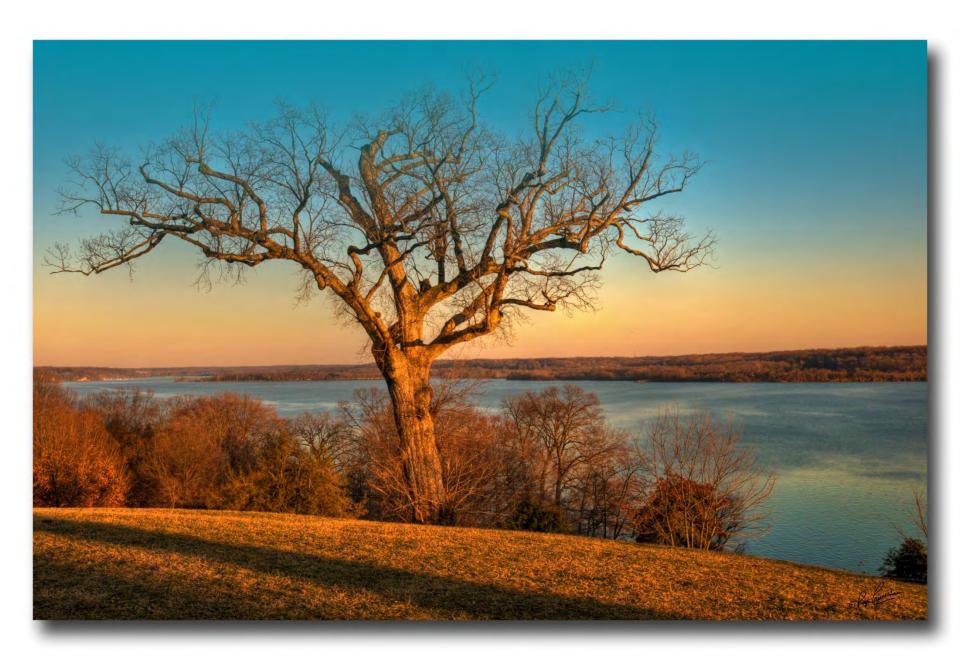




## Preparation

- Know your equipment (practice, practice, practice)
- Know what equipment you will need (camera, lens, tripod, filters, rain gear, headlamp, micro cloth, cap, warm clothing, boots)
- Know location
  - Scout ahead of time (Visit, Google Earth, Flickr photos)
- Know what the weather will be and be prepared.
- Know location of sun
  - Photographers Ephemeris





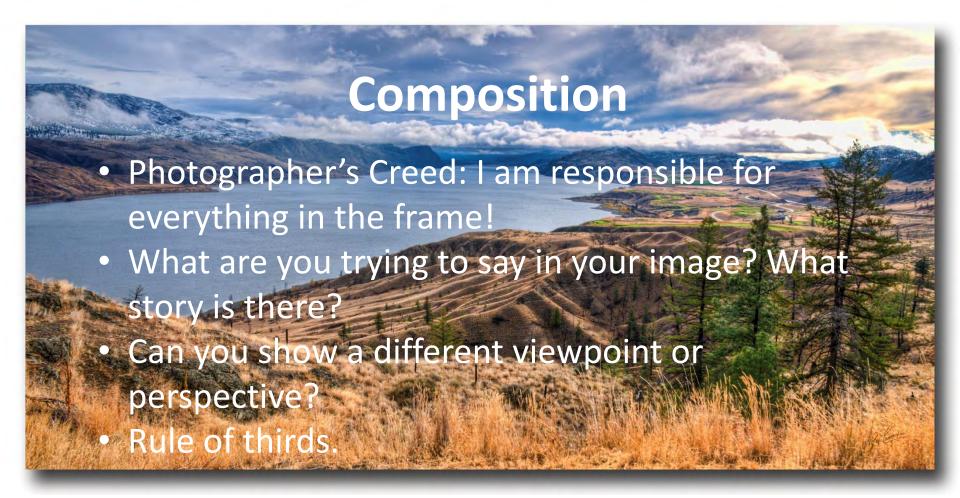






### Light Key ingredient Golden Hours Sunrise Sunset Hour before/Hour after (the blue dark of twilight and dusk) Sun does not have to be at your back Clouds are good; sometimes clear blue sky is not! Don't run inside when it is raining. Put on rain gear and go shooting Especially if mist or fog!









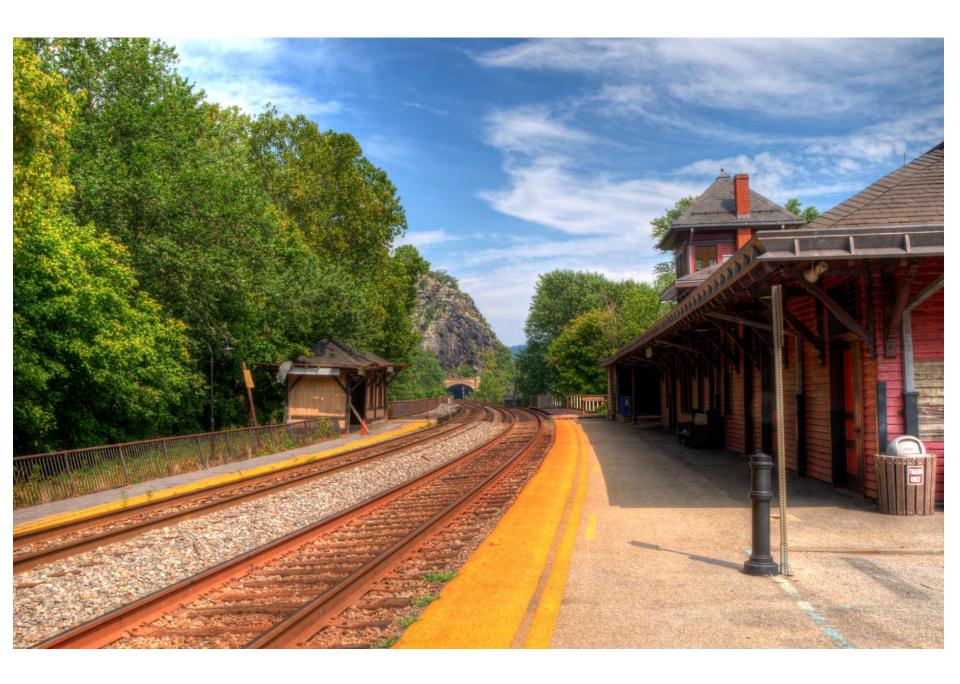
Rule of thirds.

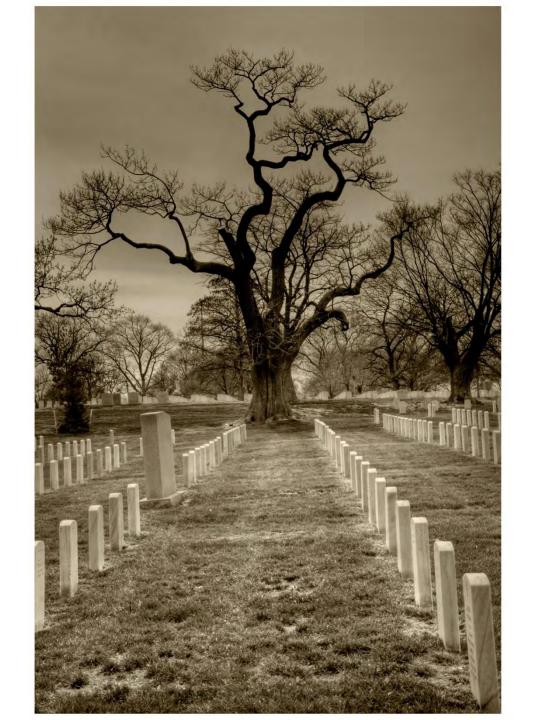
One-third/Two-thirds ratio



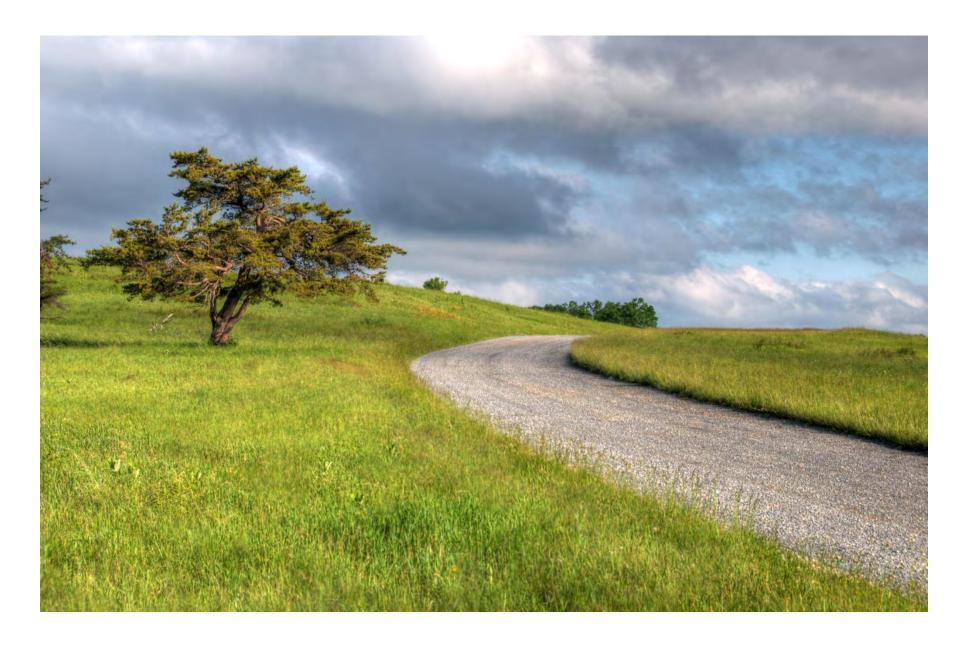


Use of leading lines













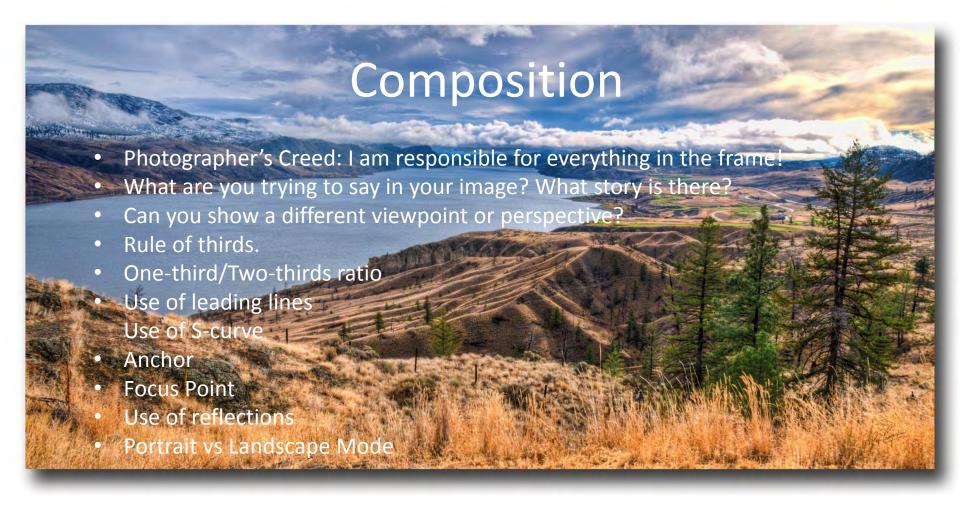












#### **Appropriate Camera Settings**

- With a DSLR Camera
  - Use Aperture (A) or Manual (M) priority. Use of Aperture priority allows you
    to set the aperture and the camera to set the shatter speed. Manual priority
    allows you to set both
  - Use f16-f22 to keep objects in distance sharp. Focal point about 1/3<sup>rd</sup> into image
  - If you want the foreground sharp and the distant objects somewhat fuzzy open f-stop to f4.5 to f8
  - For most images, keep the ISO as low as possible (200). In low light, increase the ISO which will result in being able to use a faster shutter speed. Can go up to ISO of 3600 in newer cameras. I usually don't go above 1600
  - Use a tripod, especially if in low light, or use a stable base for camera.
- With a Point and Shoot Camera:
  - Use the auto setting on landscape mode. If it has A or M priority then learn how to use it.

#### Post-Processing

- Shoot in raw if available.
- Use photo-editing software:
  - Photoshop
  - Lightroom
  - Photoshop Elements
  - Paint Shop Pro
  - Gimp
  - Picasa
- Develop an established work flow.
  - Only work on raw files
  - Make a duplicate or copy before any editing.
  - Open image in Adobe Camera Raw
    - Check exposure and white balance
    - Check if "recovery" or "fill light" is needed.
    - Seldom use "brightness" or "contrast"
    - Move "clarity" and "vibrance" sliders to the right usually.
    - Very rarely move the "saturation" slider.

## Post-Processing (cont'd)

- Proceed to open in Photoshop
  - Check levels for whites and blacks
  - Check adjustment layers for saturation (only move single colors, not entire gamut), brightness (if necessary).
  - Check for use of filters or plugins.
  - Check for dust spots or flaws and remove using healing brush or cloning or content aware.
  - Use dodge and burn if necessary
  - Final step is to crop.

## Filters and Plugins

- Software that is used in conjunction with photo-editing software that add special effects to the image.
- Many are available, just Google.
- Two of the more popular are Tonaz and Nik.
- The ones I use frequently are:
  - Topaz Adjust
  - Topaz B/W Effects
  - Nik Viveza
  - Nik SilverFX
  - Nik Color Efex
- Although not really a plugin, I use Photomatix, sometimes Nik HDR Efex Pro for use in processing HDR images (more later.)

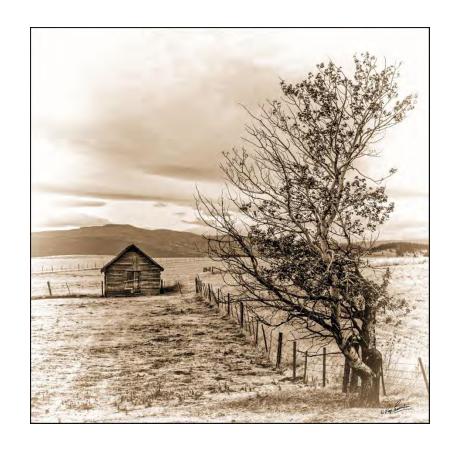


#### Topaz Adjust





#### **Topaz BW Effects**





#### **Topaz Lens Effects**



# Artsy and Fun Stuff to Do

 Monochrome (not necessarily black and white--- sepia, bluetones, infra-red etc.)

Roy Causatu

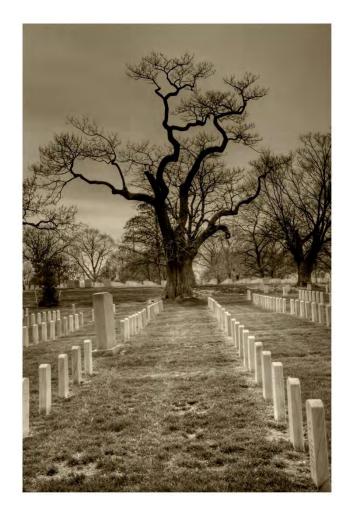






















- Monochrome (not necessarily black and white--- sepia, bluetones, infra-red etc.)
- HDR (High Dynamic Range) Processing

@ Roge Courset in

















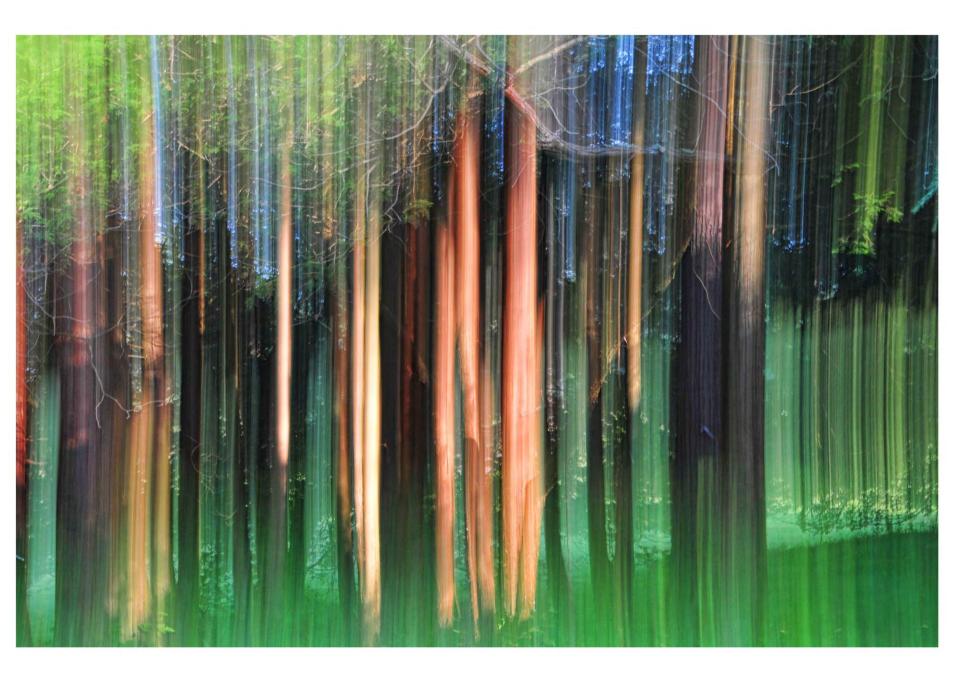
- Monochrome (not necessarily black and white--- sepia, bluetones, infra-red etc.
- HDR (High Dynamic Range) Processing
- Color Popping

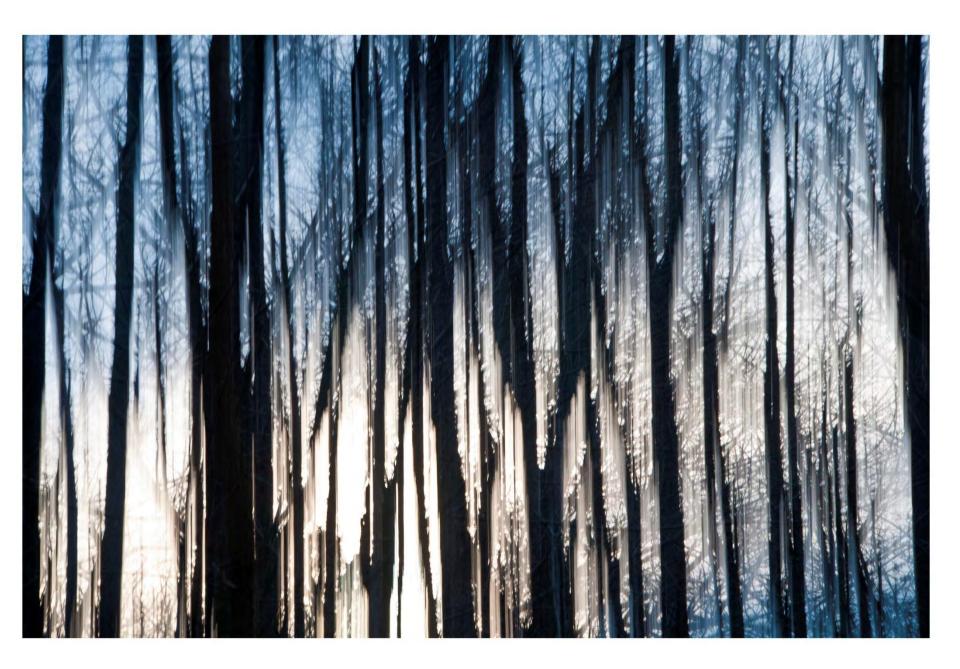


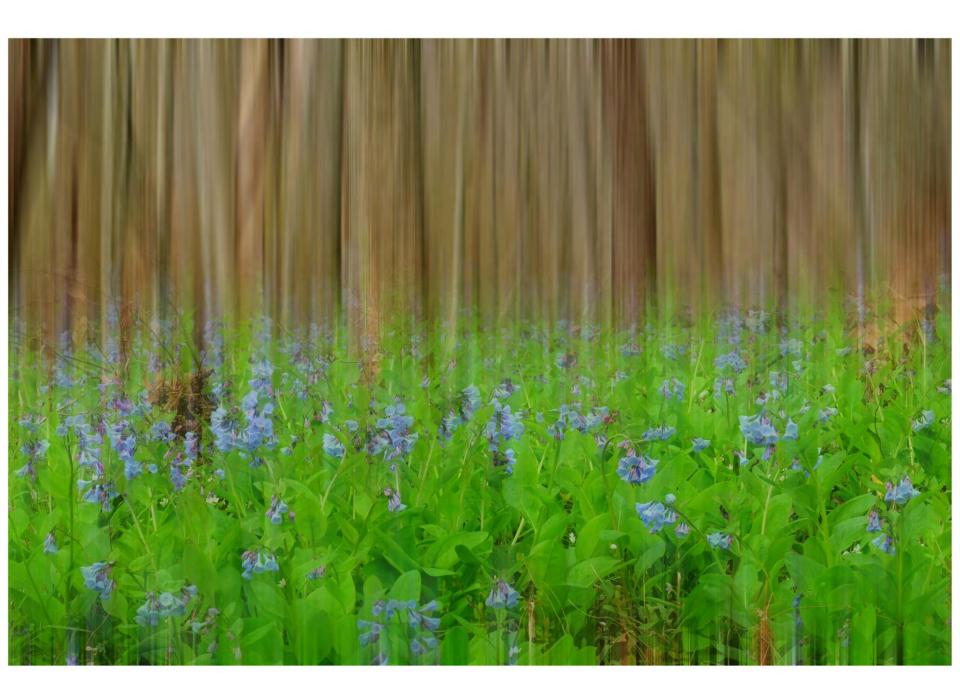


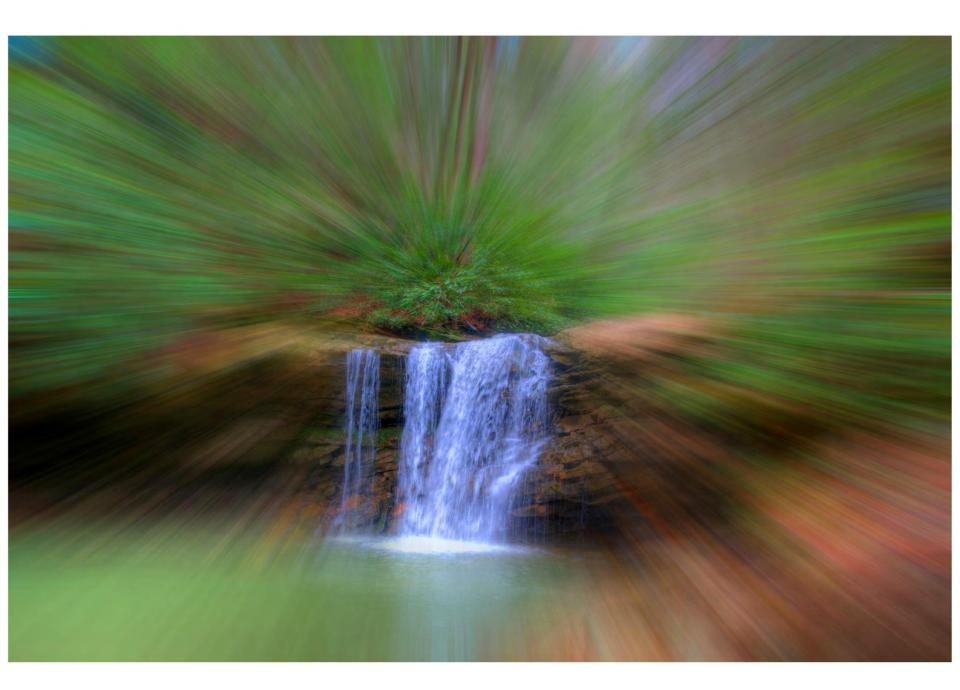
- Monochrome (not necessarily black and white--- sepia, bluetones, infra-red etc.
- HDR (High Dynamic Range) Processing
- Color Popping
- Lens Motion (either through Photoshop or manipulating camera)

· Roy Courseties









- Monochrome (not necessarily black and white--- sepia, bluetones, infra-red etc.
- HDR (High Dynamic Range) Processing
- Color Popping
- Lens Motion (either through Photoshop or manipulating camera)
- Vignettes

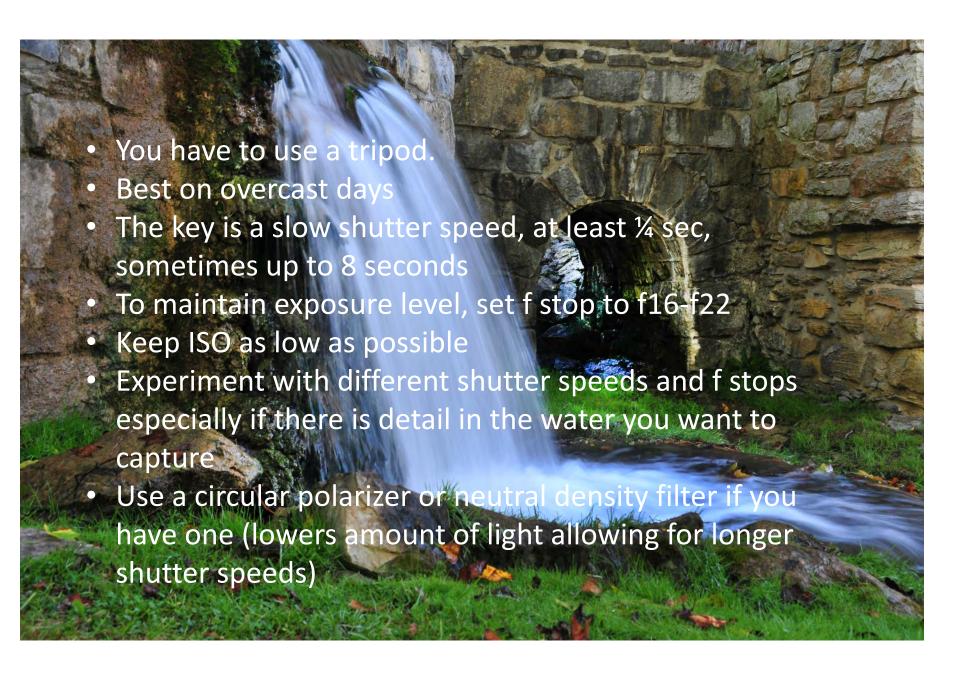
@ Roy Courset ins





- Monochrome (not necessarily black and white--- sepia, bluetones, infra-red etc.
- HDR (High Dynamic Range) Processing
- Color Popping
- Lens Motion (either through Photoshop or manipulating camera)
- Vignettes
- Silky water effect.

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- Monochrome (not necessarily black and white--- sepia, bluetones, infra-red etc.
- HDR (High Dynamic Range) Processing
- Color Popping
- Lens Motion (either through Photoshop or manipulating camera)
- Vignettes
- Silky water effect.
- Panoramas





- Use wide angle lens (10-20)
- Or, take series of shots with same aperture and shutter speed (use manual priority) and stay on same plane
- If taking a series of shots, take them on the vertical.
- Get pano effect by cropping



- Monochrome (not necessarily black and white--- sepia, bluetones, infra-red etc.
- HDR (High Dynamic Range) Processing
- Color Popping
- Lens Motion (either through Photoshop or manipulating camera)
- Vignettes
- Silky water effect.
- Panoramas
- Look like art!

· Roy Courset 2013



- Corel Painter
- Corel Painter Photo Essentials
- Topaz Simplify



