

Columbia Council of Camera Clubs

2019 Convention Session



Tad Hetu

Image Blending

- What it is & Why you do it
- Types
 - 1. Panorama
 - 2. Focus
 - 3. Perspective
 - 4. Exposure
- Example Demonstration(s)
- Q&A

Image Blending

What it is

- Combining multiple frames into a single image
- This is an artistic endeavor; not a documentary effort
 Why do it
- 1. Overcome limitations of your camera
 - I. Field of View
 - II. Dynamic Range
 - III. DOF / Focus
 - IV. Pixel density and scope of frame
 - V. Lens distortion

2. <u>Expand Creativity</u>

Create an Image & Tell a Storynot just take a picture



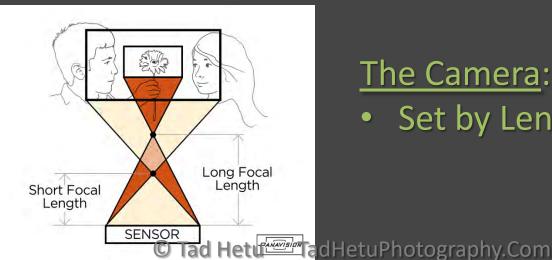
Camera Limitations

What We See vs. Cameras Field of View



We See:

- ~140 degree field of vision
- Automatic correction for distortion
- Equivalent to fisheye lens igodol



The Camera:

Set by Lens & Sensor Size

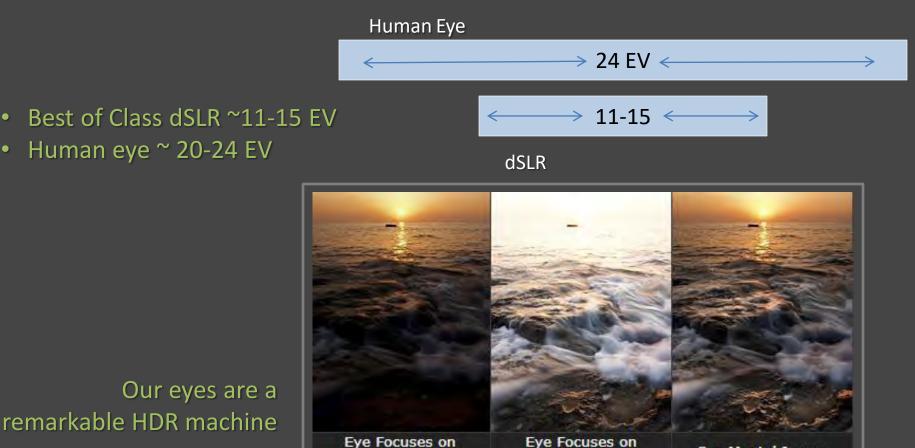


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Camera Limitations

What We See vs. Cameras Dynamic Range





Eye Focuses on Background

Foreground

Our Mental Image



Camera Limitations

What We See vs. Cameras

Focus

The (young) eye can instantaneously change focus from infinity to a few inches.

We see everything in focus

The Camera can not



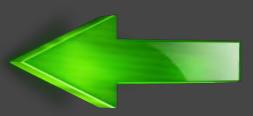
Move From <u>Camera-Limite</u>d to <u>Creating What You Want</u> with Artistic Freedom

Optimizing

✓ Dynamic Range
✓ Focus
✓ Field of View
✓ Time & Motion

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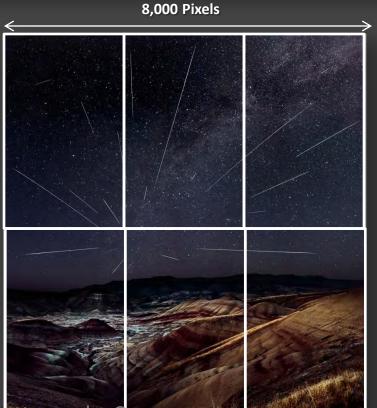


Panorama

18,075 Pixels

Why?

- Wide Angle w/out distortion
- Arguably a sharper
 image if blended from
 the center of frames
- Change aspect ratio
- Increase pixel density



8,000 Pixels

Panorama Implementation

- Shoot Vertical (for horiz. pan)
- Overlap images 30-50%
- Rotate around 'Nodal Point' to avoid parallax error (diff. for each lens)
- Keep exposures similar
- Auto Blend:

In Photoshop: 1. Edit \rightarrow Auto Align Layers 2. Edit \rightarrow Auto-Blend Layers \rightarrow Panorama In Light Room: Photo \rightarrow Photo Merge \rightarrow Panorama LR \rightarrow PS Direct: RC \rightarrow Edit In \rightarrow Merge to Panorama in PS

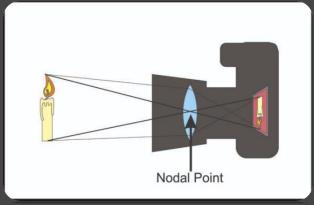
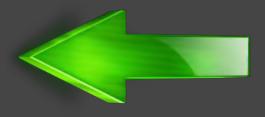




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Focus Stacking

- Hyperfocal Distance
 - Still can do it, but why?
 - Film is cheap now (~ ½ cent per frame)
- Technique Shoot multiple frames
 - 1. Manually focus on nearest object, spin focus ring and shoot, repeat, manually focus on farthest object
 - 2. Keep focus constant, move camera
 - Touch AF in Live View 3.

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Focus Stacking Implementation

- Adobe Lightroom
 - Select Images To Stack
 - RC→Photo Merge→Panorama
- Adobe Photoshop
 - Open images as layers in PS
 - 1. Edit \rightarrow Auto-Align Layers
 - 2. Edit \rightarrow Auto-Blend Layers
- 3rd Party Programs
 - Helicon Focus
 - Zerene Stacker
 - Others....



- ✓ More Control
- ✓ Options for Methods & Algorithms

Blend Method

O Stack Images

✓ Touch up capability

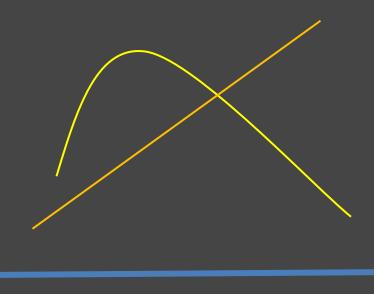
Create Stack

 \checkmark Save Project option for later work

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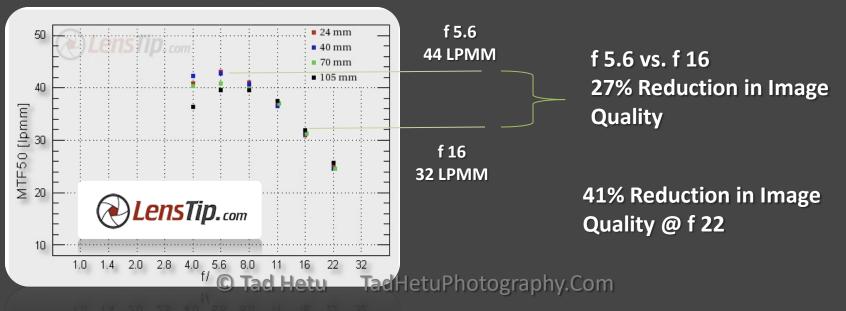
HeliconSoft

Impact of Aperture Quality on DOF & IQ



F Stop \rightarrow

Canon EF 24-105 mm f/4L IS USM



DOF

Image

Image Blending

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Perspective Blending

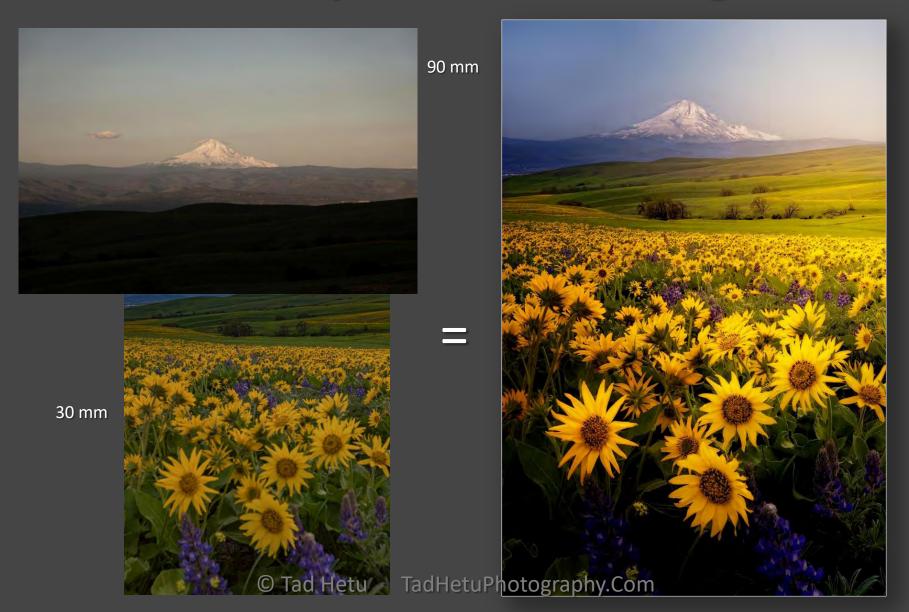


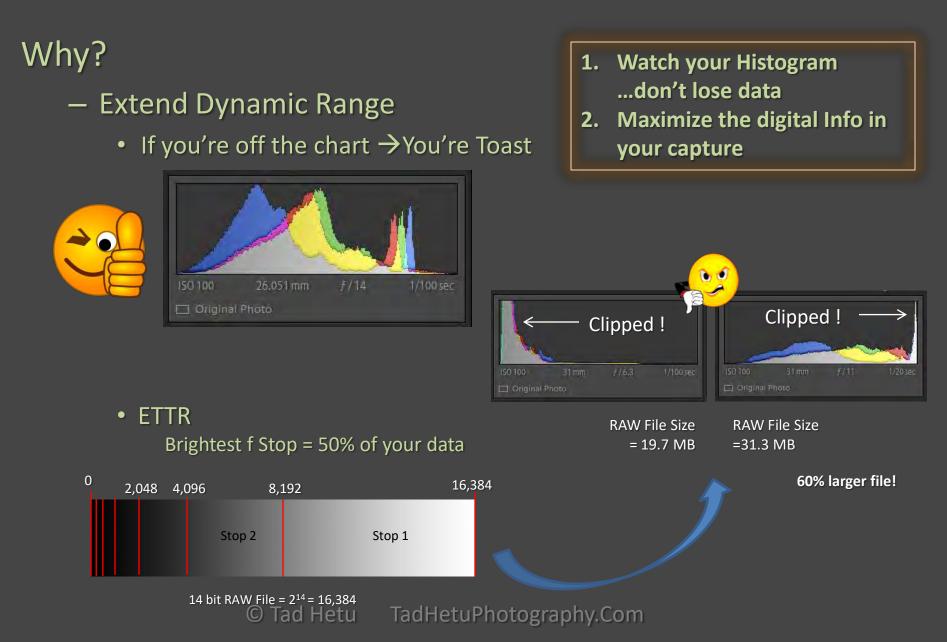
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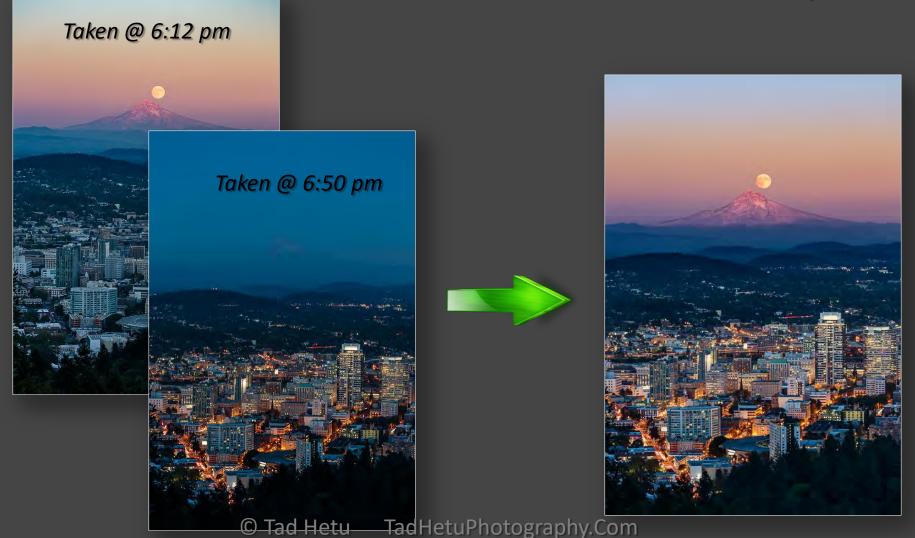
Exposure Blending



Exposure Blending Example

Simple Blend of Two Exposures Hand Blended with Adjustment Brush

✓ Dynamic Range✓ Time Shift



Examples & Demos



A Change In Behavior

Don't shoot what you see.....

...Shoot for what you want it to be.



- ✓ <u>Visualize</u> your final image
- ✓ <u>Plan</u> your shots
- ✓ <u>Execute</u> to collect "RAW" material

Exposure Blending Example

Moderate Complexity Five Images Hand Blended with Adjustment Brushes



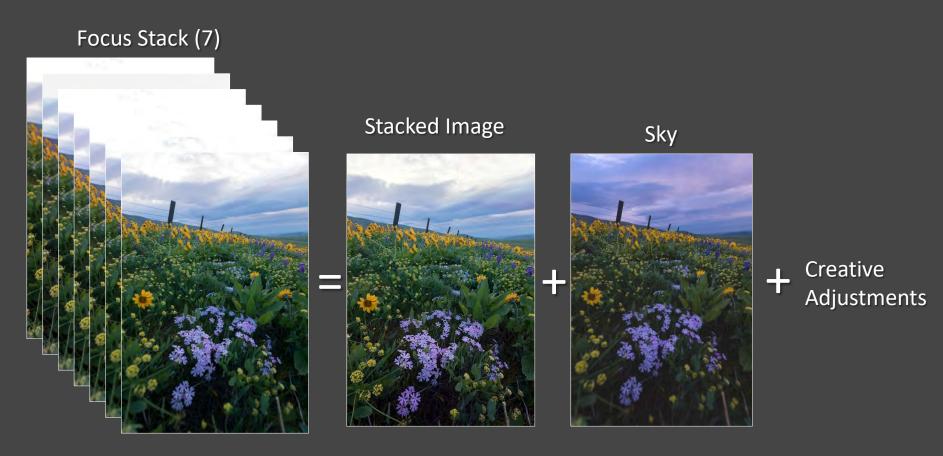
Final Image



Exposure Blending Example

Higher Complexity

Multiple images for Focus Stack + Images for Exposure Blended with Adjustment Brushes using custom masks



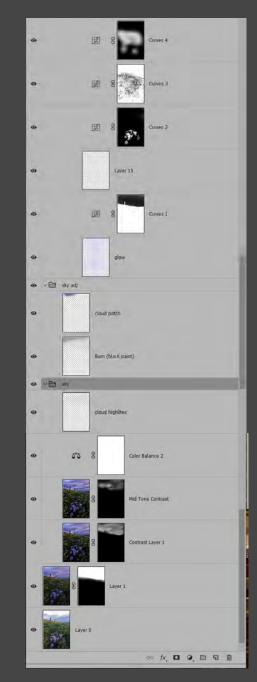
Final Image



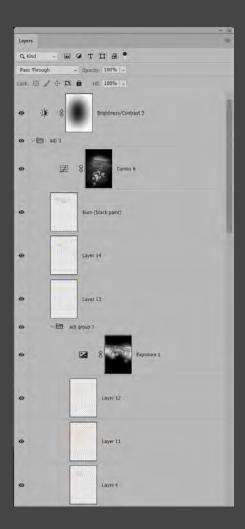
Image Adjustment Layers

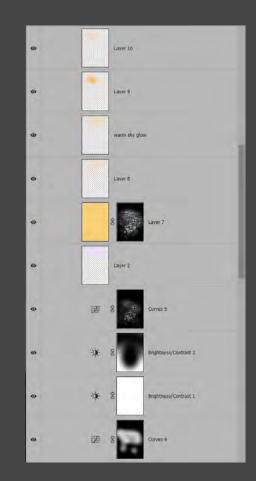


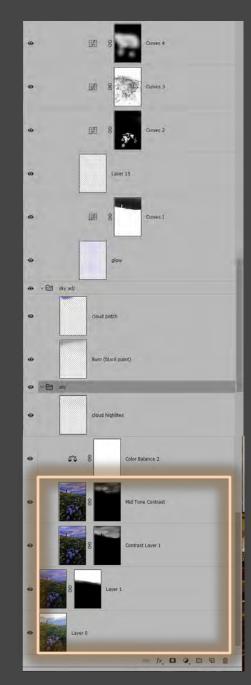




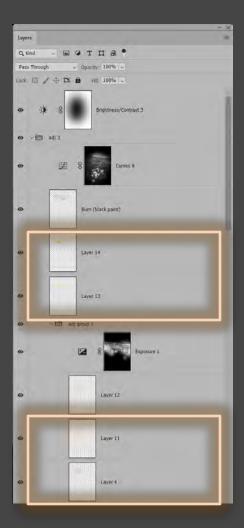
Pixel Adjustments & Blends



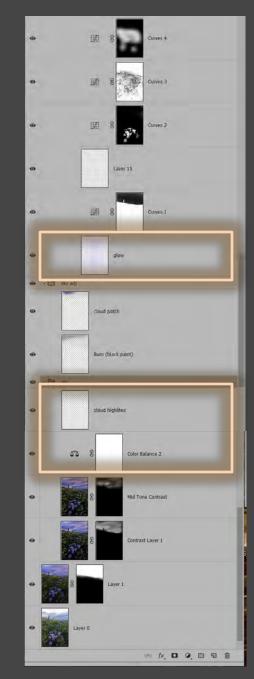




Color Adjustments



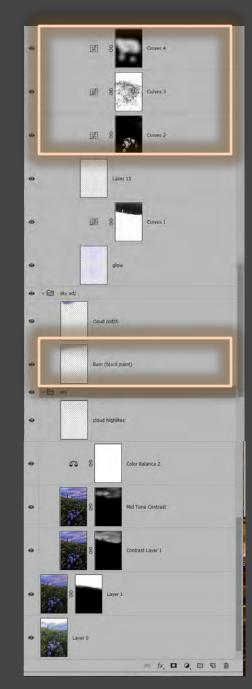




Tonal Adjustments







Example & Demo



Summary

- Go Forth and Create
- Don't be bound by the constraints of your camera
 Aspect Ratio, Focus, Dynamic Range, Pixel Density, etc.
- Don't be bound by 'the single click' constraint
 Time, Motion, etc
- Visualize & Plan what your want to achieve
 - Think "VPE"
 - Shoot to gather "RAW" material
- Have fun

"Don't take a photograph,

TadHetu

Create an image"

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Q & A

Copies of this presentation are available for download at:

<u>columbiacameraclubs.org</u>

Off-Line Questions & Comments:



www.TadHetuPhotography.com

