

***Introduction
to Digital
Photo
Workflow
and Basic
Editing***

First Things First

Get it right in the camera.

- **RTFM – Read your owners manual.**
- **Make sure your exposure is correct.**
- **Set your White Balance**
- **Select the best ISO for situation.**
- **(IMO) Zero all special effects in camera – sharpening, saturation, etc., and shoot in RAW format.**
- **Check exposure compensation and focus areas.**

Shooting in RAW Format

- **There's nothing wrong in shooting JPEGs, but you lose a lot of the power of digital photography.**
- **Shooting RAW produces a “digital negative” which will always contain the picture information exactly as read on the camera's sensor before the camera's processor has a chance to turn it into a standard file type like JPEG.**
- **The extra latitude in a RAW file means that additional highlight and shadow detail can be found.**
- **No matter how much you manipulate a RAW file, it can always be returned to its original “as shot” state.**
- **RAW files remain largely untouched by the camera's processor so they can look a bit flat and lifeless straight out of the camera. RAW converter will give you plenty of options to make the RAWs pop..**

•The larger RAW files take longer to store to the memory card. This means that the camera's buffer (memory) will fill up faster if you take lots of shots in rapid succession, and the camera may lock up temporarily, for sports photography this can be a problem.

•Every camera model produces a unique RAW file format, so finding software that opens them can be a problem. With third party RAW converters you may have to wait a month before new camera models are supported.

•You may have set up your own PC to open every RAW file under the sun, but the files may not be supported on another's computer without the proper program.

File Types

- **DNG = Digital Negative (Adobe standard)**
- **RAW = NEF (Nikon), CR2 (Canon), etc.**
- **XMP = Adobe “Sidecar” File contains RAW edit info.**
- **PSD = Photoshop Document (PS default doc. Type)**
- **TIFF/TIF = Tagged Image Format**
- **JPG/JPEG = Joint Photographics Expert Group standard**
- **GIF = Graphics Interchange Format**

Download Images

- **USB or hardware card reader**
 - **Fast and easy.**
- **Camera**
 - **Uses up camera battery.**
 - **Time consuming.**
- **Know where your images are located.**
 - **Create new folder on HDD for each shoot.**
- **Back up your files.**



Address E:\Incoming

Folders

- Desktop
- My Computer
 - 3½ Floppy (A:)
 - Data (C:)
 - Music (D:)
 - Photo (E:)
 - cfrecovery 9-08-09
 - data
 - Incoming
 - Balluminaria 2009
 - Dayton Horse Trials
 - HOG Party
 - House
 - Lake Lottawatta
 - Madison Regatta 2009
 - Oxbow 10-10-09
 - Raptor at Cub World
 - Raptor, Incl
 - Red River Gorge 10-16-09
 - RiverDowns 8-8-09
 - Sandhill Cranes2009
 - Smokies 2009
 - Superbike2009
 - Zoo 12-12-09
 - RECYCLER
 - System Volume Information
 - BackUp1 (F:)
 - DVD-RW Drive (G:)
 - Removable Disk (H:)
 - Removable Disk (I:)
 - Removable Disk (J:)
 - Removable Disk (K:)
 - Control Panel
 - Shared Documents
 - Rick's Documents
 - My Documents
 - My Network Places
 - Recycle Bin
 - Audacity Rips
 - Autoruns
 - Cutler
 - DriverDownload 3-5-09

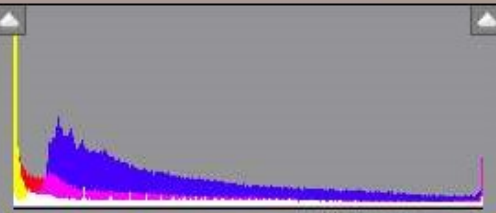
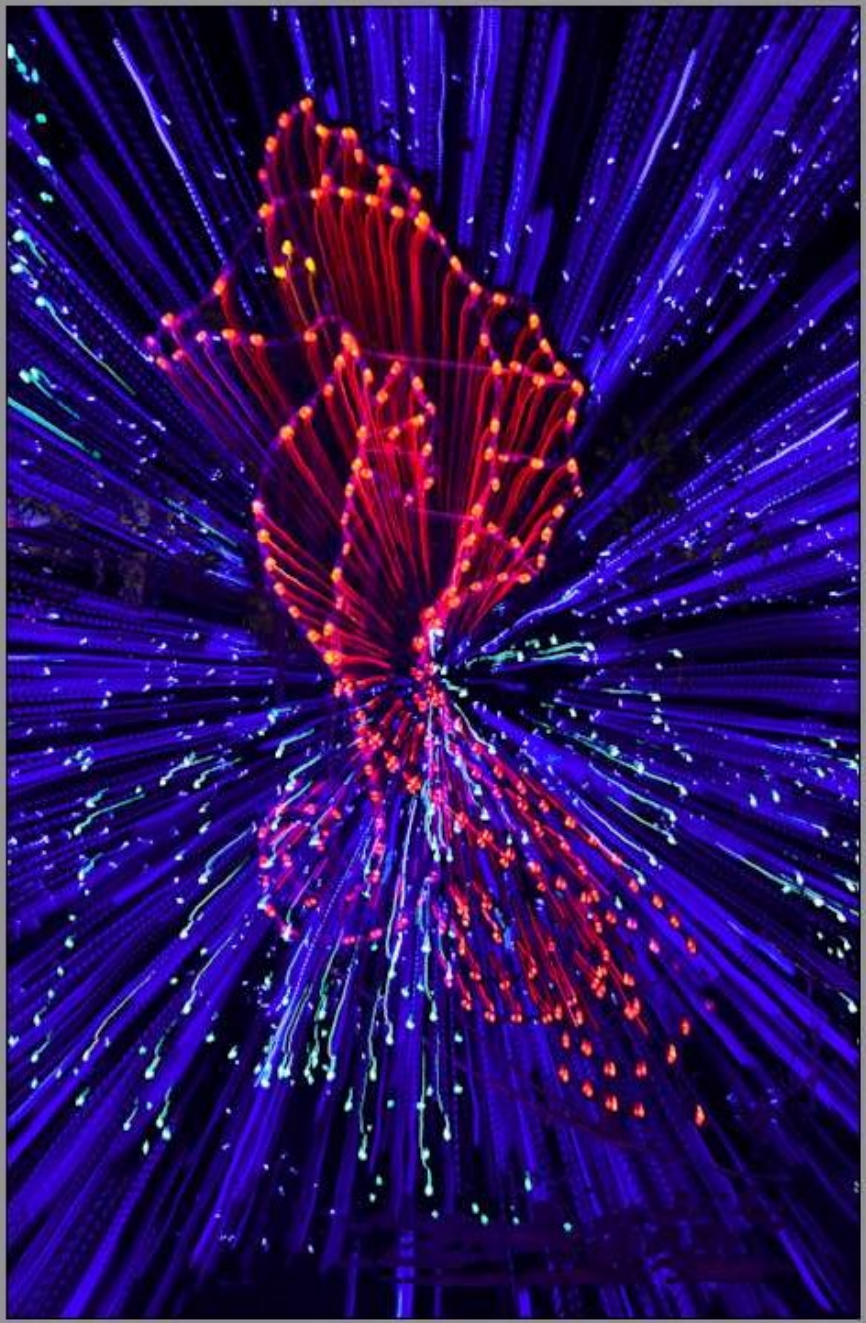
Name	Size	Type
Balluminaria 2009		File Folder
Dayton Horse Trials		File Folder
HOG Party		File Folder
House		File Folder
Lake Lottawatta		File Folder
Madison Regatta 2009		File Folder
Oxbow 10-10-09		File Folder
Raptor at Cub World		File Folder
Raptor, Incl		File Folder
Red River Gorge 10-16-09		File Folder
RiverDowns 8-8-09		File Folder
Sandhill Cranes2009		File Folder
Smokies 2009		File Folder
Superbike2009		File Folder
Zoo 12-12-09		File Folder
Thumbs.db	155 KB	Data Base File
Stacey St. John	4,826 KB	File
600_8414562.jpeg	299 KB	Image
Bread.jpg	496 KB	Image
CSC_3251.JPG	4,040 KB	Image
DSC_1860.JPG	2,608 KB	Image
DSC_1866.JPG	2,252 KB	Image
DSC_1869.JPG	2,298 KB	Image
DSC_1926.JPG	2,550 KB	Image
DSC_3321-1.jpg	536 KB	Image
DSC_3321.jpg	6,860 KB	Image
DSC_3323-1.jpg	504 KB	Image
DSC_3323.jpg	5,550 KB	Image
DSC_3337.jpg	279 KB	Image
DSC_3413.jpg	168 KB	Image
DSC_3414.jpg	140 KB	Image
DSC_3417.jpg	116 KB	Image
DSC_4822.jpg	2,939 KB	Image
DSC_4824.jpg	3,584 KB	Image
DSC_6229.jpg	7,573 KB	Image
DSC_6271.jpg	10,462 KB	Image
DSC_6302.jpg	7,525 KB	Image
DSC_6306.jpg	4,281 KB	Image
DSC_6308.jpg	4,101 KB	Image
DSC_6359.jpg	5,173 KB	Image
DSC_6369.jpg	2,418 KB	Image
DSC_7830.jpg	4,395 KB	Image

Open Image for Editing

- **Open image in RAW editor.**
- **Apply necessary/desired adjustments.**
- **Open in photo editing software.**
- **Apply necessary/desired adjustments.**
- **Save and back up.**



Preview



R: --- f/10 1.00 s
G: --- ISO 100 18-70@18 mm
B: ---



Basic

White Balance: As Shot

Temperature 0

Tint 0

Auto Default

Exposure 0.00

Recovery 0

Fill Light 0

Blacks 0

Brightness 0

Contrast 0

Clarity 0

Vibrance 0

Saturation 0

17.9%

DSC_8757.jpg

Save Image...

Adobe RGB (1998); 8 bit; 2592 by 3872 (10.0MP); 300 ppi

Open Image

Cancel

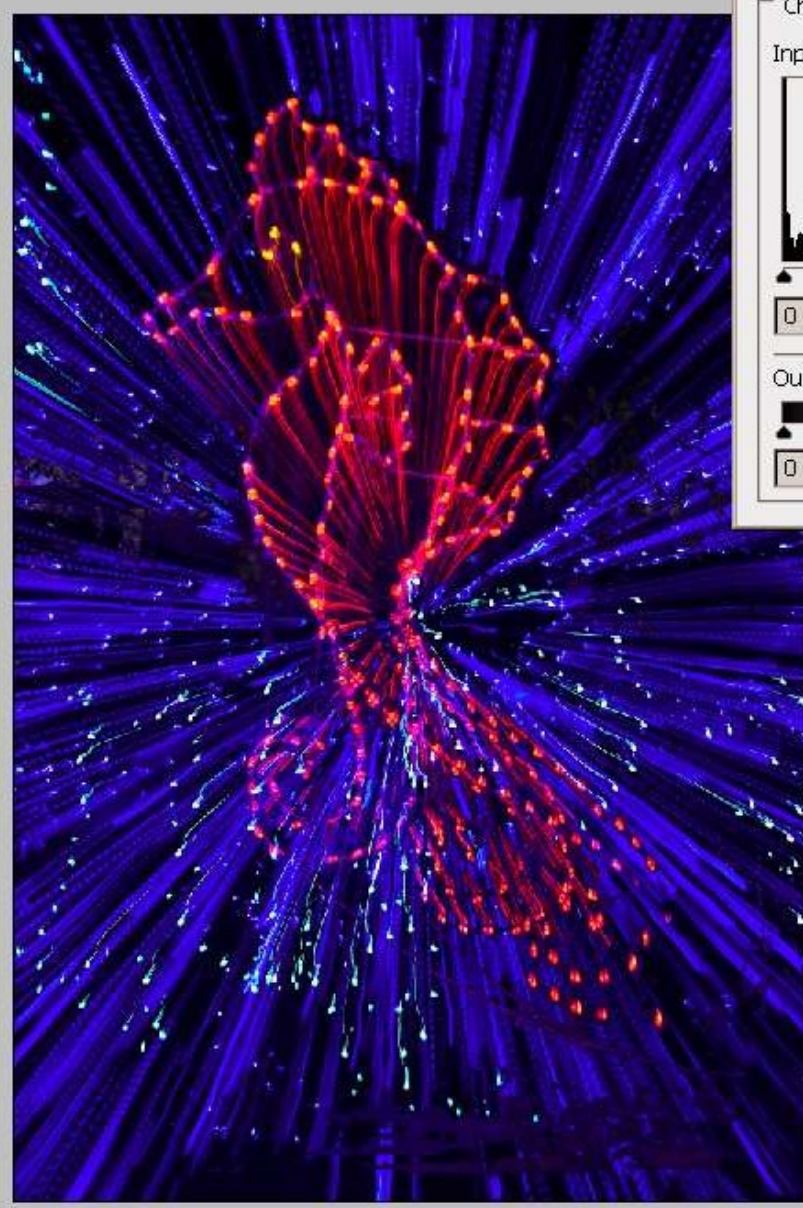
Done

Basic Image Adjustments

- **Levels** corrects the tonal range and color balance of an image by adjusting intensity levels of image shadows, mid tones, and highlights.
- **Curves** similar to levels (3 points) but adjusts the entire tonal range of an image at up to fourteen different points/locations.
- **Contrast** you may achieve good contrast through the curves and levels command or you can use the “Contrast” command.
- **Saturation** adjust hue, saturation, and brightness to bring colors that please your eye.
- **Sharpening** apply local and/or whole image sharpening to suit.
- **Crop** you may want to change the size of your image to fit in a frame or presentation at this point.
- **Save** If using layers, save as .psd or flatten and save as jpg, etc.

Sample Size: Point Sample

Workspace



Levels

Channel: RGB

RGB	Ctrl+~
Red	Ctrl+1
Green	Ctrl+2
Blue	Ctrl+3

Input Levels: [Histogram]

0 1.00 255

Output Levels: [Slider]

0 255

OK Cancel Load... Save... Auto Options... Preview

16.67%

Color x Swatches Styles

R	214
G	239
B	242

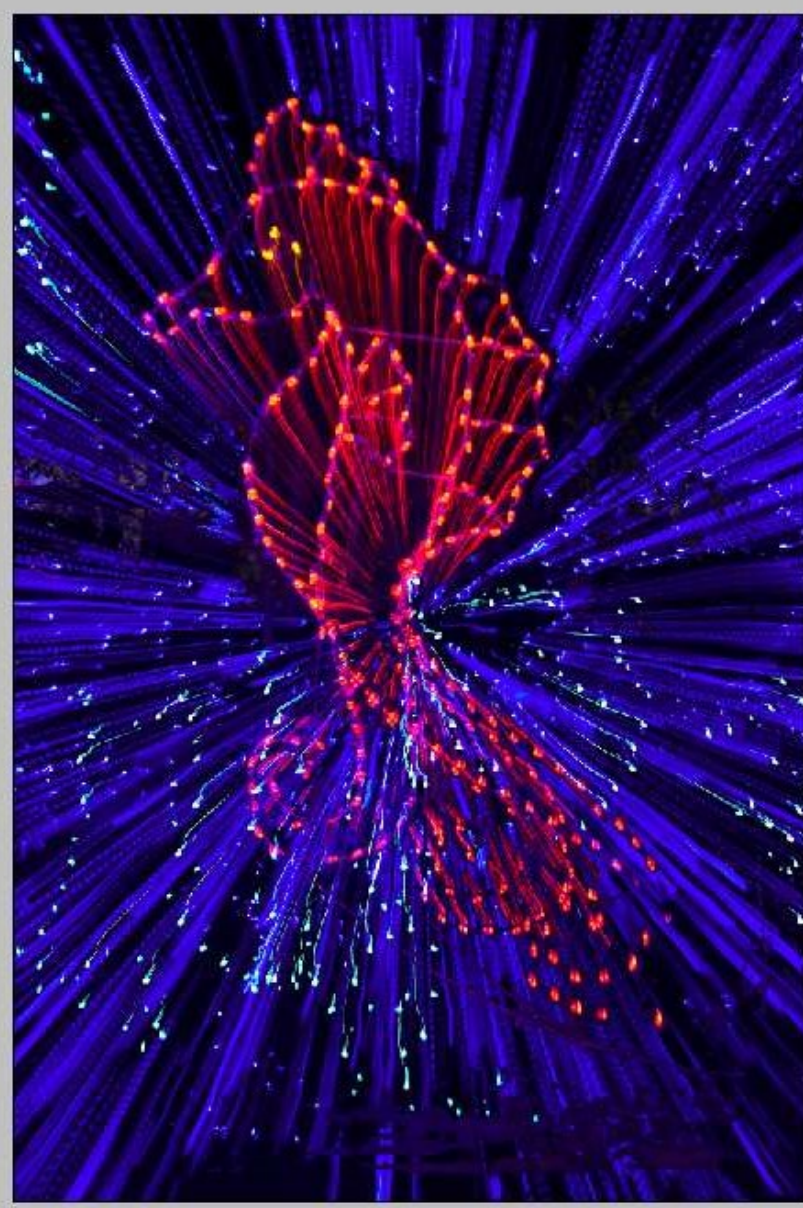
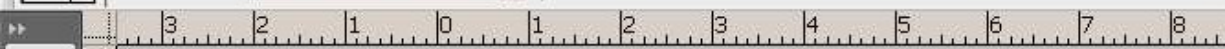
Layers x Channels Paths

Normal Opacity: 100%

Lock: [Icons] Fill: 100%

Background

Sample Size: Point Sample



Curves

Preset: None

Channel: **RGB** (Ctrl+~)
Red (Ctrl+1)
Green (Ctrl+2)
Blue (Ctrl+3)

Output:

Input:

Show Clipping

Curve Display Options

Show Amount of: Light (0-255) Pigment/Ink %

Show: Channel Overlays Baseline
 Histogram Intersection Line

OK Cancel Smooth Auto Options... Preview

B 242

Layers x Channels Paths

Normal Opacity: 100%

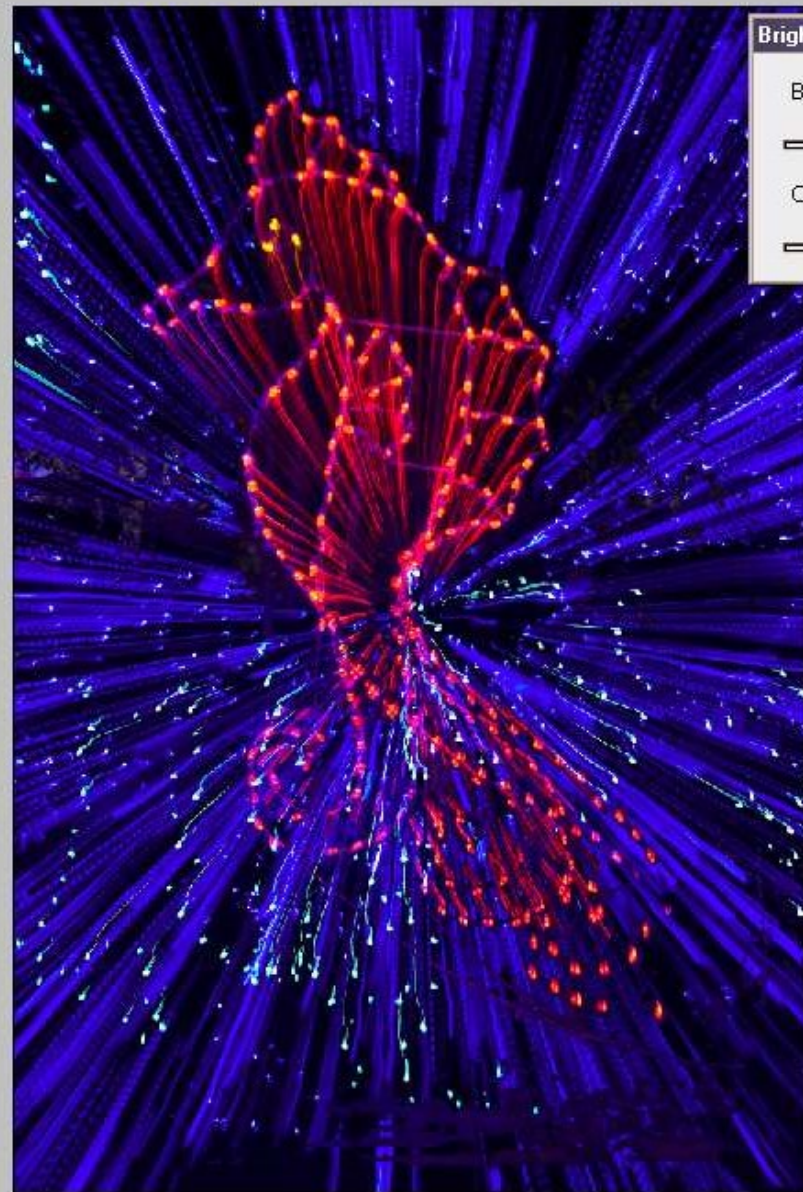
Lock: Fill: 100%

Background

Sample Size: Point Sample

Workspace

Ps



Brightness/Contrast

Brightness: 0

Contrast: 100

OK Cancel

Preview

Use Legacy

Navigator x Histogram Info



16.67%

Color x Swatches Styles

R 64

G 64

B 64

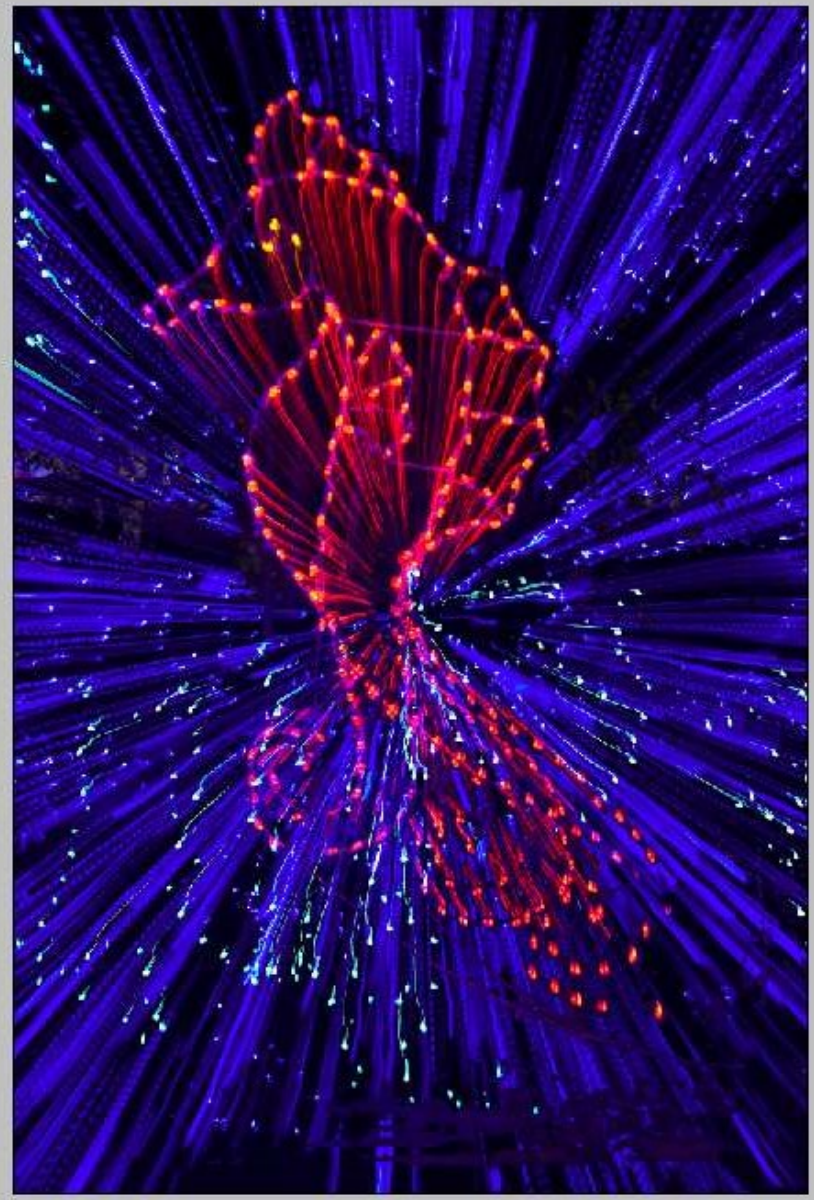
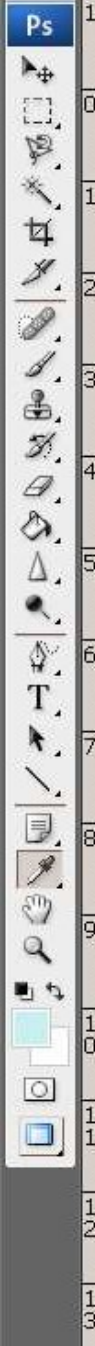
Layers x Channels Paths

Normal Opacity: 100%

Lock: Fill: 100%

Background

Sample Size: Point Sample



Hue/Saturation

Edit: Master

Hue: 0

Saturation: 0

Lightness: 0

Colorize

Preview



16.67%

Color

Swatches Styles

R: 214

G: 239

B: 242

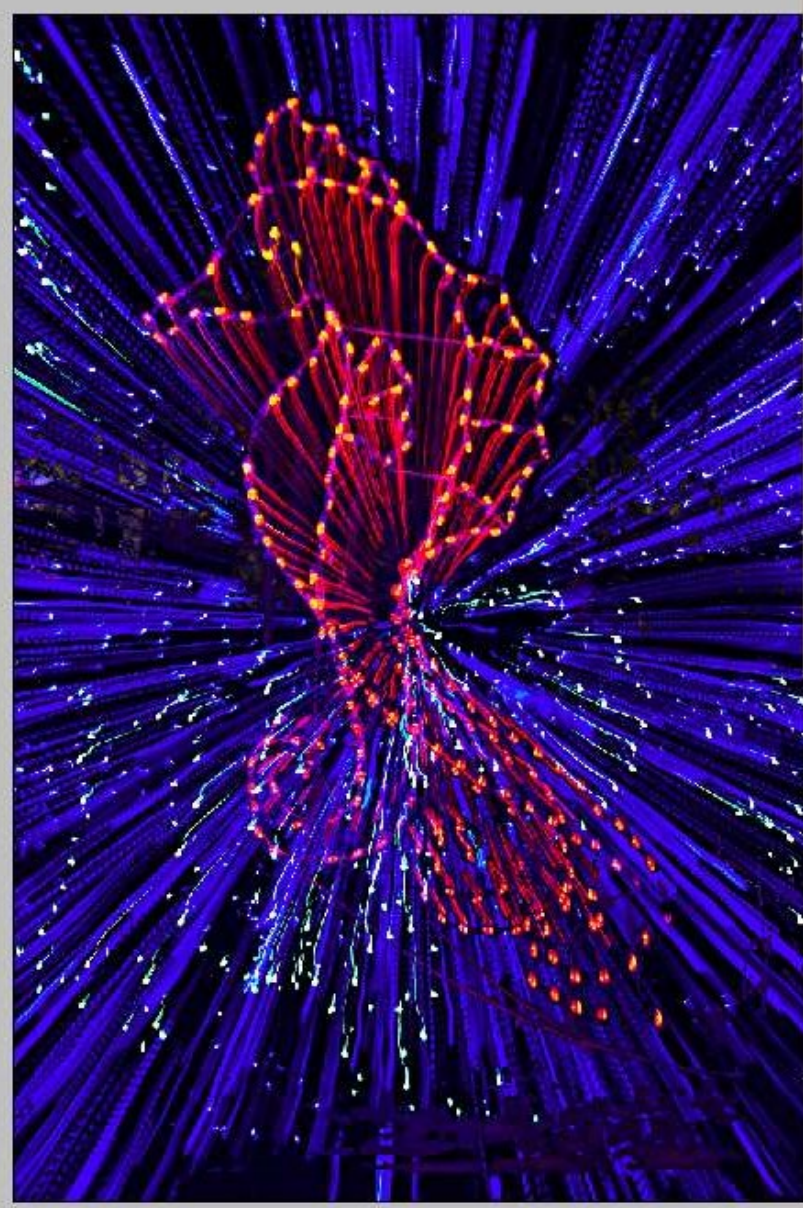
Layers

Channels Paths

Normal Opacity: 100%

Lock: [] [] [] [] Fill: 100%

Background



Unsharp Mask

OK Cancel Preview

100%

Amount: 50 %

Radius: 20.0 pixels

Threshold: 0 levels

Histogram

Info

R 64

G 64

B 64

Layers x Channels Paths

Normal Opacity: 100%

Lock: Fill: 100%

Background

Helpful Links

- http://www.mir.com.my/rb/photography/glossary/terms_a.htm