ASSIGNMENT:

Technical Portfolio – Overview

DUE: CHECK CANVAS FOR DUE DATES DISCUSSION BOARD POSTS DISCUSSION BOARD RESPONSES PREVIEW SETS - FOLDER OF ZIPPED IMAGES FINAL SETS - FOLDER OF ZIPPED IMAGES

The purpose of the technical portfolio is to explore various camera adjustments (aperture and shutter) and variables such as the time of day or differing lighting conditions. From these exercises the student should understand how and why to set the camera controls and also how to interpret and utilize styles of available light.

Aperture - Depth of Field

Depth of Field is also described as the range of critical focus. This range covers the zones in the negative, from near to far, that are in sharp, or acceptable focus. The two types of depth of field covered in this part of the assignment are Long and Short.

Shutter - Motion

The shutter of the camera controls the amount of time light is allowed to strike the surface of the film. Motion is controlled by the speed of the shutter. The three types of motion covered in this part of the assignment are Stop, Blur, and Pan.

Lighting - Styles

The aperture and shutter speed are both very important considerations when taking a photograph but it is also important to understand the nature of different styles of light. The four types of light covered in this part of the assignment are Direct, Indirect, Diffused, and Silhouette.

All images should be named with your first & last names with the appropriate label (below)

- Long Depth of Field = LDF Stop Motion = SM Direct Light = DL
- Short Depth of Field = SDF
 Blur Motion = BM
 Indirect Light = IL
 - Pan Motion = PM
 Diffused Light = EL
 - Silhouette Light = SL

ALL SUBMISSIONS WILL BE MADE TO THE INDIVIDUAL ASSIGNMENT AREA (DEPTH OF FIELD, MOTION, AND LIGHTING.) EACH AREA WILL HAVE 2 AREAS FOR SUBMISSION – ONE FOR THE PREVIEW SET, ONE FOR THE FINAL SET

PREVIEW SET OF IMAGES

Submit a zipped folder of UNEDITED RAW files (per section) containing 3-5 options for each area: Long Depth of Field, Short Depth of Field, Stop Motion, Blur Motion, Pan Motion, Direct Light, Indirect Light, Diffused Light, and Silhouette Light. I will respond back to you either in class or via a comment in Canvas as to which one is the best or if you need to re-shoot any areas. Credit will be given on the Preview Set for honest attempts on completing the project.

FINAL SET OF IMAGES -

Follow the instructions on the **TP_FormatFinalSet** Handout to turn in 1edited DNG File (from the RAW original file) for each of the nine areas: Long Depth of Field, Short Depth of Field, Stop Motion, Blur Motion, Pan Motion, Direct Light, Indirect Light, Diffused Light, and Silhouette Light.

Submissions should be submitted as a zipped folder per section: Depth of Field, Motion, Lighting.

DISCUSSION BOARDS

POST

For these discussion boards you should post and label: 3-5 JPGs of the RAW files you submitted for the **PREVIEW SET OF IMAGES**. Ask your classmates for comments and /or help.

RESPOND

Respond to at least two other students of your class with commentary and advice.