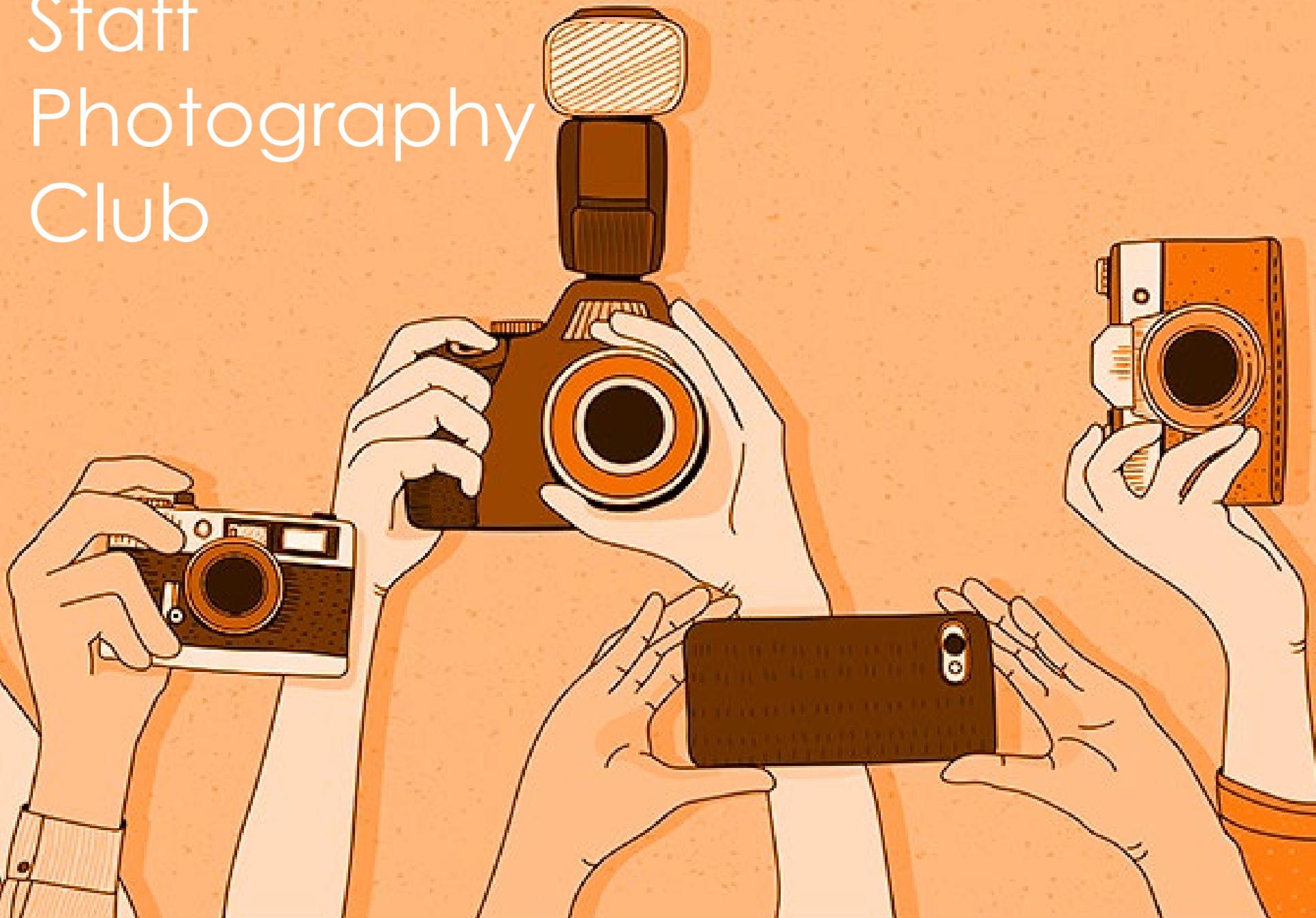


# Staff Photography Club



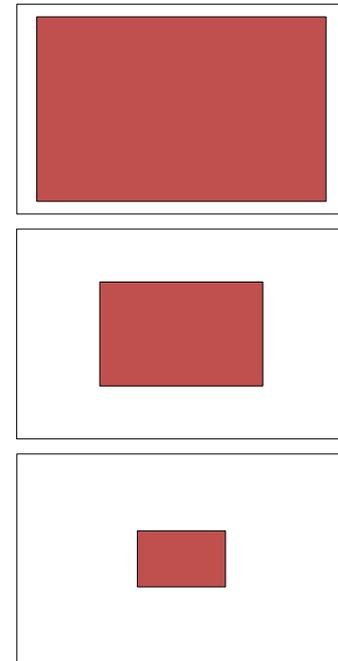


- Welcome & updates
- Understanding metering
  - How does my camera / phone interpret light?
  - Take back control...of your settings
- Sunset / Silhouette ideas
  - ‘Standard’ sunset
  - People / action / buildings
  - Interior silhouettes
- ‘Try before you buy’ equipment expo

# Understanding metering

Nerdy, techy stuff....

- 3 types of metering
  - Matrix / evaluative
  - Centre weighted
  - Spot
- A phone can probably do 2 of these.  
An SLR should do all 3.



# Who cares how the camera meters?



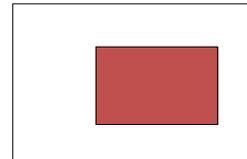
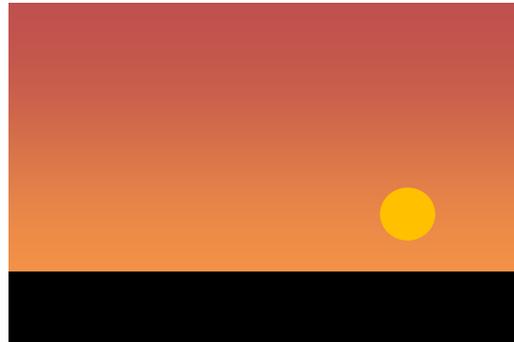
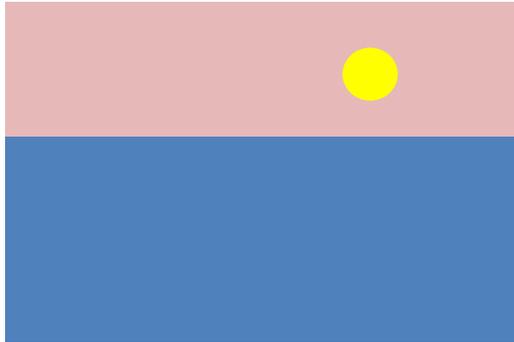
Randomly point the camera and you'll get this....



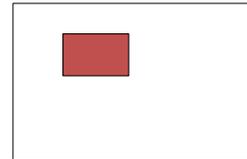
Fine, but probably a bit washed out

If you're in a hurry, just make sure 60-70% of the photo is taken up by the sky and the camera or phone will do the rest.

If possible, take a second, find a focal point and adjust.



Bit better, more pronounced

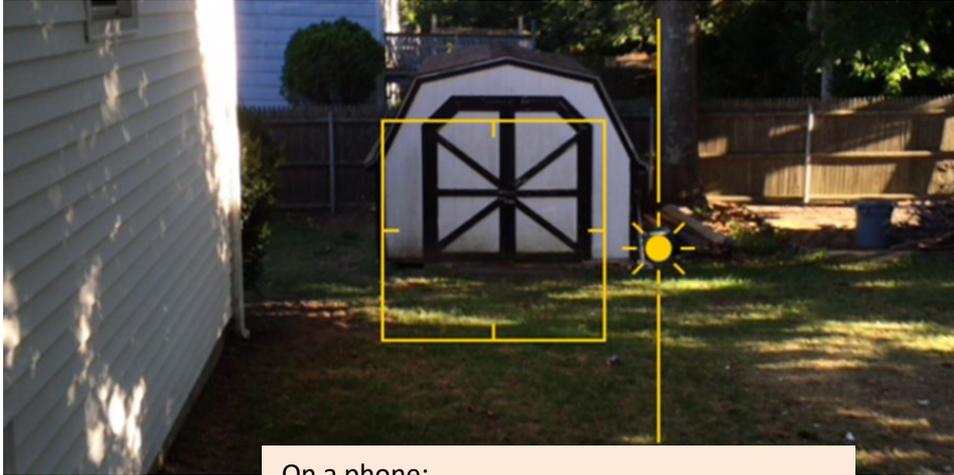


Best. Camera adjusts to the 'most important' subject



- Think about the right time of day
  - Sunset / sunrise....fairly clear!
  - Check times, remember golden hour
  - Interior silhouettes....not so clear. You need a strong light source in the background.

# Take back control...of your settings



On a phone:

- Click on the subject and adjust....

Clicking on the subject tells the camera this is the most important part of the picture. You can then move your slider to give it a helping hand.



On an SLR:

- Close down the aperture
- Ramp up the shutter speed
- Bring down the ISO

# Sunset / Silhouette Ideas



'Standard' sunset

Focus on figures, expose for the sky



Introducing people

Sun behind figure gives a backlighting effect...just make sure it's fully behind or you get lens flare

Paul Fitz.

# Sunset / Silhouette Ideas



Heather Wood

Introduce wildlife / foliage / buildings



James Molloy



Go indoors...you don't need to be outside



Telling a story



Remove the sun!

Eamonn Gormley



**Advanced level:** Create your own light source with a flash or constant light