

assignment: Tilt/Shift

Create 4 different Tilt/Shift images using PS6

Shoot from up high for greatest effect.

Option: You can check out a tilt shift lens or use a lens baby for 2 of your 4 images.

Objective:

We will use Photoshop techniques to mimic the effects of a tilt shift lens. shoot images from a high angle for the greatest effect. By adding blur/depth of field to specific areas of an image, you can manipulate it to give it a miniature and unreal quality.

- 1) Shoot the images -a minimum of 4 separate images.
- 2) Load the images into Photoshop
- 3) Tilt Shift them, play and explore
- 4) Clean up images (dust, problem areas, etc.)
- 5) Color Correct, **make the images look Awesome.**
- 4) Save the images as -Adobe RGB 1998
 - psd files
 - 8 bit
 - 2160 pixels on longest Side
- 5) Title:
 - tilt1
 - tilt2
 - tilt3
 - tilt4
- 6) Type it up: corresponding to the titled image, identify what technique you used and your thoughts on the image, was it successful, did you accomplish your set out goals atc.
- 7) Print all images -1 print per 8.5×11 inch page
- 8) Turn in a flash drive with layered files and flattened files

Turn in:

Envelope containing 4 printed images, Flashdrive, typed thoughts

-Name, project, class day and time, date, email and phone#

What we are looking for:

- Miniature models are usually viewed from above so try and choose a photo with an elevated viewpoint. Buildings, roads, traffic and railways, parking garages are excellent choices. Breaking the known successes, the exploration of street level has worked for some scenes.
- Use a wide angle lens, grab a wide view for greatest effect.
- Have a large Depth of field to work with, foreground, middle-ground, background. You can then control the depth of field in PS for your Tilt Shift image. Avoid flat scenes, such as a wall.
- Go for harsh light, mid-day. Models are usually shot with one harsh directional light source.
- Tilt-shift lenses were originally designed to correct perspective when taking photos of buildings. Some of you may know about tilt shift through your large format photography classes. The tilt shift look we will be exploring will have an unnaturally short depth-of-field.
- detail, well lit scenes, contrast, bright color.**

many models are brightly painted, so enhance the saturation and a contrast boost is usually a good idea.

- Keep people far away, miniature people are not usually detailed.
- You need a point of focus. something **interesting** your viewer will want to explore.

an article about using tilt/shift for landscape

<http://www.cambridgeincolour.com/tutorials/tilt-shift-lenses2.htm>

<http://www.oopoomoo.com/2012/03/seven-advantages-of-using-tilt-shift-lenses/>

<http://www.digitalcameraworld.com/2013/10/30/tilt-shift-photography-how-to-use-1-lens-for-6-different-effects/>

https://www.australianlight.com.au/blog/post/using_lens_tilt_for_landscape_photography/

Tilt shift lens for pano

<http://www.lynda.com/Photoshop-tutorials/Using-tilt-shift-lens-panorama/187497/370881-4.html>

https://en.wikipedia.org/wiki/Tilt%E2%80%93shift_photography

Pre – CS6 links

<http://martybugs.net/blog/blog.cgi/photoshop/tutorials/TiltShiftTutorial.html>

http://en.wikipedia.org/wiki/Tilt-shift_miniature_faking

<http://www.smashingmagazine.com/2008/11/16/beautiful-examples-of-tilt-shift-photography/>

<http://www.flickr.com/groups/tilt-shift-fakes/>

<http://www.flickr.com/groups/tilt-shift1-2miniatures/>

<http://tiltshiftable.com/>

<http://visualphotoguide.com/tilt-shift-photoshop-tutorial-how-to-make-fake-miniature-scenes/>

<http://tiltshiftmaker.com/>

Photoshop CC Blur Gallery:

<https://helpx.adobe.com/photoshop/using/blur-gallery.html>

<https://helpx.adobe.com/photoshop/how-to/add-motion-blur-effects.html>

<http://tv.adobe.com/watch/photoshopcafe-tv/photoshop-cs6-beta-tiltshift-blurs-and-more-in-the-blur-gallery/>

check this out

<http://www.deke.com/content/hdr-acr-photoshop-cc>

