

# CAMERA SETTINGS



- 1 Shutter speed - controls the time of the photo. For studio 1/125 is recommended, for handheld photos (without tripod) don't go below 1/60.
- 2 Aperture value. The lower the number, the shorter depth of field.
- 3 ISO sensitivity. Higher number means more grain, keep as low as possible. 100 or 200 is best for studio.
- 4 White balance. If you're shooting RAW files you can change white balance afterwards. Keep it on 'flash' for studio.

## EXPOSURES

Choosing an exposure is like a game of compromise. In a studio or during a bright day it is quite easy but when you start to shoot in lower light, like a sunset or at night then you need to decide what's most important to your shot.

ISO: the higher the ISO, the faster you can put the shutter speed and higher you can put the F-stop.

F-Stop: the lower the F-stop number, the higher you can put shutter speed and lower you can put the ISO.

Shutter Speed: the lower the shutter speed, the higher you can put the F-stop and lower you can put the ISO.

## DEPTH OF FIELD

Aperture Adjustment Sequence - DOF

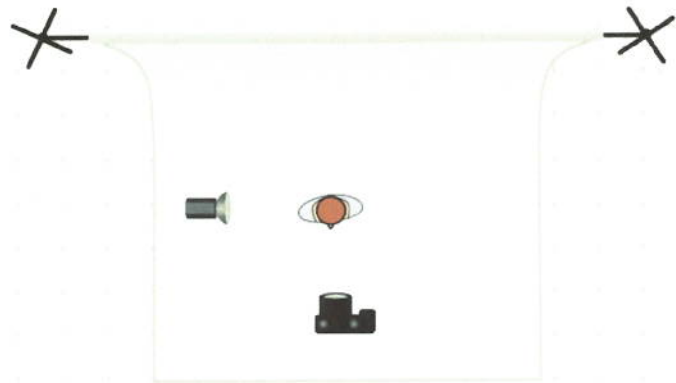


The F-Stop, or aperture, determines the depth of field in a photograph. The lower number means more blur and the higher number means more will be in focus.

# LIGHTING SETUPS



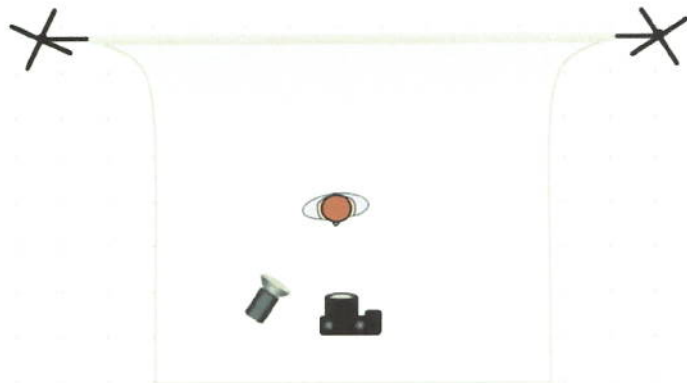
## SPLIT LIGHTING



Split lighting divides the face in half between shadow and light. It's quite harsh lighting and can be good for making an eye-catching portrait, especially for something like a musician. The light needs to be at a 90 degree angle to the left or right of the person.



## LOOP LIGHTING



Loop lighting is the most common portrait lighting and flatters most face shapes. Place the light between 30-45 degrees to the left or right of the person, slightly higher than their eye level. This creates a small shadow beside the nose but does not touch the shadow created by the cheek.

# LIGHTING SETUPS



## REMBRANDT LIGHTING



Rembrandt lighting is named after the painter and creates dramatic, moody images. There is an upside-down triangle of light on the cheek where the nose and cheek shadows meet. The person must be slightly turned towards the light and the light should be placed higher than their head.



## BUTTERFLY LIGHTING



Butterfly lighting is used for glamour-style shots and is great for portraits of people with prominent cheek bones. The light should be behind the camera, a little higher than eye level or higher than the head.

# LIGHTING SETUPS



## BROAD LIGHTING

Broad lighting is where the head is turned away from the light, making the shadow smaller. It can be used with any of the 4 lighting styles on the previous pages.



## SHORT LIGHTING

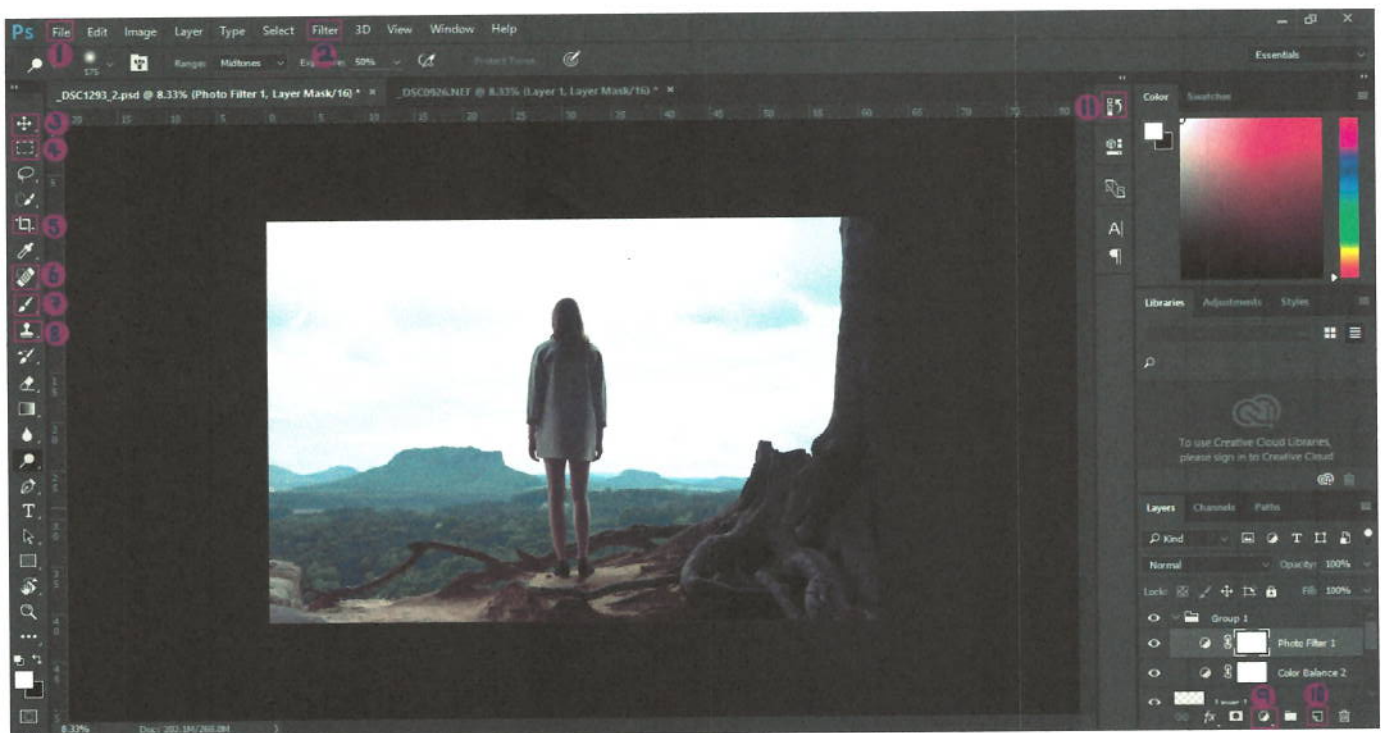
Short lighting is the opposite of the broad lighting and can also be used with any of the 4 previous lighting set-ups. It makes the face look thinner and highlights the cheekbones.



## CATCH LIGHT

When you're lighting a person, make sure that the light 'catches' in both eyes. You can see the dots of light in both of Ed's eyes even on the shadow side of his face. If it does not show, it is called 'dead eyes' which is not flattering.

# PHOTOSHOP



- 1 - File - has a list of options like save, save as, or open files
- 2 - Filter - has a lot of things you can play with!
- 3 - Move Tool - for dragging things
- 4 - Selection Tool - to select a rectangle in the photo
- 5 - Crop Tool
- 6 - Spot Removal Tool - just click on what you want to remove and it will use smart logic to choose what to put there instead. When using this tool it's best to create a duplicate layer from the original background layer so that you can always delete it if you need to. Do this by pressing 'ctrl' and 'j'
- 7 - Brush tool - can brush colour into photos or use to only change one part of the photo (explanation in separate diagram)
- 8 - Clone Stamp - before clicking on the part of the photo you want to be removed, hold the 'alt' key and select the area you want to copy from.
- 9 - Adjustment layers panel (in separate diagram)
- 10 - New Layer (always make new layer when using clone stamp so that you do non-destructive editing).
- 11 - History - this is for going backwards and undoing things you've done. But it doesn't go all the way back to the beginning, this is why we do non-destructive editing. You can undo the last change you made by pressing 'ctrl' and 'z'. Clicking it again will redo the move you made.

# Adjustment Layers

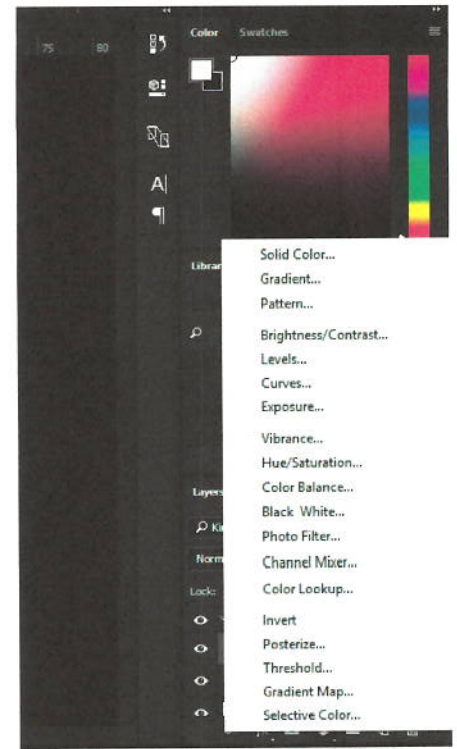
Curves - brightness and contrast - separate diagram

Hue / Saturation - change colours and bring up or down the saturation (how colourful it is)

Colour Balance - Change the highlights, midtones and shadows, great way to play with colours (Cat's favourite tool!!)

Black White - turn your photo into black and white

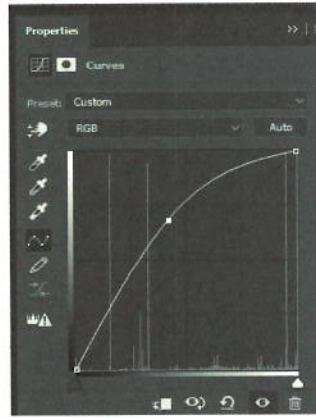
Photo Filter - can make your photo warmer or colder



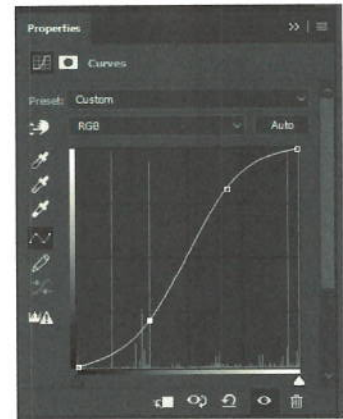
## Curves



The curve line can be changed by clicking on the line and dragging it up or down



If you drag it up, the image becomes brighter, if you drag it down, it becomes darker



If you drag it up, then let go and click on another part of the line and drag it down, you create contrast in the image



If you want to only change one part of an image, you can do this with the paintbrush. It shows on the layers panel the adjustments you are making. Black means the adjustments do not affect this area, white means the changes you're making affect this area. This can be used for all adjustment layers including photo filter, and colour balance.



For example, to make the person brighter follow these steps:

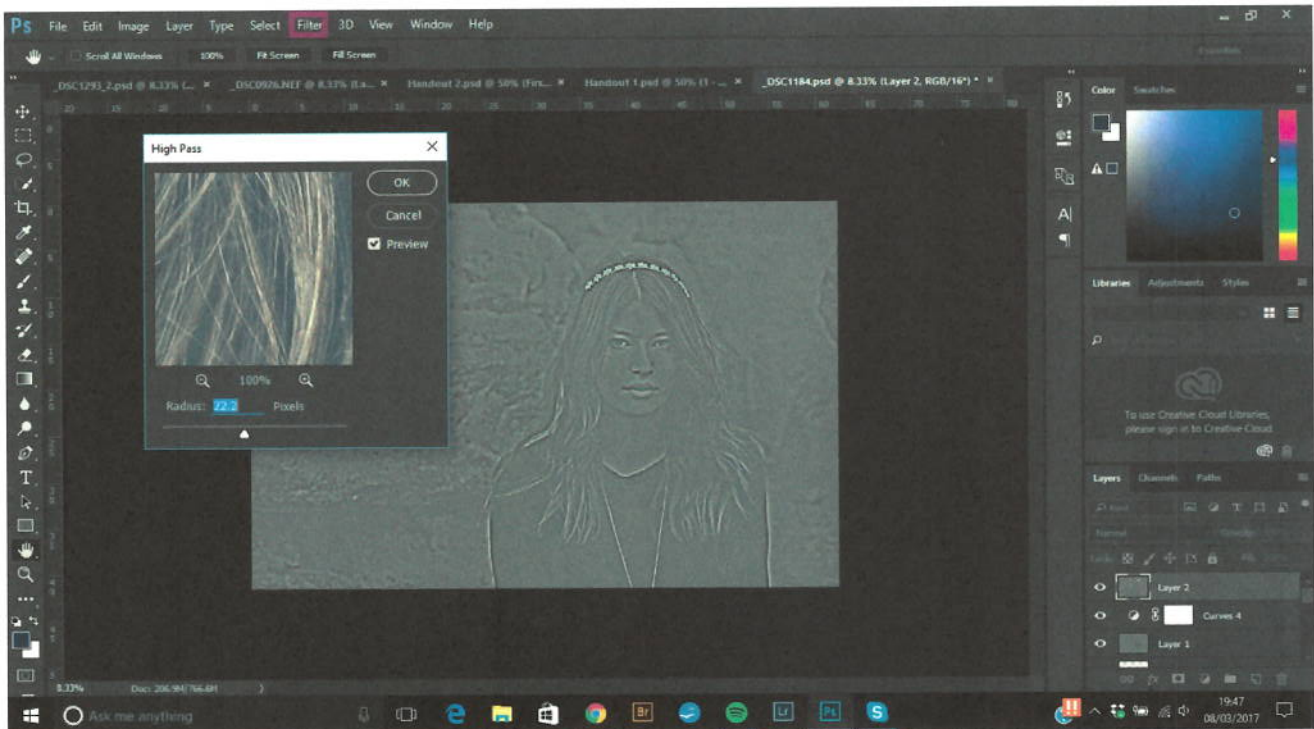
- select a new curve layer and make the changes you'd like to make
- click 'ctrl' and 'i' to make the whole rectangle in the panel black. Then paint in the area you wanted to change with a white brush. You can switch the brush from black to white by pressing 'x' on your keyboard.

# High Pass Sharpening

First, you need to make a new layer, which merges all layers together into a new layer. You do this by pressing `ctrl+shift+alt+E`.

Then go to the top of your screen to filter - other - high pass...

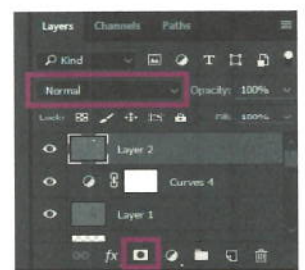
Move the slider up and down until you can see just enough lines in the image. So the image shouldn't be just grey but also shouldn't have too much detail. Below is a good example.



Then use the dropdown menu above it, where it currently says 'normal'. Change this to 'hard light'.

The whole image is now sharpened but we want only certain bits to be sharpened.

Create a mask by clicking this button at the bottom right of the screen:



Make the whole layer black by pressing `ctrl+I`

Paint in using a white brush the parts you want to be sharp. I usually do the eyes, nose and lips of a person. Or if it's a landscape or object then sharpen the main focal point, for example a tree.

When you are done, it might look too sharp. Then you can reduce the opacity of the layer by clicking on '100%' and moving the slider down until you get the amount of sharpness you want.

