

Week 5

Learning Objectives for Chapter 04

After capturing an image and before printing it, your photograph exists as a computer file, and lives its life in a computer. Computers alter photographs by manipulating the binary world of ones and zeroes; there is no darkroom, rectangle of film, or liter of developer. Software programs for editing photographs contain commands that are inherited from-and tools that are modeled after-the traditional processes of photography. You apply "filters" or use "burning and dodging" tools. It's useful-but not necessary-to know where those terms came from.

What you will need, however, to control all the stages between capture and output, is a reasonable comfort level with using a computer. Digital cameras can record hundreds of photographs on one reusable memory card; the computer facilitates saving and tracking them. Computer software lets you separately and precisely control tones and colors for individual areas of an image (or a group of them), and save each successive stage of the process. You can then send your choices to a desktop printer-connected to your computer-to make exactly repeatable prints. By the time you are a proficient digital photographer, you and your monitor and keyboard will be well acquainted.

TOPICS:

1. Equipment and Materials You'll Need
2. Pictures Are Files
3. Digital Color: Modes, gamuts, spaces, and profiles
4. Digital Color: Channels
5. Digital Color: Calibrating for accuracy
6. Working with Camera Raw
7. Setting up a Workflow: Stay organized
8. Setting up a Workflow: Workflow programs: Aperture and Lightroom
9. Importing an Image
10. Importing an Image: Scanning