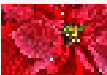# Photo

Intro
- Good pictures
  - not only for holidays
- 5 Tips
- If you are advanced, these tips will seem basic
- I am not a big photographer...do enjoy and take lots
- applies to digital/film, point & shoot/SLR

Take many photos
- Digital is cheap
  - expectation of prof photographers
- 2 good photos per role

RTFM
- hard, i know
- good pieces of information in the manual
- learn the features, and limitations of the camera

Change Perspective
 Get down to their level
 - good for kids/pets
 Get close
 Use lines to lead the eye
  - You can create a sense of direction using naturally occurring lines.
  - Direction and orientation of lines can imply certain feelings.
 Children's eye view
  - you or your child
  - this example also changes the natural orientation of the horizon
    - ken phan

Be enlightened
 Remember: Photography is all about capturing light
- Try to bounce the flash off a reflective or white surface, such as the ceiling, to produce a softer light.
- Aiming the flash directly at your subject can result in harsh lighting.
- 4 spaces (typical point and shoot)
- Know the strength of the flash
- If you are standing between your light source (for example the sun) and your subject (the thing you are photographing) then details could be lost in the shadows.
- Fill flash
 Side or 'cross' lighting is more interesting because it gives depth and form to your subject (the person you are photographing).

Rule of Thirds
The rule of thirds helps you create more interesting compositions.
 Imagine two horizontal and two vertical lines equally dividing your shot, then place subjects on the lines or where they intersect with each other.

 Place your horizon on the top or bottom line to add emphasis to the ground or to the sky respectively.
- bonus tip
  - is the space in front, and in the direction, of moving or stationary subjects.
  - Well-composed shots leave space in the direction the subject is moving.
  - When the human eye scans a photograph for the first time it will expect to see a bit in front of the subject.
- lead room