

Web Design



Camera Handouts:

When you are using the camera you will not be at your computer, so you have been provided with handouts that explain the workings of the cameras. The following handouts you will need to use to learn about how to work the cameras. You may ask the teacher questions and if the question is not on the handout the teacher will help you with your question. If the question is answered within the handout or this tutorial, you will be referred to the location for you to read. Handouts on the website to read-

Digital Rebel Camera
Downloading the Camera

Taking Photos:

You will need to take 4 photos with one of the digital cameras to use with this tutorial. Read the following things that you need to know when you go out. **Do not leave until you have read to the point where it says you can leave.** To check out the cameras do the following:

1. Get out your Web Design Photo ID card and your print out of the Digital Rebel Camera document.
2. Go to the checkout room.
3. The teacher or the assistant will take your card and give you the following:
 - a. one camera
 - b. a shooting pass that allows you go out on campus.

Cautions:

There are some things that we want you to know about the cameras before you go out with them.

1. They are **EXPENSIVE**. Each the cameras cost us from \$700.00 to \$800.00.
2. If you lose it or break it you pay for it. A typical repair is around \$250.00
3. Keep the camera strap is always around your neck. This will also help to prevent someone from stealing from stealing the camera. **NEVER** set the camera down when you are out of the classroom. We have had a camera stolen while a student had it on campus. The student set it down, got distracted, and the camera was gone. That means that you (students) have one less camera to work with and the person who checked out the camera has to pay for it.
4. No horseplay, goofing around, or doing anything that could possibly cause the camera to get a bump. These cameras are fragile and can not take much abuse.

Throughout the semester, your teacher will be keeping an eye out for those that are acting irresponsible with any equipment. If you even pretend to damage a camera you will be banned from being able to use the cameras outside the classroom.

What to Photograph:

For this tutorial each student will photograph 4 photos. You will use each of the 4 shooting modes that the Digital Rebel Camera has. Also of the 4 photos, you are to have 2 shots indoors and 2 shots outdoors. **You are to shoot for the best exposure possible. If your image is very dark or light change either your Shutter Speed or Aperture and reshoot.**

- P mode- one shot
- Av mode- one shot
- Tv mode - one shot
- M mode- one shot

Now you can go out to photograph. Print out the "Digital Rebel Camera" handout. You will need to bring your photo ID card and your "Digital Rebel Camera" printout. *If you don't have your ID card or the handout you can not go out.* When you return continue to work on this tutorial. **After you take the photos you can 3 hole punch the printout and put behind the evaluation sheet for this assignment.**

NOW YOU MAY GO OUT TO SHOOT!

Downloading the Photos:

After you have returned from your photo shooting adventure, you will need to download the photos. Follow the directions in the handout: Downloading the Camera. When you take the card out of the card reader make sure you don't bend it any. Put the photos in a folder called "YourName.using the camera". **Do not change the name of the originals at this time.**

Creating Actions

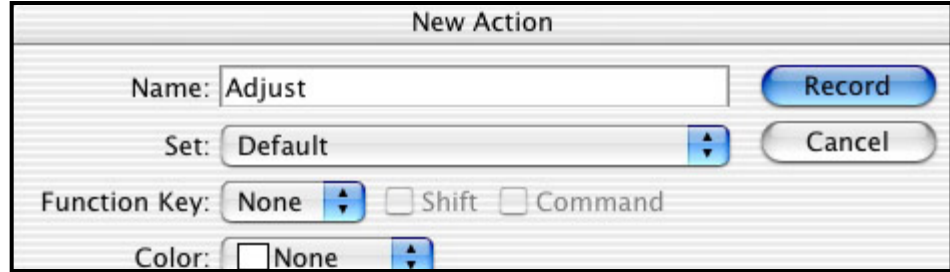
"Actions" are events that you might do to many images that you want to be able to have a short cut to make it faster. For example you might have 10 photos that you are going to work with, but you know that you want them to be a certain size, resolution, and that you want to do an "Auto Level" on. You will "record" the actions that you do to the first image. Then after you are through you will replay the action for each image that you want to have the same events happen to. The following is how to set up to record the actions.

1. Choose 2 of the 4 images to use for the rest of this tutorial
2. Open the first image that you are going to apply the actions to.
3. Locate the "Actions" window and click on the black triangle in the upper right and click on it.
4. Go to "New Action..." and click on it.
5. A window will open that looks like Fig. #1.

- For this example make the Name "Adjust". Then click on "Record".
- Now you are recording every action that you do to the image.

Fig. #1 New Action

Continue to record until you are told to stop recording.



Auto Levels:

Auto Levels is a good starting place when you open an image for the first time in Photoshop. Sometimes when you do Auto Levels it helps to make the image look better. Basically Auto Levels adjusts a variety of things at once that the program decides would be best for a particular image. However, the program doesn't actually "see" the image so it might not be as good. You will need to decide yourself. To do Auto Levels you do the following steps.

- Go to Image>Adjustments.
- You should see a pop down menu like what you see in Fig. #2. Notice the various things that you can choose from. If you want to be able to make "Adjustments" like how dark the image is, you go to this area. Most of the adjustments are ones that you can make manually and control the look. Auto Levels is not manual. It is a one step hope it works event. However many times it does work well. It it doesn't simply go back to Image>Adjustments and choose a manual type of adjustment.
- Locate "Auto Levels" and click on it.
- Notice any change.

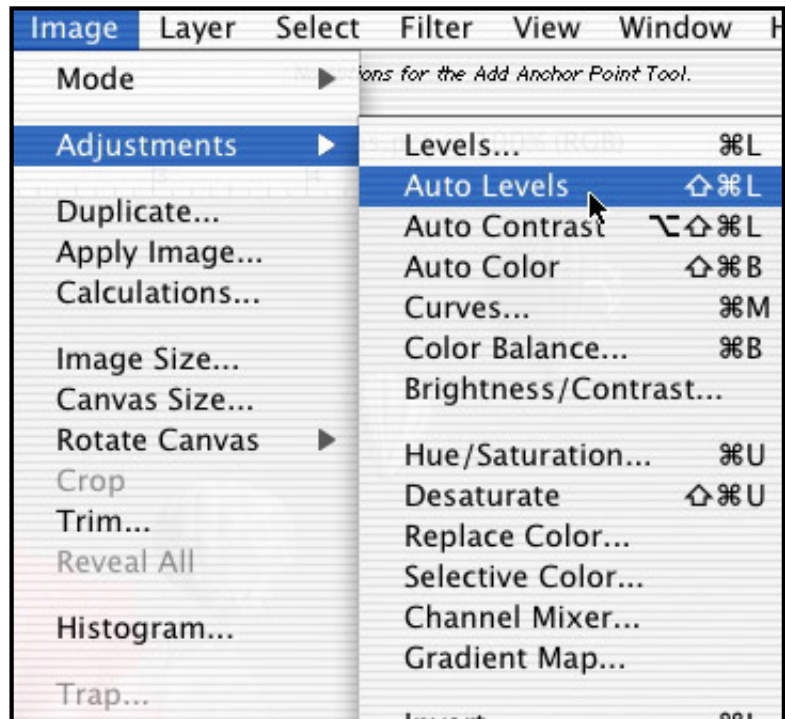


Fig. #2 Auto Levels

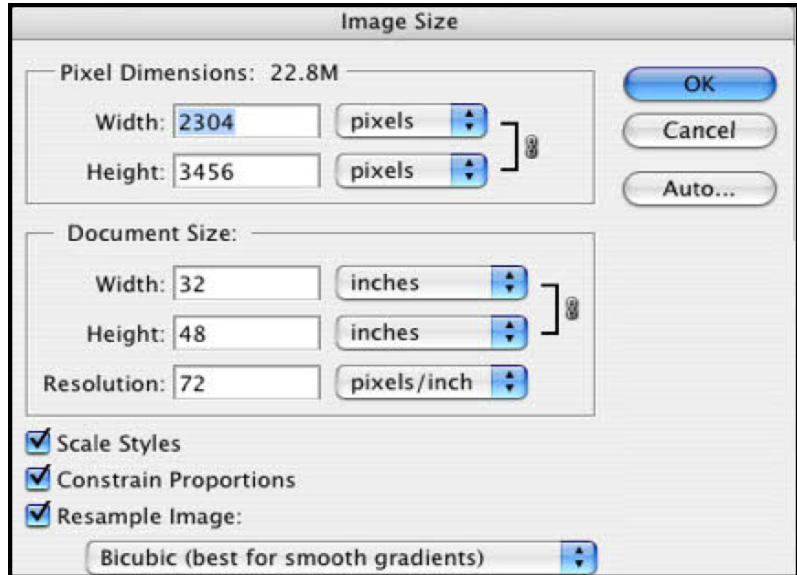
Image Size:

When you download the photos they could be quite large 16x22 inches at 72 dpi. We can not print that big on our printers so we will have to change the size of the image. Our paper is only 8.5X11 inches. We do have one printer that can print 13X19 inches. We will make the dpi size for our web sites be 72. To change the image size we must first open the image in Photoshop. After you have opened the image go to Image>Image Size... An Image Size window will open up that will look like Fig. #3.

Let's look closely at this window. We will be working with the area called "Document Size". How it works is like this: if we change the setting for one direction, either "Width" or "Height", the computer will put in the correct amount in the other direction. Let's try it. In the "Width" type 5 and see what happens to the "Height". While we are at it let's change the "Resolution" to 150. Now your Image Size window should look like Fig. #4.

There are three boxes to be able to input changes that you wish to make; "Width", "Height", and "Resolution". "Resolution" is the dpi of the image. There are also three check marked squares at the bottom of this window. One is called "Constrain Proportions". This keeps the images proportions constant. In other words, if the image is a square it will continue to be a square. Notice that there is another square called "Resample Image:" Go ahead and uncheck that square. Notice then that instead of just the "Height" and "Width" linked together that now the "Resolution" is linked as well. What this does is when you change one of the three, the other two are changed as well. Most of the time we will want the "Resample Image:" square to be checked so go ahead and check it again. Now make sure all the "Document Size" settings are similar to the "Image Size Window" in Fig. #4. **(The settings in Fig. #4 are for a horizontal image if you have a vertical image you have to reverse the placement of the numbers.)** Then click on the "OK" button and you will see your image change in size.

Fig. #3 Image Size window #1.

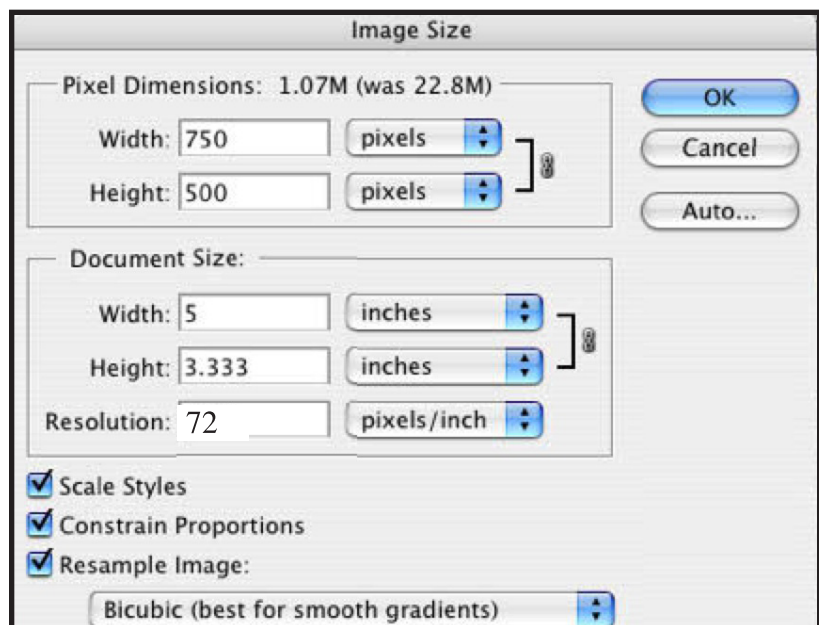


End Recording for Actions:

Now you will need to end the recording for Actions by clicking on the "Stop Playing/Recording" button in the "Actions" window. Now all the actions that you just recorded will be able to be repeated in the click of one button.

Do a "Save As" and rename it "Camera#1".

Fig. #4 Image Size window



Using the Action:

Now we are going to use the Action we just created to do the same thing we did with "Camera#1".

Do a screen shot showing the Action that you created for this section.

1. Open up the second photo and click on the Action we just created, "Adjust".
2. Click on the "Play Selection" button.
3. All the things that you did earlier to the "Camera#1" image should happen very quickly to this image.
4. Save the second image as "Camera#2".

What to turn in:

The following items are to be turned in to received credit for doing this lesson.

1. Fill out the "Using the Cameras" evaluation sheet and place it in your Assignment Notebook.
2. In your LRF for this assignment you should have the following items in it:
 - a. Four original images not altered or changed in any way.
 - b. Camera#1 image named and sized correctly.
 - c. Camera#2 image named and sized correctly.
 - d. 2 Screen shots showing the actions that you created for this lesson.