



Digital Group

Workflow

Before You Shoot

- Batteries fully charged
- Memory cards – check that images are downloaded and card formatted
- Clean your lenses and filters
- Clean you sensor (workshop/talk in January)
- Pack all of the kit you will need (or think you may need)

After the Shoot

- Download your images
- Backup your images
- Backup your images again
- Clean your kit



Storage

- CDs / DVDs
- C: Drive
- Separate internal drive
- External drive
- 2 types of hard drives
- 3 copies of your images



File Structure

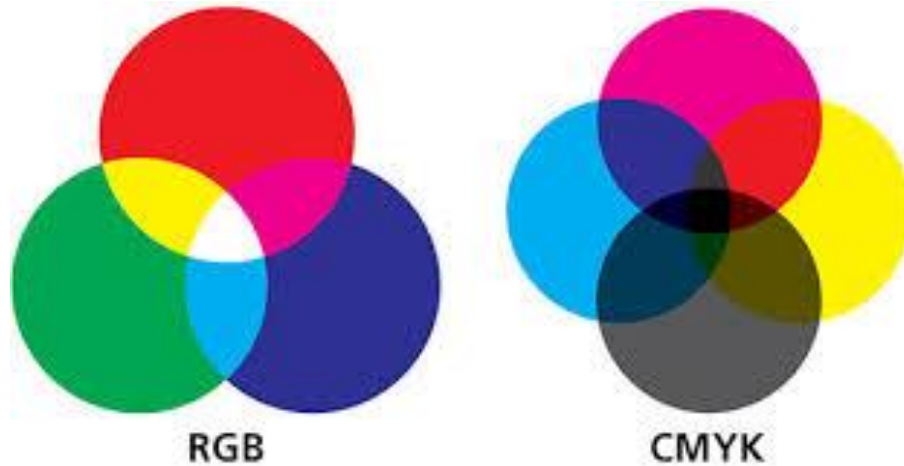
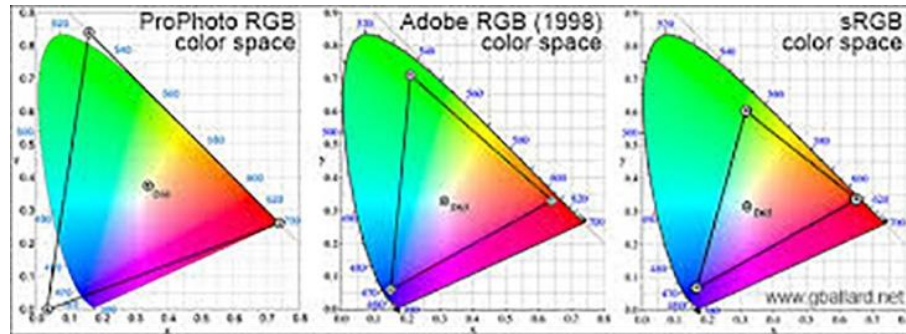
- Logical
- Easy to understand
- Easy to use
- Tag / keyword your images



Colour Space

- Red, Green and Blue
- sRGB
- Adobe RGB
- ProPhoto
- CMYK

Colour Space



Colour Space

AdobeRGB

PROS

WIDER RANGE OF COLORS

MORE VIBRANT AND ACCURATE COLORS FOR PRINTS

CAN BE CONVERTED TO sRGB

CONS

COMPLICATES WORKFLOW

WILL NOT DISPLAY CORRECTLY FOR WEB WITHOUT
CONVERSION

sRGB

PROS

SIMPLIFIED WORKFLOW

DISPLAYS CORRECTLY FOR WEB

SUITABLE FOR PRINTS

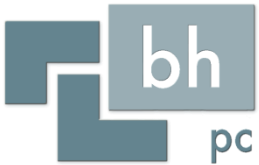
CONS

CANNOT BE CONVERTED TO AdobeRGB

NARROWER RANGE OF COLORS

File Types

- Raw
- JPEG
- PSD
- TIFF
- PNG



JPEG v Raw

	JPEG	Raw
•	a standard format readable by any image program on the market or available open source	not an image file per se (it will require software to view, though this software is easy to get)
•	exactly 8-bits per colour (12-bits per location)	at least 8 bits per colour – red, green, and blue (12-bits per X,Y location), though most DSLRs record 12-bit colour (36-bits per location)
•	compressed (by looking for redundancy in the data or stripping out what a human can't perceive)	uncompressed (an 8 megapixel camera will produce an 8 MB Raw file(approx.))
•	fairly small in file size (a 20 megapixel camera will produce JPEG between 3 and 5 MB's in size)	the complete (lossless) data from the camera's sensor
•	lower in dynamic range	higher in dynamic range (ability to display more detail in the highlights and shadows)
•	higher in contrast	lower in contrast (flatter, washed out looking)
•	camera will sharpen image	no sharpening
•	immediately suitable for printing, sharing, or posting on the Web	not suitable for printing directly from the camera or without post processing
•	not in need of correction most of the time, assuming the settings on the camera are correct for the subject you are shooting	read only (all changes are saved in an XMP "sidecar" file or to a JPEG or other image format)
•	able to be manipulated, though not without losing data each time an edit is made – even if it's just to rotate the image (the opposite of lossless)	sometimes admissible in a court as evidence (as opposed to a changeable image format)
•	processed by your camera	waiting to be processed by your computer

PSD

- Used by Photoshop and Elements
- Retains adjustment layers, masks, shapes, clipping paths, layer styles, blending modes
- Useful if you want to retain what adjustments have been made or go back to past edits to tweak
- PSDs often are large in size, especially if you edit with many layers
- Unless you are printing from an Adobe application like Photoshop, or possibly another graphics program, you will need to save in a different format for printing, such as at a professional lab.
- You cannot display on the web in this format.



TIFF

- Highest quality
- Excellent for print
- Retains information in layers, depending how you save it.
- Extremely large file size
- Cannot display on the web in this format
- Lossless format
- Use this file type when you send your images to be printed

JPEG

- Most common type
- Viewable by all
- Can be used for print and the web
- When saving as a jpg, you decide what quality you desire
- The JPEG format is lossy format
- Layers are flattened upon saving



PNG

- Smaller file size
- Useful if you need to maintain transparent pixels
- Often used for graphics instead of GIF
- Lossless format
- You can share these files on the web



Software

- Set up your software so that it is easier to use
- Hide tools and panels you don't use very often, if at all (not possible in Elements)
- In Photoshop, you can save your own Workspace so that the layout remains the same
- You can have more than one Workspace.
- In Lightroom you can hide Modules and panels you don't use
- These changes are saved automatically until you change them again.

