



Photography Fundamentals

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Photography Composition & light



Elements of Photography

- Angle
- Balance
- Lines
- Contrast
- Shape
- Form
- Texture
- Color
- Size and
- Depth



Before Photography

- Visualize photography role in design and message
- Adjust or remove features to complement purpose
- Choose simple, yet interesting composition
- Select lighting that enhances subject or reinforces the message
- Choose angle that best shows subject and reinforces the purpose
- Establish size and scale.











Keep it simple

- Keep background uncluttered
- Avoid mergers
- Have single dominant subject



Single dominant subject







Avoid Cluttered background







Avoid mergers







Cluttered backgrounds, no single dominant subject, mergers and – don't cut people in half



Angle

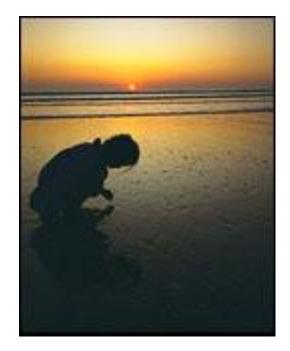
- Low angle
 - -Clear sky backdrop
 - -Accentuate movement or action
- High angle
 - Eliminate cloudy sky
- Avoid centered horizons
- Use the light
- Emphasize a point, tone



Angle



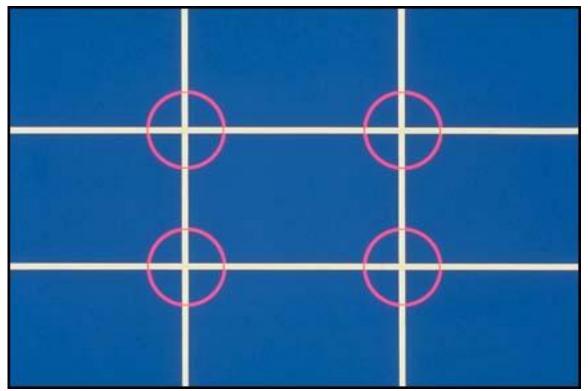






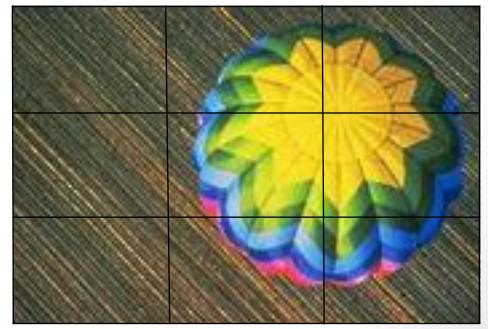
Strong center of interest

- Take pictures at different angles with different compositions
- Work around the rule of thirds









Rule of Thirds





Rule of Thirds

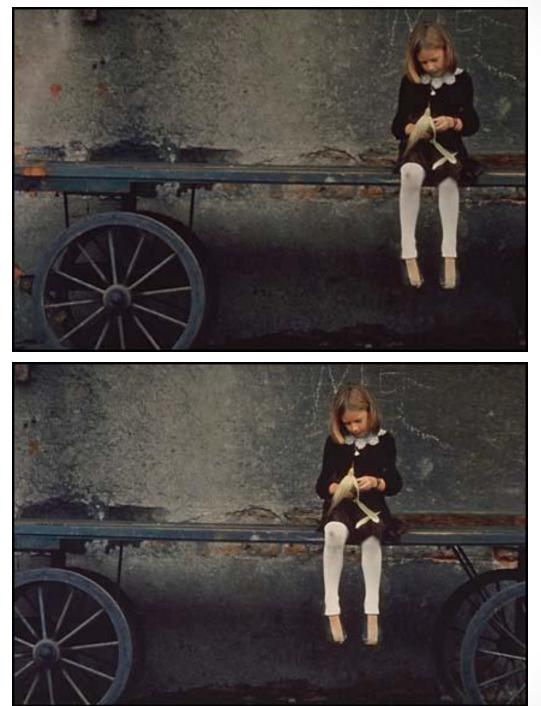




Balance

- Balance color and weight in a picture
- Symmetrical and asymmetrical

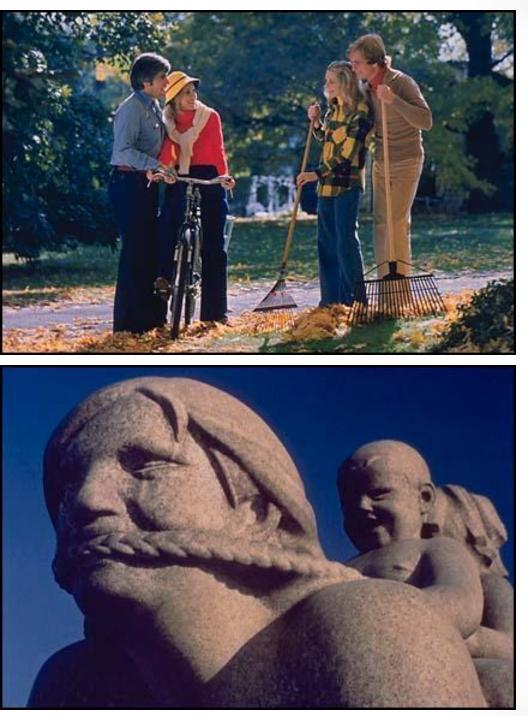






Symmetrical - balanced proportions

versus asymmetrical unbalanced proportions





Line

- Line leads the eye
 Diagonals
 - -S-curves
- Static vs. dynamic lines
- Shape







Static line vs dynamic line







Line



Directional Straight and S-curve line







Line

Diagonal & Curve





Framing

- Adds depth
- Should fit theme
- Watch focus on foreground

 Focus on foreground in landscape
 Focus on subject in portraits
 - -Auto-focus should be centered on main topic



Framing









Fill the frame

• Would this picture look better if I was closer?

-Focus on subject

-Detail

- Start far and move closer
- Fill the frame with objects that "fit"
- Long range shots provide depth and perspective



Fill the frame











Fill the frame



Fill the frame



Pick a good light direction

Three light directions

Front - sunny with high color

Side - depth and texture

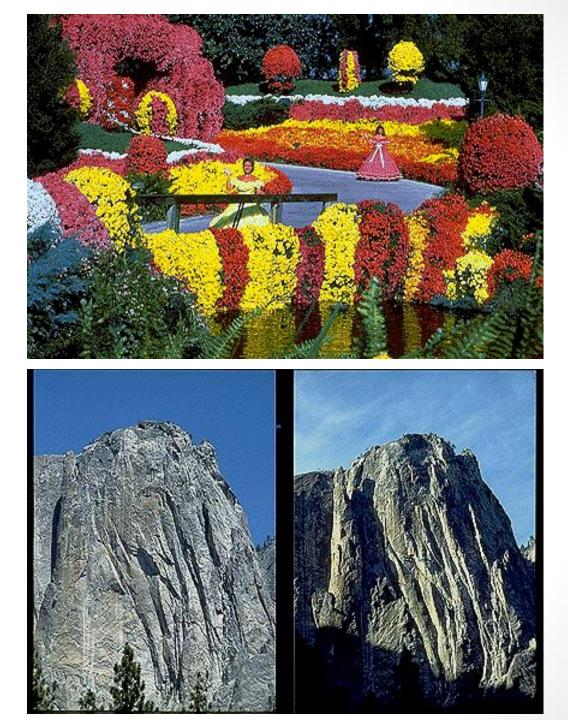
Back - dynamic but challenging; silhouettes and water effects



Light Direction?

Front— sunny with high color

Side—depth and texture





Light Direction?





Contrast

• Hard vs. soft light

-Sunny days - high contrast (hard light)

-Cloudy days - low contrast (soft light)

- Portraits often use soft light (shaded area)
- Flash will reduce contrast
- Soft light helps with color variations
- Time of day



Light and contrast



Sunny versus cloudy



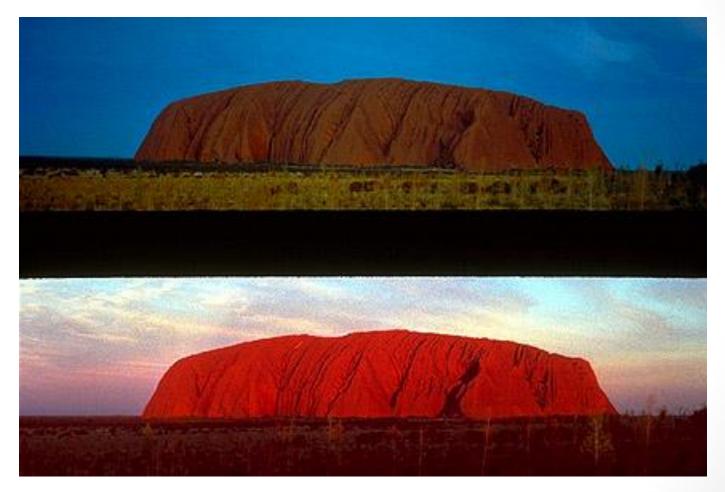
Light and contrast



Sunny versus cloudy



Time of day



Color changes with daylight



Light type



Color changes with light source



Action shot tips

- High shutter speed
- Telephoto lens

-Longer lens means faster shutter speed

Stopping motion

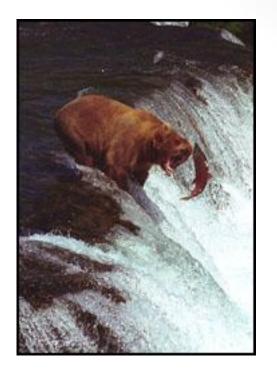
-Far is easier than near

-Straight is easier than diagonal

Panning



Action shots





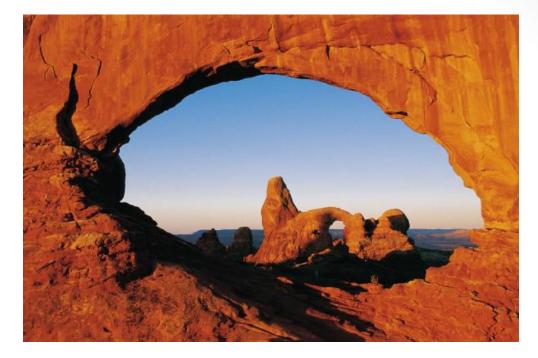




Landscape tips

- Take pictures at the start and end of the day
- Anticipate weather changes
- Diffused light can highlight patterns and textures
- Bright light highlights monochrome colors
- Move around to exclude or block objects from view







Objects in the landscape tips

- Add scale, depth and focal points
- Use items to add interest to common or simple scenes







Sunset tips

- Include shadowed image for interest
- Often best after the sun has actually gone down









Wildlife tips

- Fill the frame
- Avoid barriers
- Shoot against the glass if in a car (no flash)
- Use tripod
- Blur background, or find simple one
- Focus on the eyes
- Go for natural poses, growls, yawns, etc.









Flower photography tips

- Strong diffused light is generally best—especially for single blooms
- Macro lens
 - -Can help you get a 1:1 ration
 - -Avoid shadowing your subject
 - -Have smaller aperture to allow more depth of field
 - -Without macro = 4 foot minimum









Take-away tips

- Think
- Experiment
- Move
- Wait
- Rule of Thirds

