



NVPS Education & Training
Jeff Hancock

IN CAMERA ABSTRACTS



Agenda

- What is an abstract
- Why use in camera techniques
- Zooming
- Spinning
- Panning
- Shapes
- Swirling
- Live Demo

What is an Abstract?

- You'll know it when you see it
- Emphasis on form, shape, color, texture, rather than identifiable subject
- Very subjective
 - Some people are uneasy not knowing the subject
 - Some people have expectations of what to expect from an abstract, geometry, rhythm, symmetry, etc.
 - It's hard to know what will make an abstract work for a particular viewer
- Many traditional photo evaluation techniques apply
 - Leading lines
 - Eye movement through the photo (Left to right, top to bottom)
 - Resting points
 - Ability to convey mood or emotion



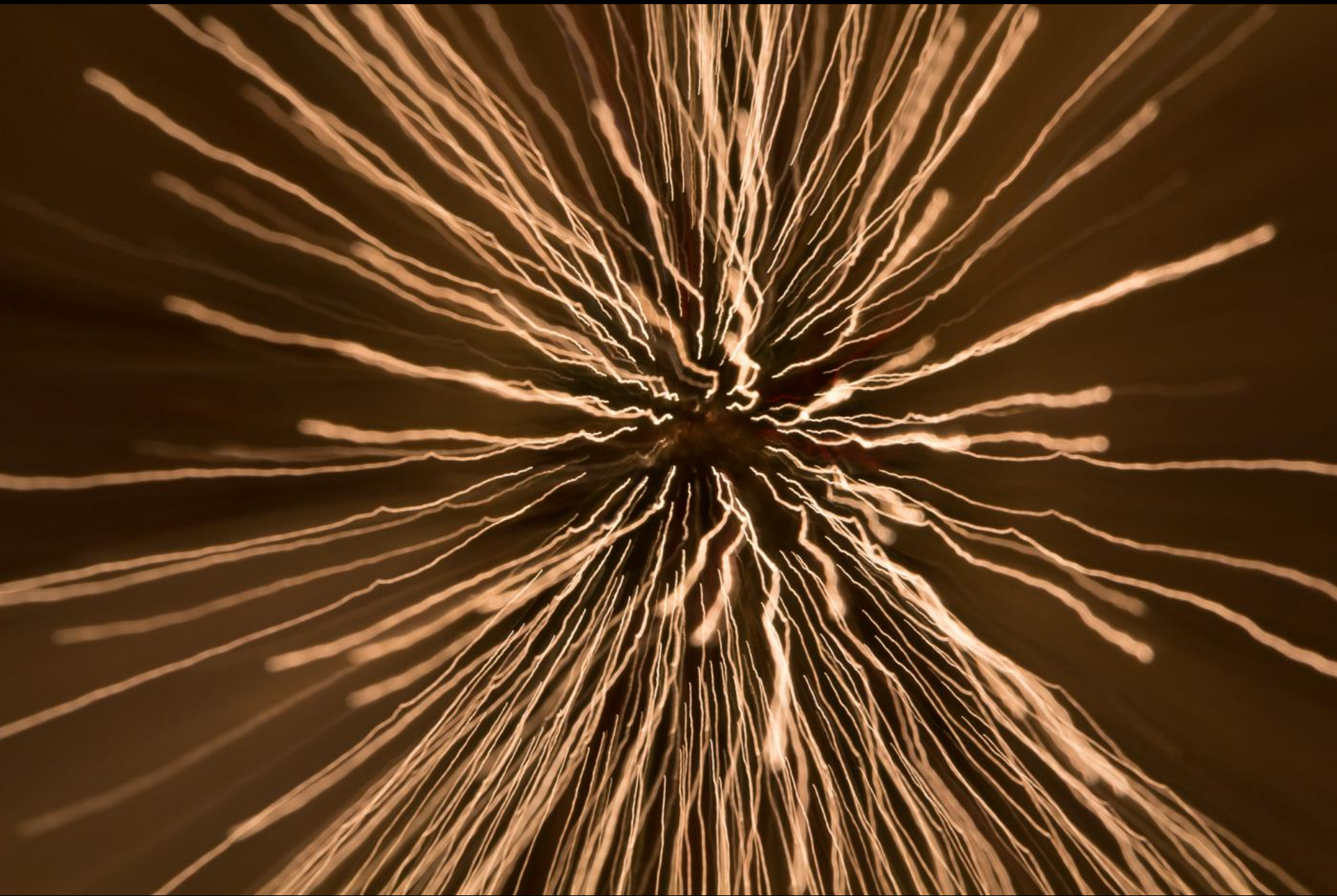
Why use in camera techniques?

- It's fun
- You can do it anywhere
- You never know what you're going to get
- It's great to have in your "tool bag" when you have bad conditions and you still want to make photos
- It can freak out your friends
- You can say "no" when people ask if it's photoshopped.

Zooming

- Find a high contrast subject
- Start zoomed in or zoomed out
- Pick a long exposure time (1/15 or slower)
- Expose while zooming out or in
- If you like, pause before zooming to freeze the subject, this can give a surreal effect, but it's not as abstract
- Image will expand from the center of the photo











Spinning

- High contrast subject
- Long exposure
- Spin the camera around the lens
- Repeat as necessary





Panning - Abstract

- Long Exposure
- Move the camera in one direction with a fixed subject
 - Up or Down
 - Right or Left
 - Diagonally
- Add a bump to make it more interesting

Panning down

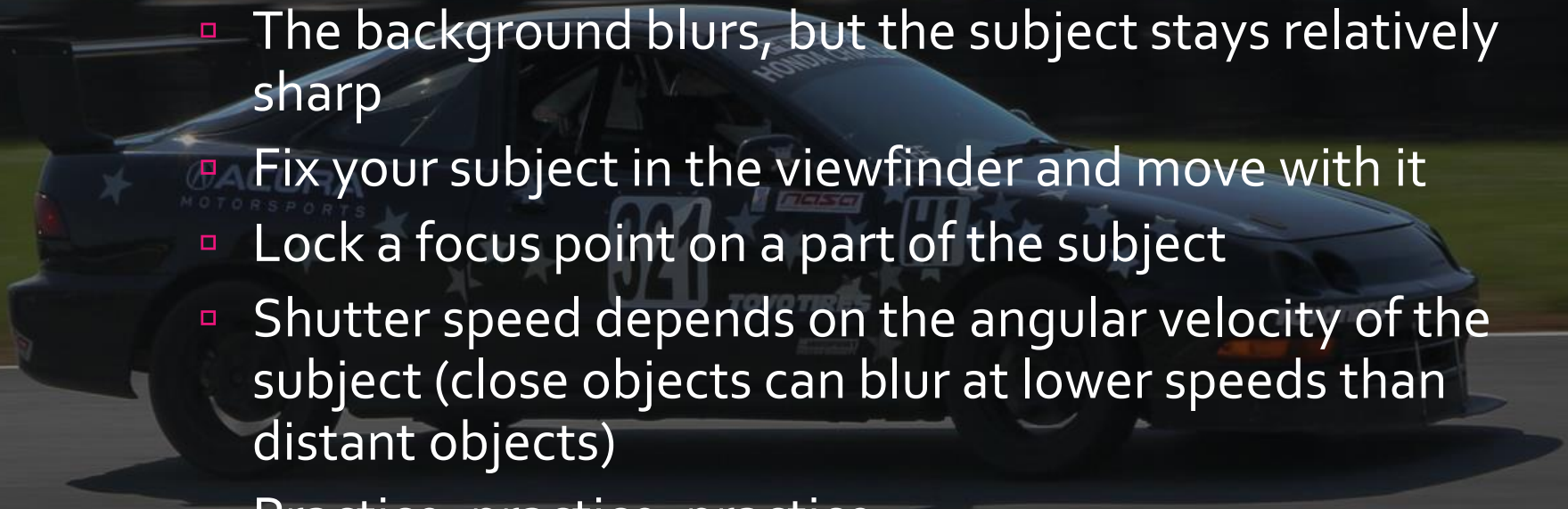


Pan down with a bump



Panning - Non-Abstract

- A non-abstract technique for panning involves tracking with a subject while taking a long exposure
 - The background blurs, but the subject stays relatively sharp
 - Fix your subject in the viewfinder and move with it
 - Lock a focus point on a part of the subject
 - Shutter speed depends on the angular velocity of the subject (close objects can blur at lower speeds than distant objects)
 - Practice, practice, practice



Sharp panning example



Shapes

- High contrast subject, especially lights
- Move the camera in a circle, square, etc., while pointed at the subject
- Lights will turn into circles while the rest of the scene will blur



Swirling

- Zoom and spin at the same time.
- Creates leading lines to a focal point that can be relatively sharp
- Hold zoom lens steady and move camera body around lens









This is your Xmas Tree on ...



Xmas cheer



Way too much egg nog



Weed



Cocaine



Heroin



Ecstasy



LSD



PCP

Any Questions?



Live Demo!

