

Model photography and post processing

Bob Bracher and Bob Breach



TOP TIPS

TECHNICAL TIPS

- Ideally use 50-100mm lens (full frame equivalent)
- Camera settings will vary with camera and lighting used
 - Use lowest ISO compatible with right exposure
 - Use aperture priority mode with shallow DOF to soften background (but make sure eyes are in focus - see next slide)
- Mirrorless camera settings
 - For some of the professional studio lighting the exposure will be controlled by the lights not the camera
 - For mirrorless cameras which are normally set to “exposure simulation” mode this doesn’t work so make sure to disable this feature in the menu
 - This should not be necessary with DSLRs

TOP TIPS – THE EYES HAVE IT

- Eyes are critical- must be in focus and sharp
- Enhance eyes – sharpen and/or diffuse rest of image (but not overdone)
- If composition requires eyes looking at camera – then must be straight at the lens
- Have a catchlight in the eyes – but just one !
- Eyes should not be in the same horizontal axis - tilt head or change in post processing
- Leave space around model for “moving around” in post processing. Break the “rules”
 - Try negative space
 - Different position in the frame
 - Close crop

TOP TIPS – POST PROCESSING

Process according to the model and their preferred image

- Does the skin need some adjustments (soft or contrasty?)
- Remove stray hairs especially across eyes
- Remove or reduce impact of any jewellery
- Perhaps reduce saturation and/or contrast
- Use light and shade to bring out bone structure
- Make sure background is not distracting and no colour cast



**BEFORE AND
AFTER SHOTS BY
BOB BRACHER**

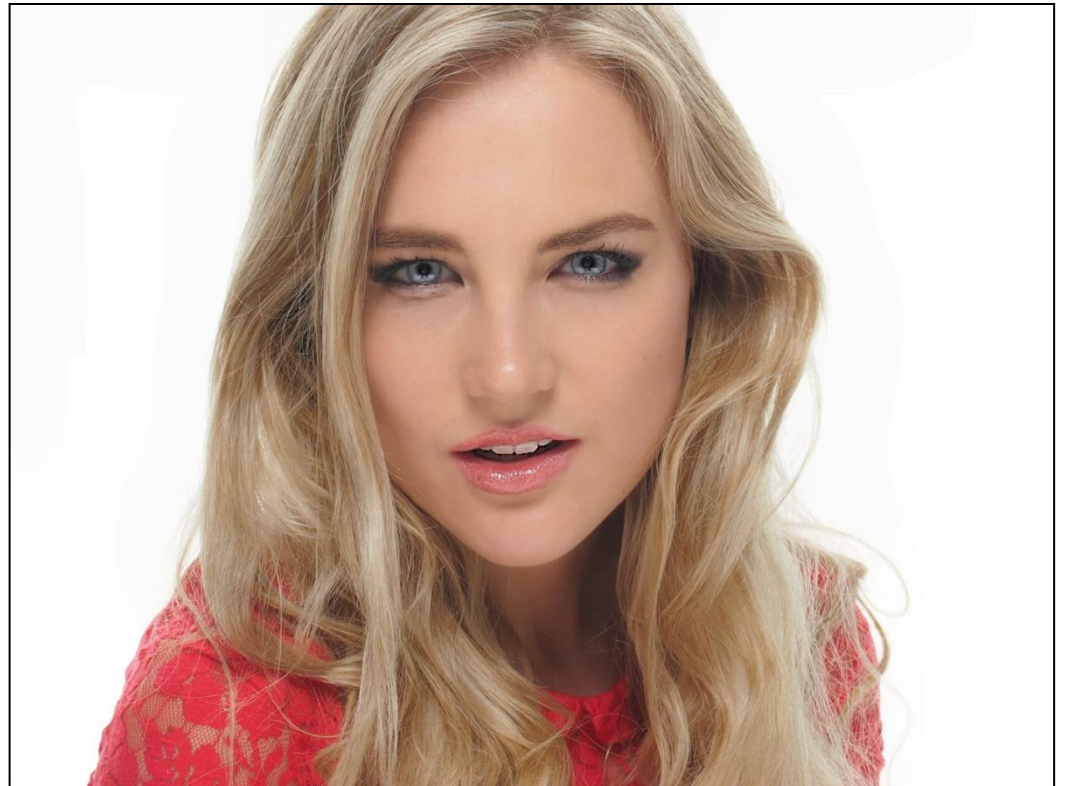
Before and after - 1



Before and after - 2



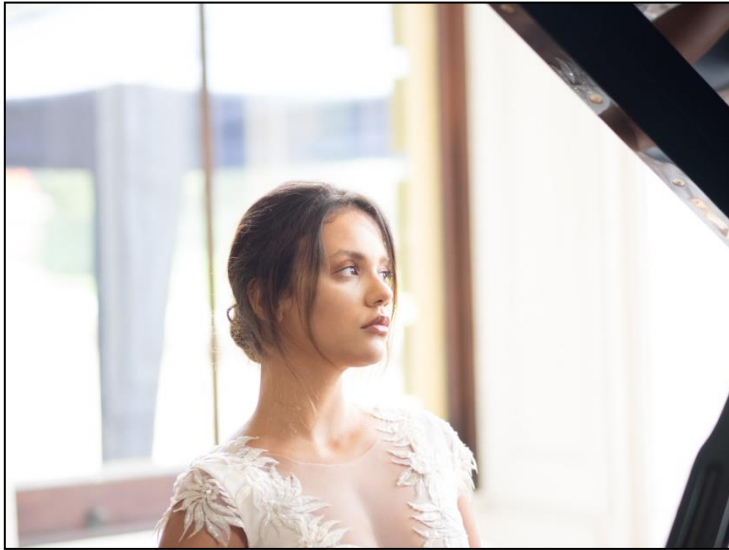
Before and after - 3



Before and after - 4



Before and after - 5



Before and after - 6

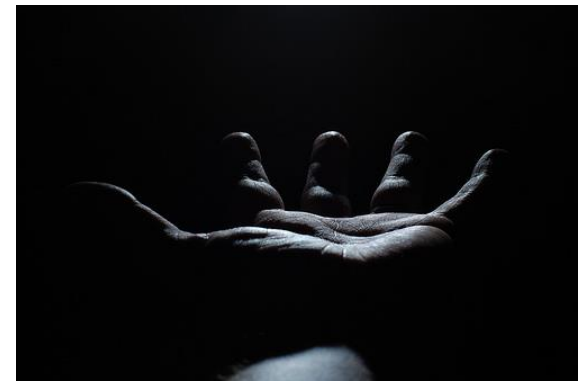
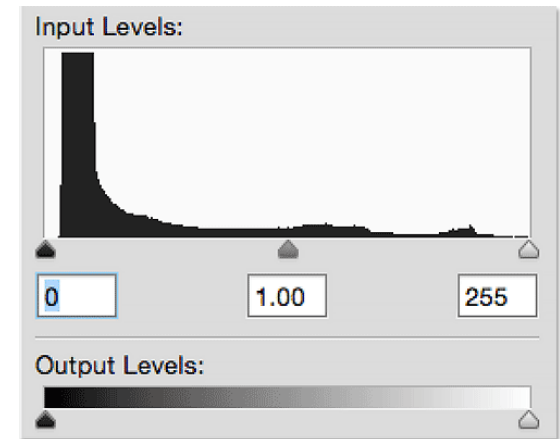




LIGHTING AND CONTRAST

LOW KEY LIGHTING

- A low-key image is one that contains predominantly dark tones and colours
- Conveys atmosphere and mood which is usually dramatic and full of mystery
- Creates striking contrasts through reduced lighting where shadows are now the primary element of the composition
- Can work with colour but often better with mono



CREATING LOW KEY SHOTS IN POST PROCESSING



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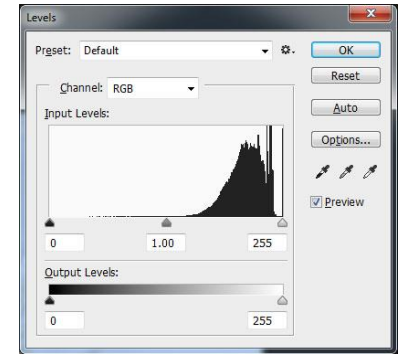
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■ Different ways

- Convert to mono
 - Use levels with layer masks to adjust tonal values and contrast
 - Clone out light areas where necessary
- Copy main image onto black background and paint back relevant areas

HIGH KEY LIGHTING

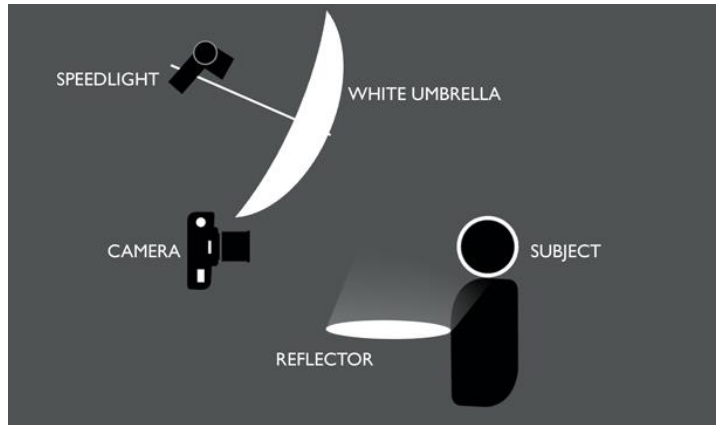
- A high key image is one that is mostly bright, with a range of light tones and whites and not very many blacks or mid-tones
- A high key image tends to be upbeat, optimistic or youthful
- Often also used with an added diffuse layer or less saturation to create a soft mood



- Can create in studio
- Or in post processing
 - Convert to mono or desaturate
 - Use levels and curves (where necessary in layers)
 - Add light Gaussian blur and/or reduce clarity/vibrance



STUDIO FLASH



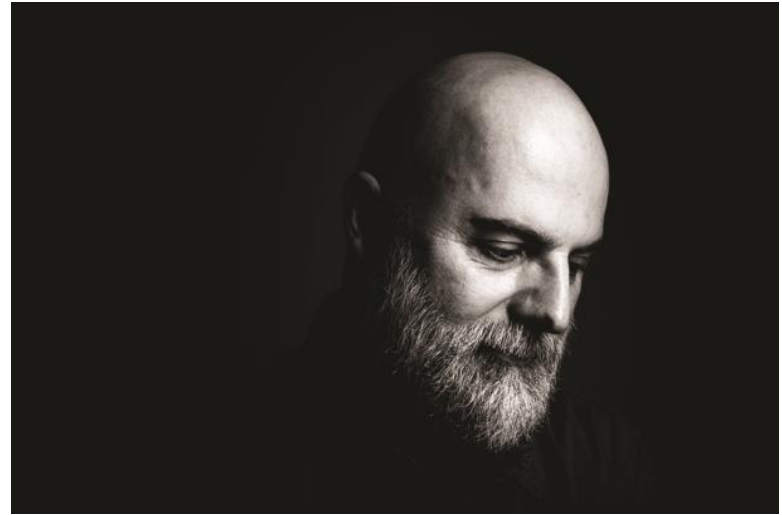
STUDIO FLASH



- Flash heads with soft box or umbrella (bounce or “shoot through”) on stand can be used instead of “proper” studio lights
- Can use a variety of options for more creative effects
- Usually cheaper and/or more portable than “proper” studio lights
- Can use one or more flash units
- Wired or wireless sync between camera and flash units
- For wireless can use specialist trigger units or some top range flash units have built in wireless connectivity
- Set up can be as simple or complex as you wish

FLASH STUDIO - AN EXAMPLE

- Simple low key portraits
- Underexpose for ambient light to get dark background
- Use low power diffuse manual flash to illuminate face
- Make sure that flash does not expose the background





**PORTRAIT
PROFESSIONAL
SOFTWARE**

PORTRAIT PROFESSIONAL

- Specialist software for portraits (£50 or more for higher spec versions)
- Very sophisticated options including “face sculpting”
- Not liked by many (can be over the top) but relatively simple to use
- Used with care and with manual intervention to tone down effects can be useful

AN EXAMPLE



From camera

Initial post process
image



AN EXAMPLE



From camera

Initial post process
image + PP

