Flash Photography 101



August 22, 2015

Agenda

- * 9:00 9:45 Presentation
 - Introduction to Flash Photography
 - * TTL vs Manual
 - Flash Sync Modes
 - Elements of Light
 - Light Modifiers
- * 9:45 12:30 Hands On Demo
 - Flash On Camera
 - * Off Camera Flash
- * 12:30 1:00 Questions & General Discussion

Introduction to Flash Photography

- What is Flash Photography
- When to Use Flash Photography
- * Types of Flash Units
 - * small
 - * large
 - specialty

TTL vs Manual

- * Through The Lens (ETTL, iTTL, PTTL, etc.)
 - metering and amount of flash output is determined by the camera
 - use when the distance between the subject and flash varies

TTL vs Manual (cont.)

- * Manual
 - you control the amount of flash output
 - use when the distance between the subject and flash does not change

Flash Sync Modes

- * Normal Flash Sync
 - * is camera specific, usually a shutter speed up to 1/200 1/250 sec
- High Speed Sync*
- * 1st and 2nd Curtain Sync*

* Will cover in a future class

Elements of Light

- * Direction
- Intensity or Brightness
- Quality
- * Color

Direction

- Determines where shadows fall
- * Can be used to add or remove texture
- * Light directly in front of subject will produce a "flat image"

Intensity or Brightness

- * Amount of light
- Will effect your camera settings more than any other element of light

Quality

- * Determined by:
 - * size of the light source
 - distance from subject

Quality (cont.)

- Small light sources produce harsh light
 - * the sun is a small light source because of its distance from earth

Quality (cont.)

- * Large light sources produce soft light
 - * overcast day the entire sky is the light source...very large soft light

Color

- Camera color output is based on the Kelvin Scale
- We are not going to jump into this today except to show you the effect of bouncing your flash off of a colored surface

Light Modifiers

- * Anything that can be used to change one or more of the Elements of Light
 - * reflectors change the direction of the light
 - * diffusers change the size of the light source
 - * gels change the color of the light

Light Modifiers (cont.)

- * Today we will use
 - * reflectors
 - * diffusers
 - and a technique called bouncing the light which combines both changing the direction and diffusing the light source

Hands On Demo

- * On Camera Flash
 - * we will use TTL mode today

Then we will take a short break

- * Off Camera Flash
 - * we will discuss equipment needed
 - * we will venture into manual mode

Off Camera Flash Connections

- * PC Sync Cord
- * IR Transmitter/Receiver
- * Radio Transmitter/Receiver
- Manufacturer Lighting System i.e., Canon and Nikon have technology built into the flash units that can trigger other flash units