

Taking Control

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Why Take Control?

- › Gives you more control over your images
- › Allows you to decide what's in focus in your images
- › Enables you to choose the appropriate settings to create blurred backgrounds, detailed landscape photographs or capture movement
- › Enables you to be more creative.

Taking Control

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Don't Forget the Basics

Framing

- › Always fill the frame with your subject
- › Use elements of the scene to create a frame within a frame

Portrait or Landscape?

- › Which orientation will give the most impact?

Rule of Thirds (Golden Mean)

- › Divide the frame into thirds, both horizontally and vertically
- › Placing elements of a scene in/on any of the thirds can add tension and a dramatic feel to your image

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Basics

Leading Lines

- › Use natural lines or shapes in the foreground to lead the eye into and around the picture

View Point

- › Picking out a small part of a scene can be more interesting than just framing the whole
- › Think about kneeling or lie down to change the view point

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Eliminate Camera Shake

To help prevent camera shake:

- › Hold the camera correctly
- › Don't rush the shutter button
- › Rest the camera on a natural support e.g. the top of a fence, table top etc
- › Use a camera support such as a tripod, monopod, bean bag etc
- › Use a remote shutter release or timer delay

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Taking Control

There are only three controls which affect how an image is capture:

- › Shutter Speed (Tv) – measured in fractions of a second or even seconds
- › Aperture value (Av) – f/stops determine the size of the hole in the lens
- › Sensitivity of the sensor – the ISO value determines it's sensitivity. The higher the ISO the more sensitive it becomes **but** as the value increases, the picture quality worsens.

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White Balance

- ▶ This fourth control also affects the final image, but it takes place during the processing of the data collected by the sensor
- ▶ It refers to the colour temperature of different types of light
- ▶ Set this control depending on the type of lighting conditions you are working in
- ▶ If in doubt or in mixed lighting leave on AWB

Shutter	Mode	Color Temperature (Kelvin, K, approx)
Auto	Auto	3000 - 7000
1	Daylight	5200
2	Incandescent	3200
3	Cloudy Daylight	6000
4	Tungsten light	3200
5	Flash	5500
6	White Balance Lock	5500
7	Custom 1	5500
8	Custom 2	5500
9	Custom 3	5500
10	Custom 4	5500
11	Custom 5	5500
12	Custom 6	5500
13	Custom 7	5500
14	Custom 8	5500
15	Custom 9	5500
16	Custom 10	5500
17	Custom 11	5500
18	Custom 12	5500
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103	Custom 97	5500
104	Custom 98	5500
105	Custom 99	5500
106	Custom 100	5500

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Shutter Speed Priority – Tv

- ▶ Used to manually set the Shutter Speed
- ▶ Fast shutter speeds (1/500th or 1/200th) can freeze movement like waterfalls, sports action or wildlife
- ▶ At slow speeds such as 1/60th or 1/30th movement will become blurred and camera shake is more likely
- ▶ A rough guide – to freeze movement and prevent shake – the shutter speed should be the reciprocal of the focal length lens e.g.
100 mm lens – set speed to at least 1/100th
300 mm lens – set speed to at least 1/300th

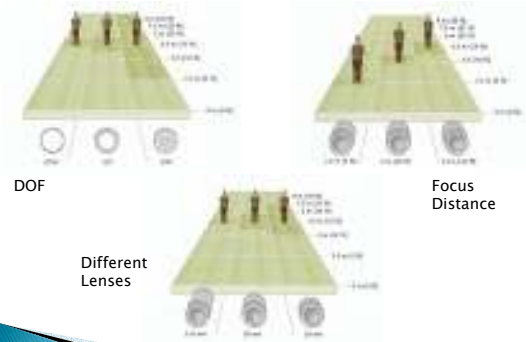
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Aperture Priority – Av

- ▶ Use to manually set the Aperture
- ▶ The smaller the f/stop the larger the hole
- ▶ So f/8 will let in twice as much light as f/11
- ▶ Smaller the aperture more of the picture will be in focus. For landscapes and long rooms use at least f/11 or f/16, possibly f/22
- ▶ To create a blurred background for an object or portrait choose a large aperture (i.e. smaller f/stop)
- ▶ The amount of the image which is in focus is called The Depth of Field (DOF)

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Depth of Field


[Slide summary](#)

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Depth of Field

- ▶ A wide aperture gives a shallow DOF
- ▶ A small aperture will give deep DOF
- ▶ A telephoto or a lens at the end of its zoom range give shallow DOF
- ▶ A shorter or wide-angle lens give a deep DOF
- ▶ Point of focus affects the DOF

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Focus Point



- ▶ Auto Focus will focus on the nearest point to the camera
- ▶ Select an individual focus point close to the centre of the scene
- ▶ Alternative – focus manually on the main area of the scene

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Applying the theory – Av Mode

- › Select the Av Mode
- › Compose the picture
- › Decide how much of the picture needs to be in focus
- › Set the Aperture
 - Remember – Small f/stop = small DOF – Large f/stop = larger DOF
- › Make sure the shutter speed is fast enough to prevent "shake"
- › If not – adjust the ISO and/or the Aperture
- › Check focus point
- › Take the picture

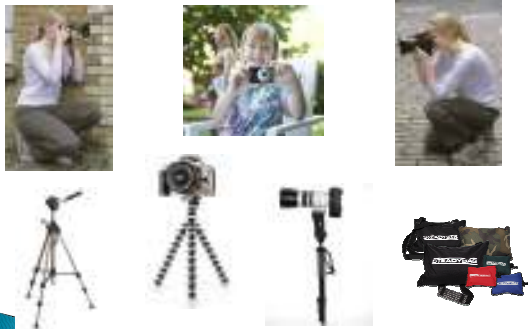
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Further Techniques

- › Use mirror lock up
- › Use the Histogram to check and adjust exposure
- › Use Auto Exposure adjustment
- › Use Auto Exposure Bracketing (AEB)
- › Use different picture styles
- › Developing your digital processing techniques to improve the output of your images [source](#)

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Supporting the Camera



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Framing



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Framing



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Leading Lines



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Leading Lines



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Rule of Thirds



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Rule of Thirds



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View Point



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View Point



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Detail



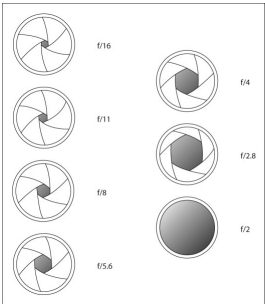
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Detail



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Aperture or f-stops



The smaller the f/stop value
the larger the hole (more light)

The larger the f/stop the value
smaller the hole (less light)

[more \(AV priority\)](#)

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Aperture Value and fstops

Standard full-stop f-number scale

Including aperture value AV:

AV	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
f/#	0.5	0.7	1.0	1.4	2.0	2.8	4.0	5.6	8.0	11	16	22	32	45	64	90	128

Typical one-half-stop f-number scale

f/#	1.0	1.2	1.4	1.7	2.0	2.4	2.8	3.3	4.0	4.8	5.6	6.7	8.0	9.5	11	13	16	19	22
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Typical one-third-stop f-number scale

f/#	1.0	1.1	1.2	1.4	1.6	1.8	2.0	2.2	2.5	2.8	3.2	3.5	4.0	4.5	5.0	5.6	6.3	7.1	8.0	9.0	10	11	13	14	16	18	20	22
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[\(AV priority\)](#)

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Focus



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Focus



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Blurred Background



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Portrait



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Landscape



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Movement



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Movement



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