



## Point and Shoot!

Photographing Collections with a Digital Camera

SHARE Museums East  
a network of know how

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## Learning Outcomes

- ❖ Reasons and implications for photographing objects
- ❖ Key settings to make use of on your camera
- ❖ Setting up a shooting area
- ❖ Using available light

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## Why Photograph Objects?

- ❖ A record
- ❖ Databases
- ❖ Digitising projects
- ❖ Educational
- ❖ Promotional



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## What do we need to capture?

- ❖ What it is
- ❖ Condition/Damage
- ❖ Interesting details
- ❖ Accurate both in terms of size and colour



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## Many and varied!



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## Implications

- ❖ What is the photo for?
  - ❖ Quality/resolution
- ❖ Storage capacity
- ❖ What equipment will we need?

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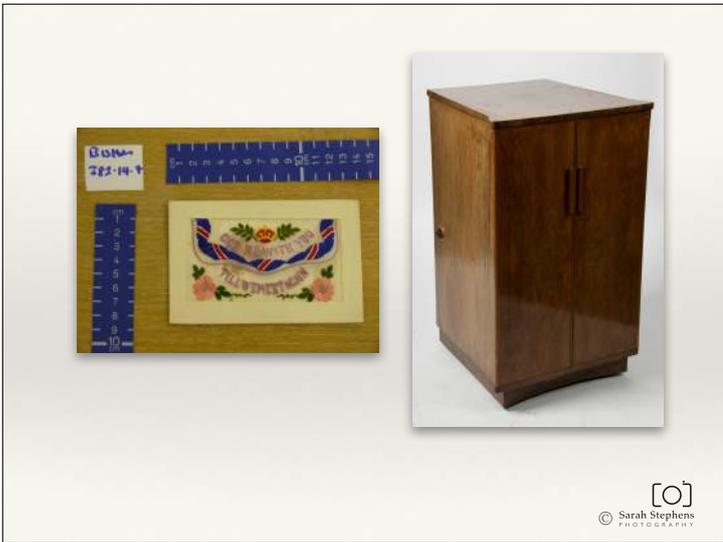
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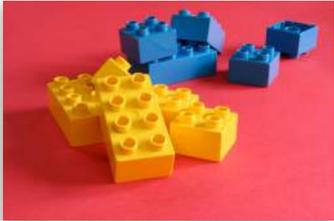
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## File Formats and Quality

- ❖ Pixels and megapixels
- ❖ JPEG vs RAW



A photograph of several yellow and blue LEGO bricks scattered on a red surface. In the bottom right corner of the image area, there is a logo consisting of a camera icon in brackets, with the text "© Sarah Stephens PHOTOGRAPHY" below it.

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## Some assumptions

- ❖ All cameras have their limits
- ❖ The camera 'sees' the world differently
- ❖ The camera doesn't know what you are taking a photo of!
- ❖ Auto is not necessarily bad!



A logo consisting of a camera icon in brackets, with the text "© Sarah Stephens PHOTOGRAPHY" below it.

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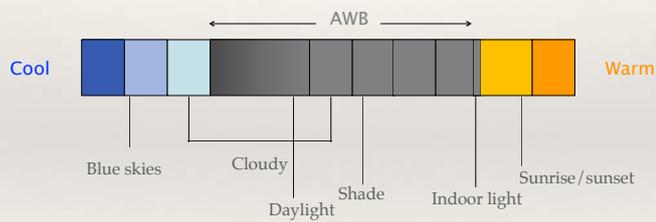
## Key Settings

- ❖ White Balance
- ❖ Metering
- ❖ Exposure Compensation
- ❖ ISO
- ❖ Zoom
- ❖ Flash



## White Balance

- ❖ Light is not white



- ❖ Auto can be good!



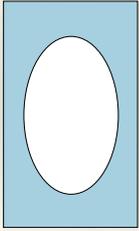
## White Balance Presets

- ❖  Daylight
- ❖  Cloudy/Shade
- ❖  Tungsten/Incandescent
- ❖  Fluorescent
- ❖  Flash
- ❖  Custom





Centre Weighted / Average  
or Partial Weighted



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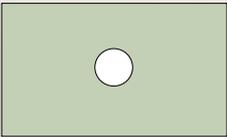
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Spot Metering



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Exposure Compensation 



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# ISO



100    200    400    800    1600

—————▶

- ❖ The camera's sensitivity to light
- ❖ Higher numbers help us eliminate camera shake
- ❖ Ask - how much light is there?



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# ISO Settings

- ❖ Sunny and bright = low ISO: 100 or 200



- ❖ Dull/overcast = higher ISO: 400



- ❖ Indoors, /low light levels = higher ISO: 800+



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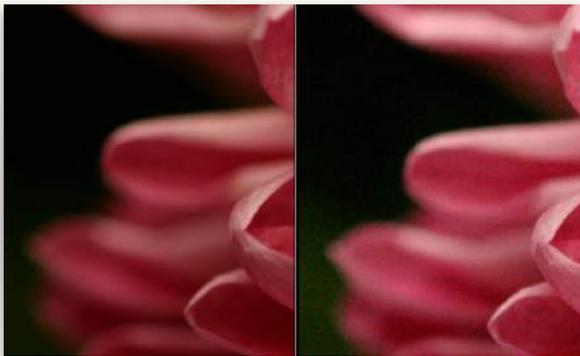
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# Digital Noise



100 ISO

3200 ISO

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## Where to Photograph

- ❖ Ask why and what?
- ❖ Evaluate first
  - ❖ Space required
  - ❖ Object care considerations
  - ❖ Available light
  - ❖ 'Clean'



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## Cropping



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## Using Light

- ❖ How light behaves
- ❖ Determine your light source(s)
- ❖ Control the light
- ❖ Remember objects are usually 3D!



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