.

3 -- Angles -- Slanted lines or triangles work well for some photos as well.

Other things to consider: (although some of these things can be altered in software programs. It is always **BETTER** to **START** with a decent image in the first place – easier to make only small changes).

- Horizon – Keep **straight** and **horizontal !!!**
- Watch what is on all the **four** edges or borders of the image (run your eye around all sides).
- Allow ‘ROOM’, in the image so that if a man riding a bike is lets say, riding into the image from the right hand side, going toward the left side of the photo, leaving plenty of space for the rider to go into the picture.
- Watch out for clutter or trees, poles etc. growing from people's heads.
- Framing: Portrait or landscape orientation – Decide what looks best for this image use the material to FRAME the image (eg. Window, tree)
- Number of items in an image: 1- 3 – 5 - many (best rule)
- Look at the scene from different vantage points left to right, up to down. Take photos from different angles & aspects to see what works best.



## DEPTH of FIELD:

( Sometimes a little harder to understand &/or accomplish).

Basically, it is what is in your view - is in focus! -From immediately in front of the lens to the far horizon.

### **Depends on the f-stop:**

f1.4 – f 2.8 - Shallow Depth of Field – If in front in focus, back will be out – large opening.

F 22 - f33 - Large (max) Depth of field – all will be in focus - smallish opening.

Point of focus – Depth will be from about 1/3 in front to 2/3 behind.

Although an image is in 2-D you can make it appear as if 3-D (eg. use finger)

- has the effect of distance involved
- decide WHAT is in focus and what depth of field compliments it
- often a Personal decision or style

Check using the ‘depth of field’ button (for preview – mostly on SLR cameras)

## **LIGHTING:**

Often your source of lighting is SUNLIGHT. However, it can come in various qualities and quantities as well:

Direct sunlight on a clear day

Reduced and indirect on a partial or overall cloudy day (often better)

Come from the side, in front or behind

Be reflected off water, sand or other surfaces

Be different colours (sunrise/sunset)

Producing shadow on your subject (useful or a hinderance)

Each produces certain VISUAL or EMOTIONAL effects

Each can be an ADVANTAGE or DISADVANTAGE – depending on what you are trying to achieve.

**FRONT:** Can be Dramatic less visual variety – few if any shadows.

**SIDE:** Shadows give a 3-D effect - especially in late PM along with the colour of the light can give a rich image.

**BACK:** Silhouettes or halos – can be dramatic. Hardest to judge for proper exposure; even on AUTO. eg: sunset bright sky - dark foreground (land or water) watch for 'lens flare' (use hand, hood or tilt lens).

**NIGHT:** Using on the light available - long exposure (tripod, etc), high ISO time exposure (try all different settings until see what you want. Moonlight –may be able to get away with using a piece of cardboard.

**Artificial Light:** Incandescent, florescent, neon, flash – note: SET your WHITE BALANCE if available to accommodate these situations.

**Flash:** - Used mainly to 'fill-in' where light not falling on parts of subject (eg. face in portraits)

- Where low light levels (indoors, people, images at night)
- REMEMBER – good for 15-20 ft MAX ! SPEED 1/60<sup>th</sup> sec. MAX

**Filters/UV** - To give good sky colours. Polarized – to reduce glare or reflection (rotate to best placement) colour filters (100's available).

## Photographing in Special Situations:

**Close-ups:** Find the closest distance for your lens (see manual)  
- use extention rings or filters to get extreme or CLOSER shots

**Moving Target:** some have settings for 'SPORTS' pan 'with' the subject or – for effect let the subject be blurred.

**Night shots:** Available lighting - use a tripod and cable release or timer keep changing settings til see what you want. (eg. higher ISO - but grainy) add in the moon (eg. through Photoshop or another photo editing program).

**B&W:** Either take if camera will allow or turn into with Photoshop. Find images that LOOK like B&W. Can be dramatic for certain subjects leave some colour in ?! Use SEPIA for old or age effect.

**Portraits:** Really a complete major subject on its own. Two types - Candid or Posed photos.

**Candid** – eg. Good for kids, can't get to stay still for long have to have good timing or anticipate what's going to happen take multiple shots (4-5 in a row quickly hoping one will capture what you want) use a telephoto from a distance so people aren't camera shy.

**Posed** – Can control the situation, location lighting position in SUNLIGHT where wanted use flash, and/or studio lighting position of eyes (try not to be horizontal) - remove take people in their normal environment or workplace (woodworker, trucker) or REVERSE – take them in odd or weird situations (biker & baby).

NB: If for commercial use – MUST get 'MODEL RELEASE' signed.

**Photojournalism:** Use of photography to record special events, situations or people (famous people, accidents, fires, war, disasters, celebrations, protests, historic events, people's emotions or reactions to situations etc).

Used for Newspaper, Magazines, TV, Internet, archives, etc.

Sometimes merely means happening to be in 'right place at the right time'. Or if really important can be paid for the image. DO NOT ALTER!!!!

## SPECIAL EFFECTS:

Waterfalls (see image) flowing water  
Time exposure (moving lights - see image)  
Out of Focus (see images)  
Zooming in or out  
Twisting camera  
Abstracts(odd images, etc.)  
Double exposures (use Photoshop)

**Overall Rule: C – D – E      Compose – Depth of Field – Exposure**

## Other Ideas or Hints:

- Keep a list of image ideas to do in future - seek out the possibilities/locations.
- Give yourself 'assignments': Things to take, seeing an image in a small area
- Photoshop can correct some situations – *However*, it is best to start with **GOOD** Images up front! (You can tweak some items but hard to make a poor image great!)

Take LOTS of Images of the topic - no cost, one will be BEST.

Take MORE AREA than needed for image: CROP LATER.