



## Week 11 Review Sheet

A \_\_\_\_\_ mount means to mount a print so there is no border between the edges of the print and the edges of the mounting surface.

\_\_\_\_\_ means dots per inch; a measure of the resolution of a photomechanical halftone or the resolution capacity of a digital printer. Frequently (but inaccurately) used for the final resolution of an image, which is actually ppi (pixels per inch).

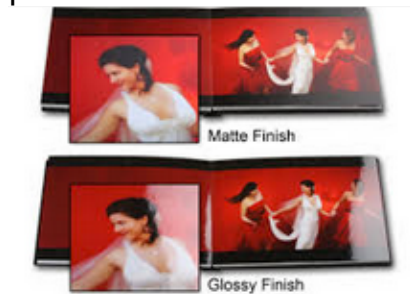
\_\_\_\_\_ means to attach a print to another surface, usually a heavier mat board, by placing a sheet of adhesive dry-mount tissue between the print and the mounting surface. Normally, this sandwich is placed in a heated mounting press to melt the adhesive in the tissue.

\_\_\_\_\_ describes a printing paper with a great deal of surface sheen. The opposite of matte.

\_\_\_\_\_ is a digital printer that sprays microscopic droplets of ink onto a receptive surface to create the appearance of a continuous-tone photograph.

\_\_\_\_\_ is a test print made for the purpose of evaluating density, contrast, color balance, subject composition, and the like.

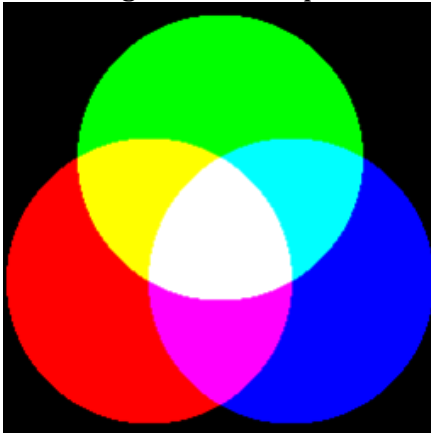
Matte finish tends not to be as reflective as a glossy finish on photo products.



Most of today's point and shoot digital cameras have some type of close-up capabilities already built in. The macro mode is usually accessed via a button labeled with the stylized tulip or through the menu listings. Once the macro mode is selected the camera is enabled to shoot at very close focusing distances. This image is a typical "tulip" icon.



This image is an example of RGB colors overlapping to make white light.



The shutter is a mechanism that stays closed most of time. It is only open for a precisely measured amount of time, usually measured in fractions of a second.

In order to achieve maximum depth of field (everything in focus) in your picture set your camera to f/22 or the mountain icon.

DSLR cameras will achieve DOF like traditional cameras but the concept of depth of field does not work (like traditional photograph) with point and shoot cameras (because the sensors are so small). In order to achieve very shallow depth of field (aside from selecting an f/stop like f/2.8 or the flower icon) move you and your camera back and zoom in on the subject.

Digital noise is typically found in the shadow areas of an image or/and in the blue channel of an image.

The highlights are on the right side of the histogram.

The shadows are on the left side of the histogram.

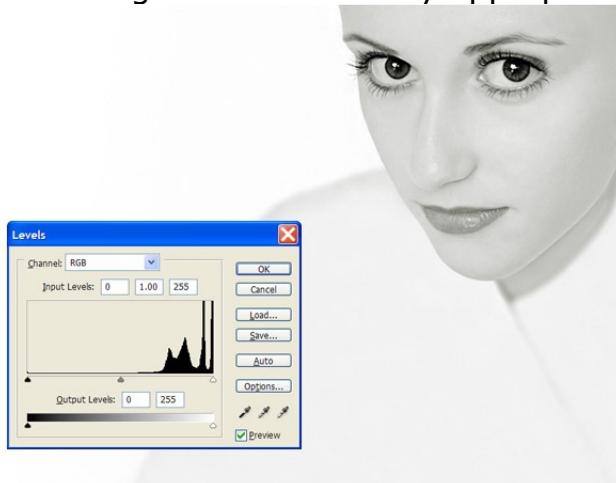
Grayscale, RGB, and CMYK are all modes of color.

Chances are the 3 photos below were shot around  $\frac{1}{4}$  of a second to show the motion. The technique used is called **controlled blur (motion control)** which enables the photographer to create a contrast between moving objects and stationary ones. This is another good motion control technique that enhances subject motion. Typically, a tripod (or some other stable surface is needed) for the slow shutter speeds required.

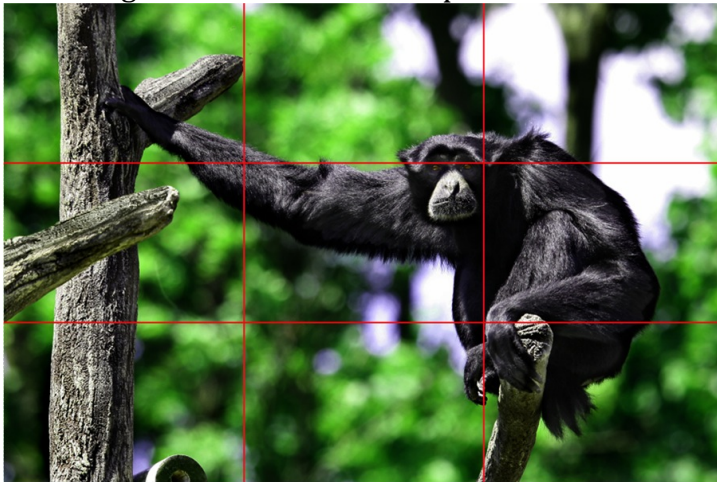


The difference between the darkest shadows and lightest highlights is known as the dynamic range.

This histogram is reasonably appropriate for this image.



This image is a reasonable example of "rule of thirds".



Using a window as the main light, the closer the subject is to the window, the brighter the light.

When shooting for maximum depth of field where everything is in focus, use the mountain icon or  $f/22$  as a general rule. This image represents that idea.



When shooting for shallow depth of field where one thing is in focus and everything else is blurry, use the portrait icon or a small  $f$ /stop # like  $f/1.4$ ,  $f/1.2$ ,  $f/2$ ,  $f/2.8$ , etc. as a general rule. This image represents that idea.

