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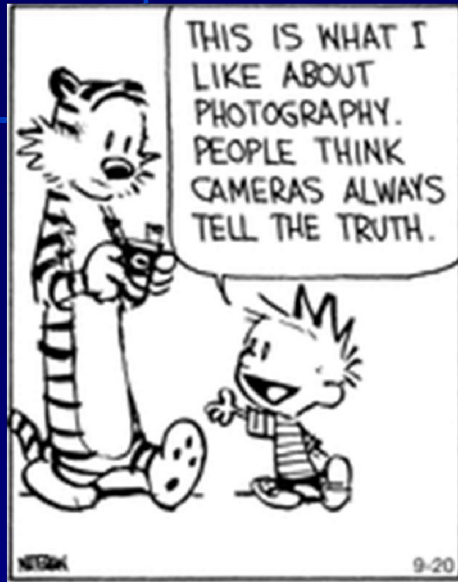
**Ottawa PC Users' Group
Basic Digital Photo Editing**

Chris Taylor

Users helping users

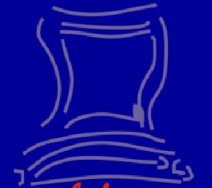
Agenda

- Before you start
- Photo editing programs
- Geometry
- Lighting and colour
- Fixing basic flaws
- Filters



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Before you start

- Is it “proper” to edit a photo?
 - Photo is a representation of reality
 - Your photo does not necessarily represent what you saw
 - Get over it!
- Work only on copies (not originals)
- Save a copy periodically
- “Undo” and “Redo” truly your friends

Before you start (con't)

- Some things can't be (easily) fixed
 - Out of focus
 - Very overexposed / underexposed
 - Image motion
 - Expressions on faces, etc.
- But all problems can generally be improved

Photo editing programs (free)

- Google Picasa
picasa.google.com
- Microsoft Live Photo Editor
windows.microsoft.com/en-CA/windows-live/essentials-home
- Photoscape
www.photoscape.org
- Paint.NET
www.getpaint.net
- GIMP
(very powerful, but steep learning curve)
www.gimp.org
- Pixlr
(online photo editor)
www.pixlr.com

Inclusion here should not be taken as any sort of endorsement on the part of the Ottawa PC Users' Group



Free photo viewers (some editing features)

- Irfanview
www.irfanview.org
(don't forget plug-ins)
- XNView
www.xnview.com
- FastStone Image Viewer
www.faststone.org/FSViewerDetail.htm
- FotoSketcher (just filters)
www.fotosketcher.com

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Photo editing programs (commercial)

- Adobe Photoshop Elements
www.adobe.com/ca/products/photoshop-elements.html
- Corel PaintShop Pro
www.corel.com

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Geometry

- Straightening
 - Horizons should be horizontal
 - Buildings should be vertical
- Cropping
 - Rule of thirds for centre of interest
 - Place the centre of interest near intersection of three evenly spaced vertical and horizontal lines
 - Removing distracting objects

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Straightening

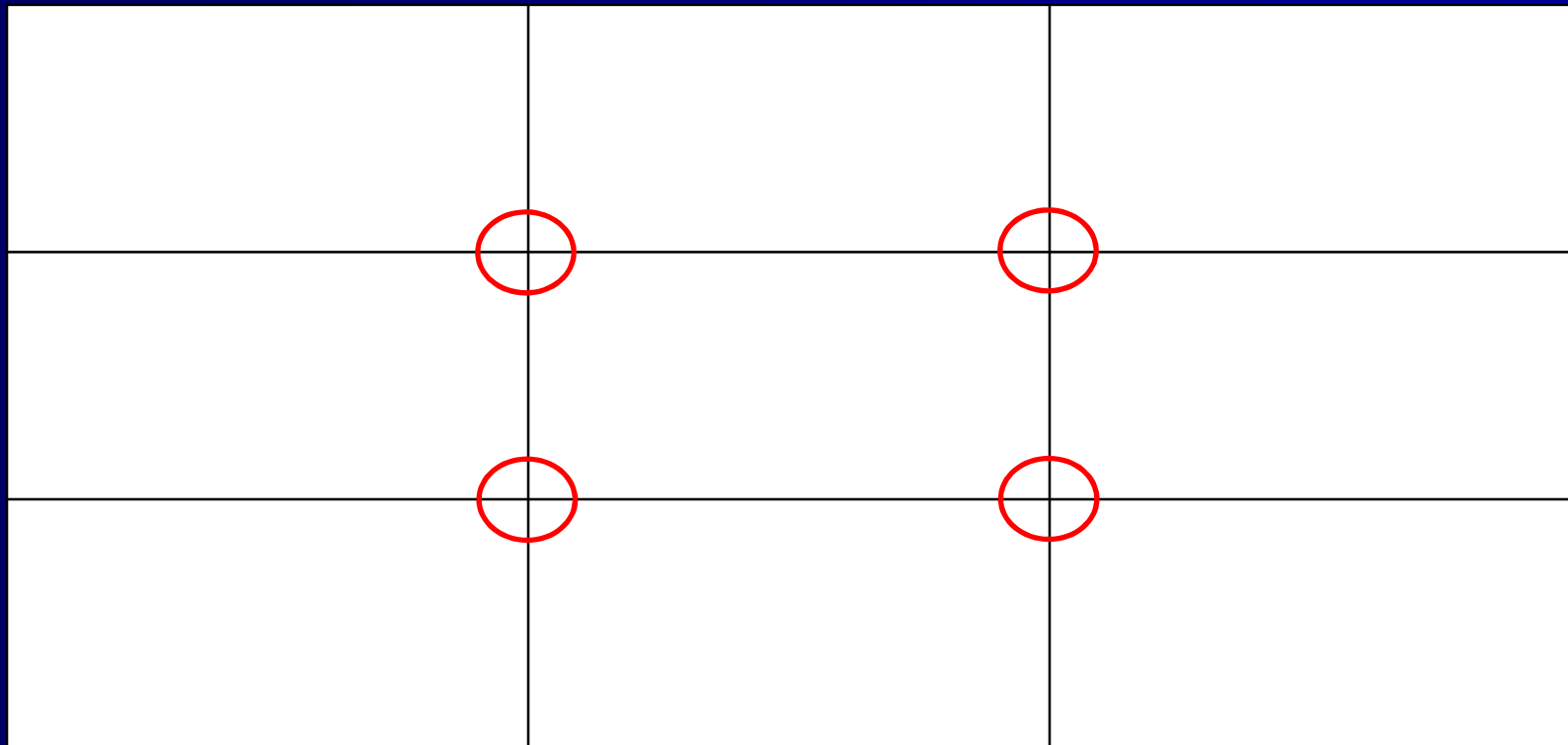
- Horizons generally easy
 - But horizontal objects are not always horizontal
- Verticals can be problematic
 - Parallax
 - Vertical object not always vertical
- Sometime “straight” is not “right”

Cropping

- Move center of interest to better position
- Remove uninteresting / distracting parts
- Don't remove too much
 - background tells a story too
 - Excessive cropping = poor quality
 - Maybe remove distracting parts other ways
- Cropping standard aspect ratios vs custom
 - Keep in mind frame sizes / matte sizes
 - Sending to a commercial printer

Rule of thirds

- Centre of interest at/near intersections



Lighting

- Frequent problem is lack of detail in brightest and/or darkest areas
- Try to maintain texture in both lightest and darkest areas
- Adjust brightness and contrast to what is pleasing to you

Colour

- Tricky to manually adjust
- Saturation easier (in moderation)
- Some programs have “auto fix”
- Some programs can adjust for colour temperature

Fixing flaws

- Red-eye removal
- Blemish removal
- Clone brush / blending brush / “smart erase”
- Dodge / burn
- Sharpen / blur
- Filters