Light in photography is

EVERYTHING

Look For The Light

There is a difference between

Looking

&

Seeing

Looking for the light is the first step to Seeing a photograph

Looking is
"Employing the sight
In a particular
direction"

Seeing is "Putting an object in a context"

We need to look <u>before</u> we can see.

Composition is the arrangement of objects in a frame

to catch the best light

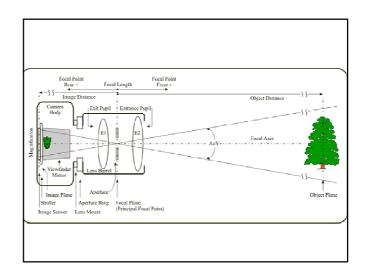
That is how we make our stories in light

Photography

From the Greek Photos: "Light"

Graphé: "Write or draw"

Look For The Light
Then focus it on the
The Image Plane



The Image Plane

is the point from where all focus distances are Measured.

Mostly used in macro photography

It is marked on your camera



on both Film & Digital bodies

This is where the
Sensor or Film is
And we have three
Basic controls over it

ISO
Aperture
Shutter Speed

ISO represents the sensitivity of the sensor/film stock to light



Aperture refers to the opening of a lens's diaphragm through which light passes



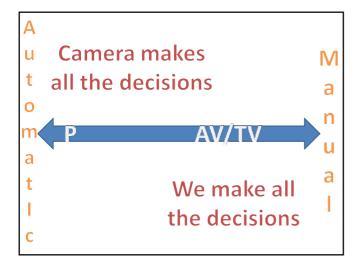
Shutter speed (exposure) is the length of time the film/digital sensor is exposed to light.

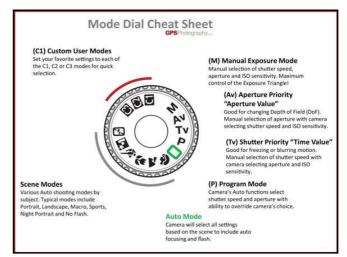


The Exposure Triangle regulates the capture of light by the sensor

It manipulates data on light and dark in a frame according to inputs selected by the photographer

Most cameras give us opportunities to automate this process to a degree





Rule of Thumb.

Smash & Grab Prog/Full Auto

Depth of Field Aperture Priority

Freeze/Blur Shutter Priority

Control Freak Full Manual

When in doubt Select Programme

And use Exposure Compensation



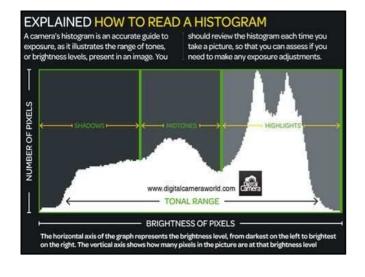
to manage the Highlights & Shadows

The photograph lies between the extremes of light and dark in the frame

Always expose for the highlights

Sometimes known as "Exposing to the right"

The highlights end of an exposure histogram



Try recreating this simple shoot



https://tinyurl.com/y7zambfo

Works even better in black & white And any light will do.

Look for:

- Reflections
- Shadows
- Sun beams/breaks
- Natural light
- Artificial Light