# INTRODUCTION TO PHOTOGRAPHY

#### **PHOTOGRAPHY**

- GREEK FOR "PAINTING WITH LIGHT"
- CAN BE CONSIDERED BOTH AN ART AND A SCIENCE
  - PHOTOGRAPHY IS A SCIENCE, BECAUSE THERE ARE BASIC PRINCIPLES OF PHYSICS THAT GOVERN SUCCESS
  - PHOTOGRAPHY IS ART BECAUSE ITS BEAUTY IS SUBJECTIVE



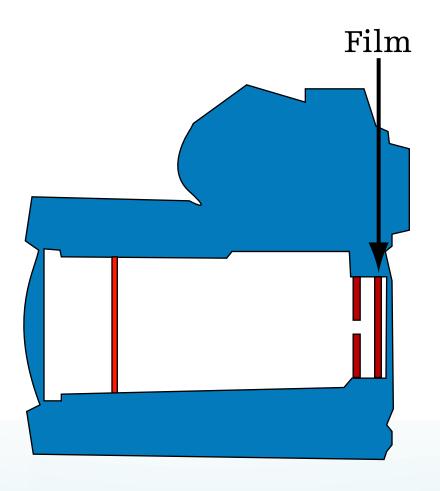
FIRST PHOTOGRAPH TAKEN BY JOSEPH NICÉPHORE NIÉPCE IN FRANCE. IN 1826, ON A BITUMEN COATED ALUMINUM PLATE

# **EXPOSURE**



#### **STOPS**

- THE AMOUNT OF LIGHT THAT STRIKES THE FILM/CHIP IS MEASURED IN STOPS AND IS ALSO KNOWN AS EXPOSURE VALUE (EV)
- A DIFFERENCE OF 1 STOP IS A DOUBLING OR HALVING OF THE LIGHT MAKING THE IMAGE
- A STOP IS USED TO MEASURE THE DIFFERENCES IN EV OF APERTURES, SHUTTER SPEEDS AND FILM SPEEDS
- "FAST" MEANS THE CAMERA CAN EXPOSE A PHOTO QUICKLY



- FILM SPEED IS A MEASURE OF THE SENSITIVITY OF THE FILM OR SENSOR IN A CAMERA.
- IT IS MEASURED IN VALUES USING AN INTERNATIONAL ORGANIZATIONS OF STANDARDS (ISO) NUMBER. USED TO BE MEASURED IN AMERICAN STANDARDS ASSOCIATIONS (ASA) NUMBERS
- ISO NUMBERS ARE USED IN BOTH FILM AND DIGITAL CAMERAS

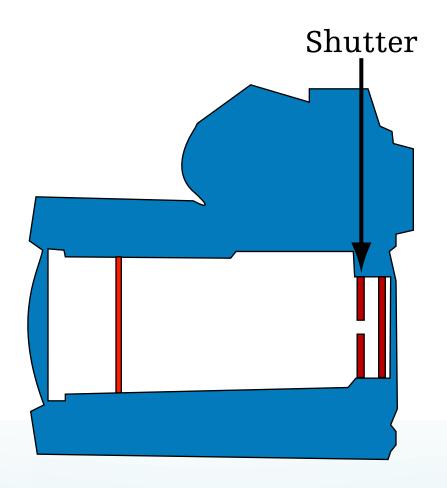
- ISO NUMBERS COME IN A WIDE RANGE, BUT STANDARD NUMBERS ARE 50, 100, 200, 400, 800, 1600, AND 3200
- ISO NUMBERS ARE LINEAR IN THEIR RELATIONSHIP
- THE HIGHER THE ISO NUMBER, THE MORE SENSITIVE THE FILM/SENSOR AND ALSO THE MORE NOISE OR GRAIN IN THE IMAGE



LOW ISO



HIGH ISO



- CONTROLS THE AMOUNT OF TIME
   THE SHUTTER OR CURTAIN IS OPEN
- SHUTTER SPEED IS MEASURED IN FRACTIONS OF SECONDS
- DEPENDING ON THE CAMERA, IT MAY SHOW THE SHUTTER SPEED WITHOUT THE NUMERATOR, I.E. 250 INSTEAD OF 1/250

- COMMON SHUTTER SPEEDS ARE 1, 1/2, 1/4, 1/8, 1/15, 1/30, 1/60, 1/125, 1/250, 1/500, 1/1000
- A DOUBLING OR HALVING OF THE TIME VALUE (Tv) REPRESENTS ONE STOP OF EV
- A FAST SHUTTER SPEED FREEZES THE ACTION OF AN IMAGE
- CONVERSELY, A SLOW SHUTTER SPEED BLURS THE ACTION OF AN IMAGE

FAST SHUTTER SPEED



SLOW SHUTTER SPEED

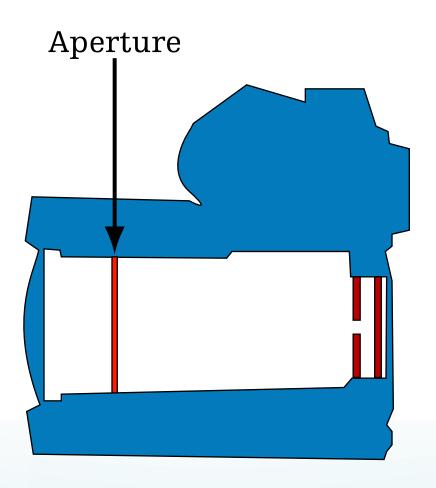


FAST SHUTTER SPEED

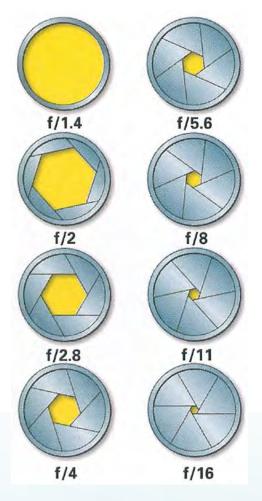


SLOW SHUTTER SPEED

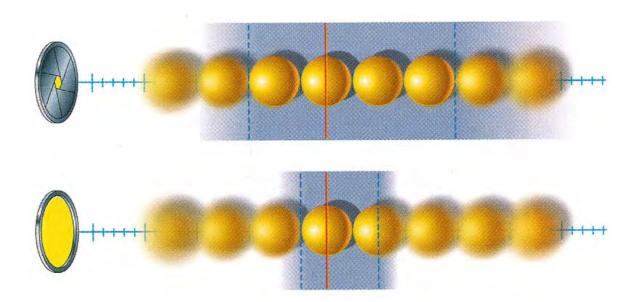




- APERTURE IS THE SIZE OF THE HOLE IN THE DIAPHRAGM THAT ALLOWS LIGHT INTO THE CAMERA
- THE LARGER THE HOLE, THE MORE LIGHT THAT ENTERS THE CAMERA IN A GIVEN TIME
- APERTURE VALUES (Av) ARE MEASURED USING F-STOPS, SHOWN AS f/# (I.E. f/16)



- THE IMAGE AT LEFT SHOWS COMMON F-STOP VALUES AND HOW THEY APPEAR
- A CHANGE OF 1 F-STOP DOUBLES OR HALVES THE LIGHT ENTERING THE CAMERA
- SMALLER F-NUMBERS REPRESENT WIDER APERTURES, AND LARGER F-NUMBERS ARE SMALLER APERTURES



- THE AV CONTROLS THE AMOUNT OF DEPTH OF FIELD IN AN IMAGE
- THE WIDER THE APERTURE, THE MORE SHALLOW THE DEPTH OF FIELD, AND VICE VERSA

#### Av & Tv TOGETHER

- THE WIDER THE APERTURE USED, THE LESS TIME — I.E. THE FASTER SHUTTER SPEED — IS NEEDED TO PROPERLY EXPOSE THE IMAGE
- CONVERSELY, THE SLOWER THE SHUTTER SPEED, THE SMALLER THE APERTURE NEEDS TO BE
- FOR ANY IMAGE, THERE ARE A NUMBER OF COMBINATIONS THAT WILL MAKE A CORRECT EXPOSURE

f-s	top	1.4	2	2.8	4	5.6	8	11	16
	utter eed	1 1000	1 500	1 250	1 125	1 60	<u>1</u> 30	1 15	<u>1</u> 8

#### LIGHTING

- LIGHT IS THE ESSENTIAL INGREDIENT OF PHOTOS
- ONE OF THE SKILLS THAT SEPARATES PHOTOGRAPHERS FROM SNAP SHOOTERS IS THE ABILITY TO SOLVE LIGHTING PROBLEMS
- THERE ARE 2 PRIMARY FACTORS TO CONSIDER FOR LIGHT: DIRECTION AND COLOUR

#### LIGHTING - DIRECTION

- THE DIRECTION THE LIGHT COMES FROM CAN MAKE THE IMAGE SEEM FLAT OR 3-DIMENSIONAL
- FRONT LIGHTING IS EASY TO PHOTOGRAPH, BUT IMAGES ARE GENERALLY FLAT
- TOP LIGHTING, SUCH AS FROM THE SUN OVERHEAD, ALSO MAKES THE IMAGE FLAT, AND SHADOWS ARE SHORT AND DARK
- SIDE LIGHTING WILL EMPHASIZE TEXTURE AND CONTOURS, AND CREATE LONG SHADOWS

## LIGHTING - DIRECTION



FRONT LIGHTING



SIDE LIGHTING

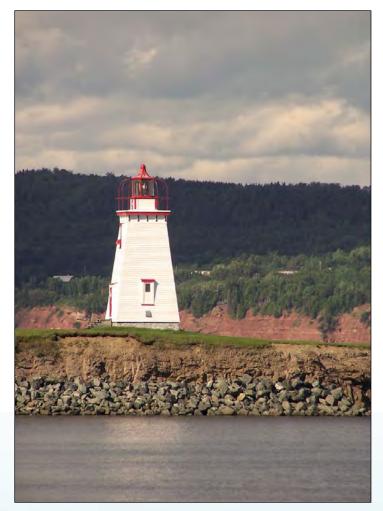


TOP LIGHTING

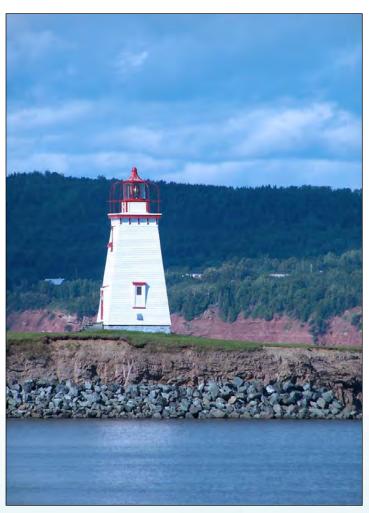


BOTTOM LIGHTING

- THE COLOUR OF LIGHT IS MEASURED BY TEMPERATURE IN KELVIN (°K)
- THE COLOUR OF NATURAL LIGHT CHANGES THROUGH THE DAY
- HUMANS RESPOND PSYCHOLOGICALLY TO DIFFERENT COLOURS, THEREFORE THE COLOUR OF A PHOTO WILL AFFECT EMOTIONAL RESPONSES
- LIGHT THAT IS IN THE REDS, ORANGES AND YELLOWS IS SAID TO BE "WARM". CONVERSELY, "COOL" LIGHT IS BLUE IN TONE



WARM LIGHTING



COOL LIGHTING

- WHEN TAKING A PHOTO WITH A DIGITAL CAMERA, THE WHITE BALANCE SETTING OF A CAMERA WILL AFFECT THE COLOUR CAST OF THE IMAGE, BALANCING THE LIGHTING OF THE SUBJECT
- TYPICAL WHITE BALANCE SETTINGS OF A CAMERA INCLUDE: TUNGSTEN, FLORESCENT, SHADE, SUNNY, CLOUDY, FLASH, AUTO AND MANUAL
- FILTERS CAN ALSO BE USED TO AFFECT THE COLOUR OF LIGHT IN THE IMAGE



FLASH/MID-DAY



TUNGSTEN



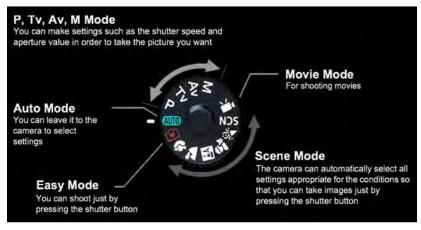
**FLORESCENT** 



CLOUDY

## CAMERA SHOOTING MODES

ALL DIGITAL CAMERAS HAVE VARIOUS MODES FOR SHOOTING





#### CAMERA SHOOTING MODES

- SCENE MODES TAKE THE GUESS WORK OUT OF SETTING PROPER EXPOSURE
  - MODES INCLUDE PRESETS FOR TAKING PHOTOS IN A VARIETY OF SETTINGS SUCH AS AT NIGHT, ON THE BEACH OR SNOW, OR FOR PORTRAITS
- MANUAL MODES ALLOW FOR MORE CREATIVE CONTROL
  - A GREATER UNDERSTANDING OF CAMERA SETTINGS IS REQUIRED

# **COMPOSITION**



#### LENSES

- THE LENGTH OF A LENS IS MEASURED IN MILLIMETRES (mm), OR EQUIVALENT FOR POINT-AND-SHOOT CAMERAS
- LOW NUMBERS ARE CONSIDERED WIDE LENSES, WHILE HIGH NUMBERS ARE CONSIDERED LONG LENSES
  - A WIDE LENS, I.E., 18mm, IS USEFUL FOR LANDSCAPE PHOTOS
  - A LONG LENS, I.E., 300mm, IS USEFUL FOR CLOSE-UPS OF WILDLIFE
- HUMAN EYESIGHT IS EQUIVALENT TO ABOUT 50MM

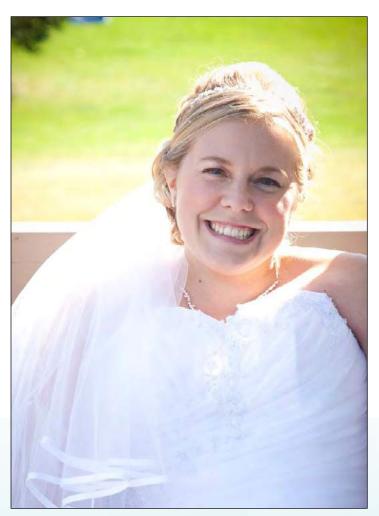
## DEPTH OF FIELD

- DEPTH OF FIELD (DoF) IS THE "ZONE OF ACCEPTABLE SHARPNESS"
- DOF IS CONTROLLED BY APERTURE AND DISTANCE TO SUBJECT
  - THE CLOSER THE SUBJECT, THE SMALLER THE DOF
  - THE WIDER THE APERTURE, THE SMALLER THE DOF

## DEPTH OF FIELD



DISTANT - DEEP DOF



CLOSE - SHALLOW DoF

## DEPTH OF FIELD



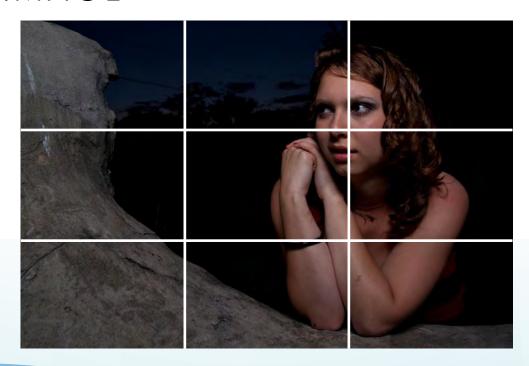
SMALL APERTURE - DEEP DOF



LARGE APERTURE - SHALLOW DOF

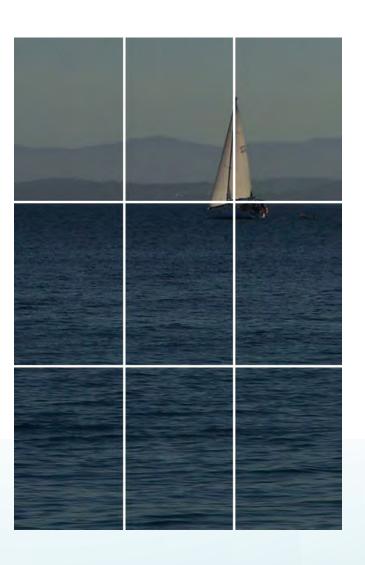
### THE RULE OF THIRDS

■ THE "RULE OF THIRDS" STATES THAT WHEN COMPOSING YOUR PHOTO, PLACE THE CENTRE OF INTEREST AT A JUNCTION OF THE LINES THAT TRISECT THE IMAGE



## THE RULE OF THIRDS

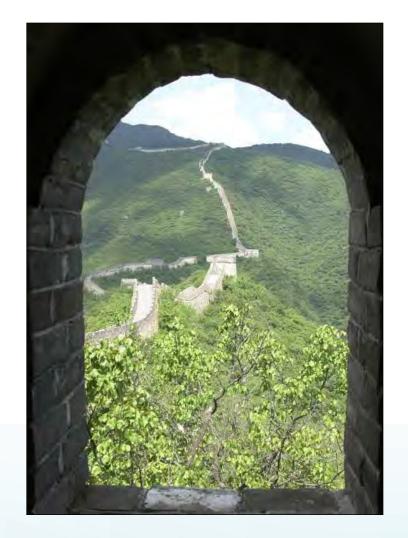
 ALSO, WHEN COMPOSING LANDSCAPE SHOTS, THE HORIZON LINE SHOULD BE ON ONE OF THE INTERSECTING LINES



#### **FRAMING**

- FRAMING IS USING A FOREGROUND OBJECT TO "FRAME" THE SUBJECT OF THE PHOTO
- THE FRAME SHOULD BE APPROPRIATE TO THE SUBJECT
- THE FRAME SHOULD HAVE ITS OWN AESTHETIC VALUE
- RENDER THE FRAME SHARPLY, OR BLUR IT AWAY

## **FRAMING**





#### FILL THE FRAME

IF YOUR PICTURES AREN'T GOOD ENOUGH, YOU'RE NOT CLOSE ENOUGH.

ROBERT CAPA, WORLD WAR II PHOTOJOURNALIST

- IF YOU CAN'T GET CLOSER TO YOUR SUBJECT, USE A LONGER LENS TO FILL THE FRAME
- FILLING THE FRAME REFERS TO THE PRIMARY SUBJECT, NOT EXTRANEOUS OBJECTS

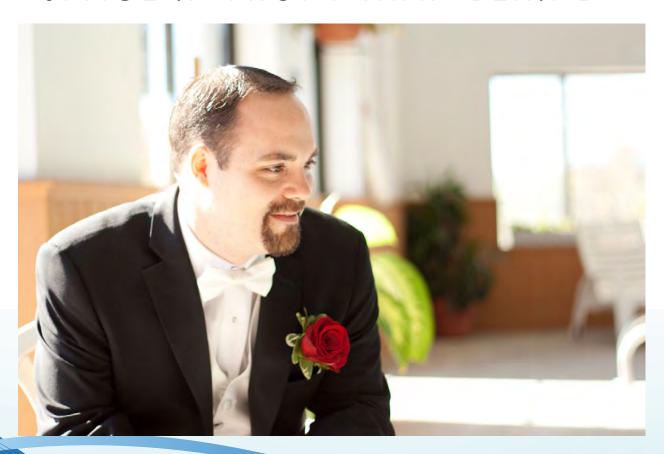
### FILL THE FRAME





## PORTRAIT TECHNIQUES

■ THE SUBJECT SHOULD FACE INTO THE IMAGE SO THAT THERE IS MORE SPACE IN FRONT THAN BEHIND

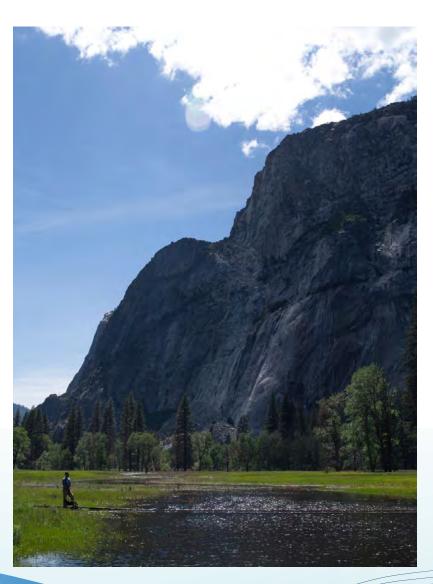


## PORTRAIT TECHNIQUES

SUBJECTS USUALLY SHOULDN'T BE SQUARE ON TO THE CAMERA



TRY TO INCLUDE AN OBJECT TO CREATE SENSE OF SCALE



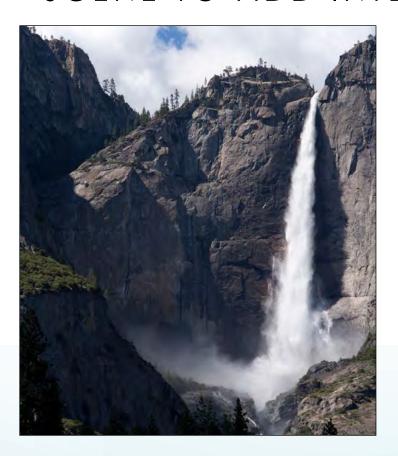
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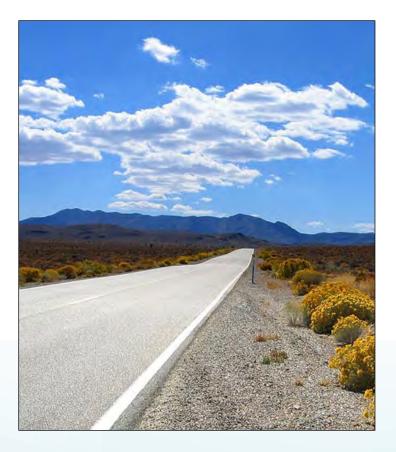


FOCUS ON A DETAIL WITHIN THE SCENE TO ADD INTEREST





TRY TO USE A LINE THAT WILL LEAD THE VIEWERS EYE INTO THE PICTURE

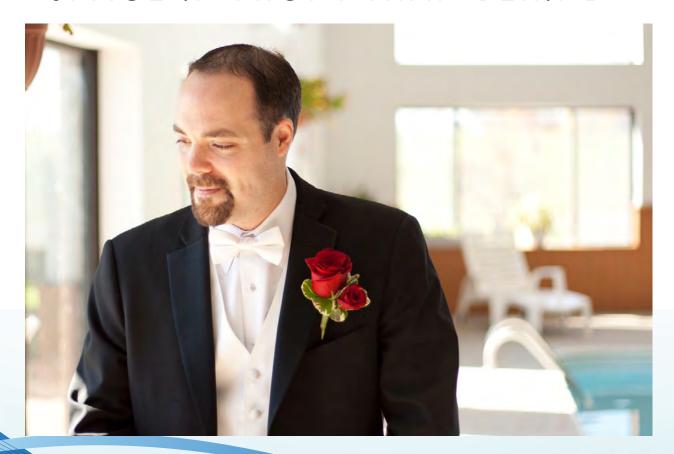




#### FINAL TIP

THERE ARE NO RULES IN PHOTOGRAPHY

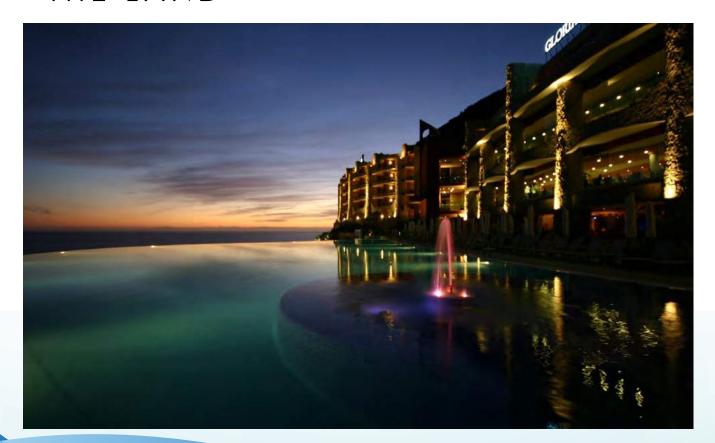
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# THE END TIPS AND TECHNIQUES FOR BETTER PHOTOGRAPHY