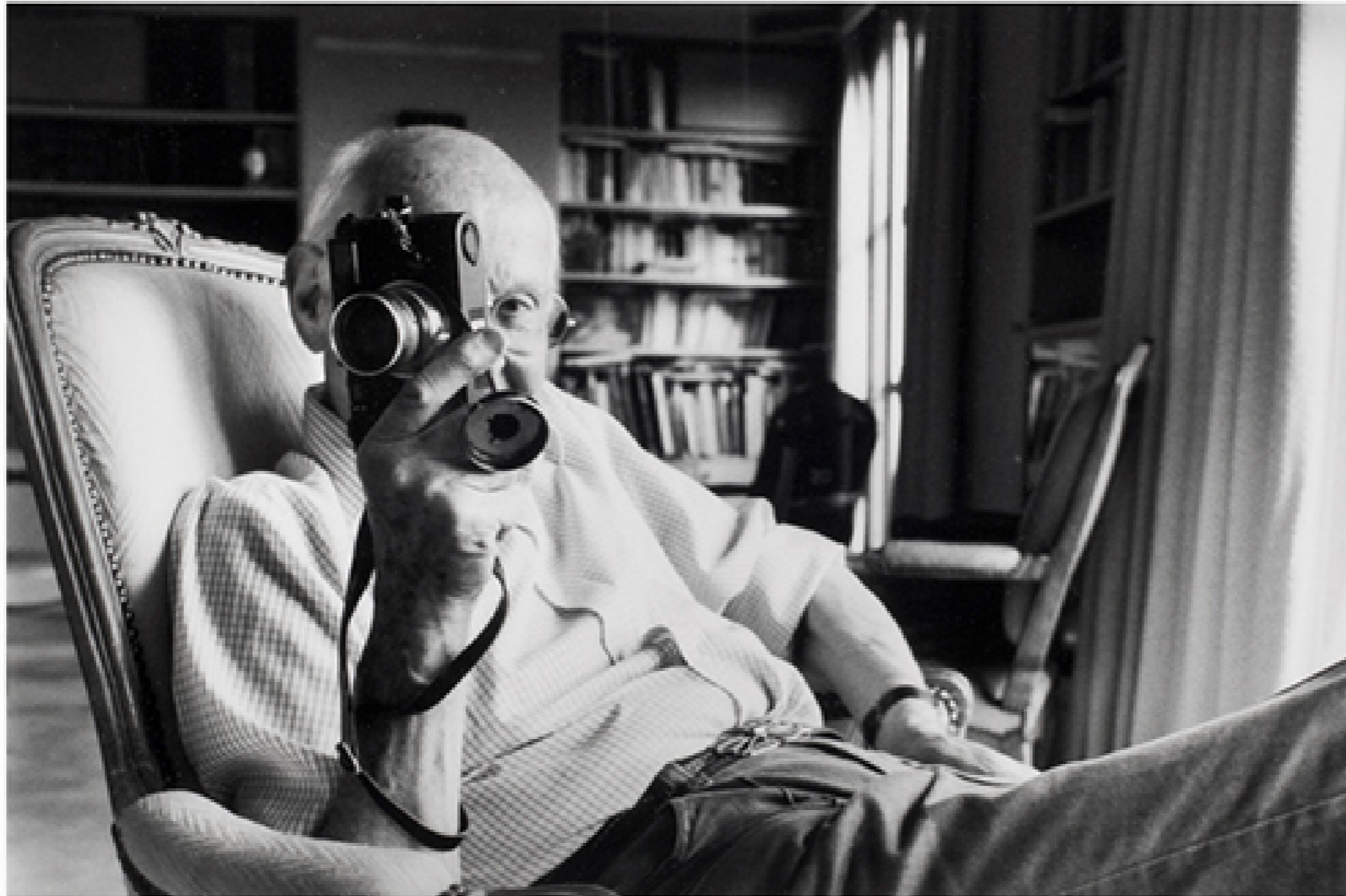




Composition and the Elements of Design

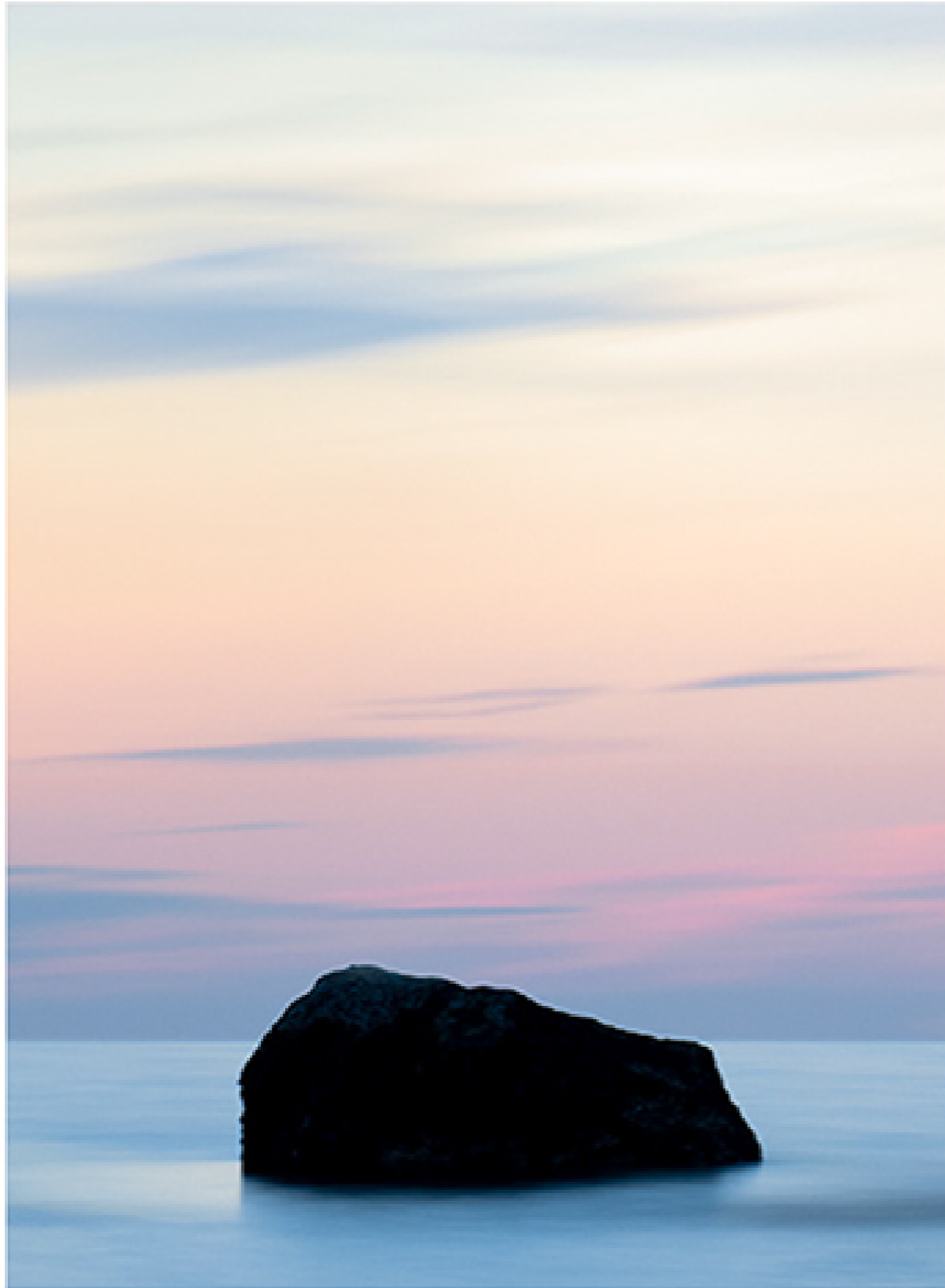
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Composition



Composition must have its own inevitability about it."

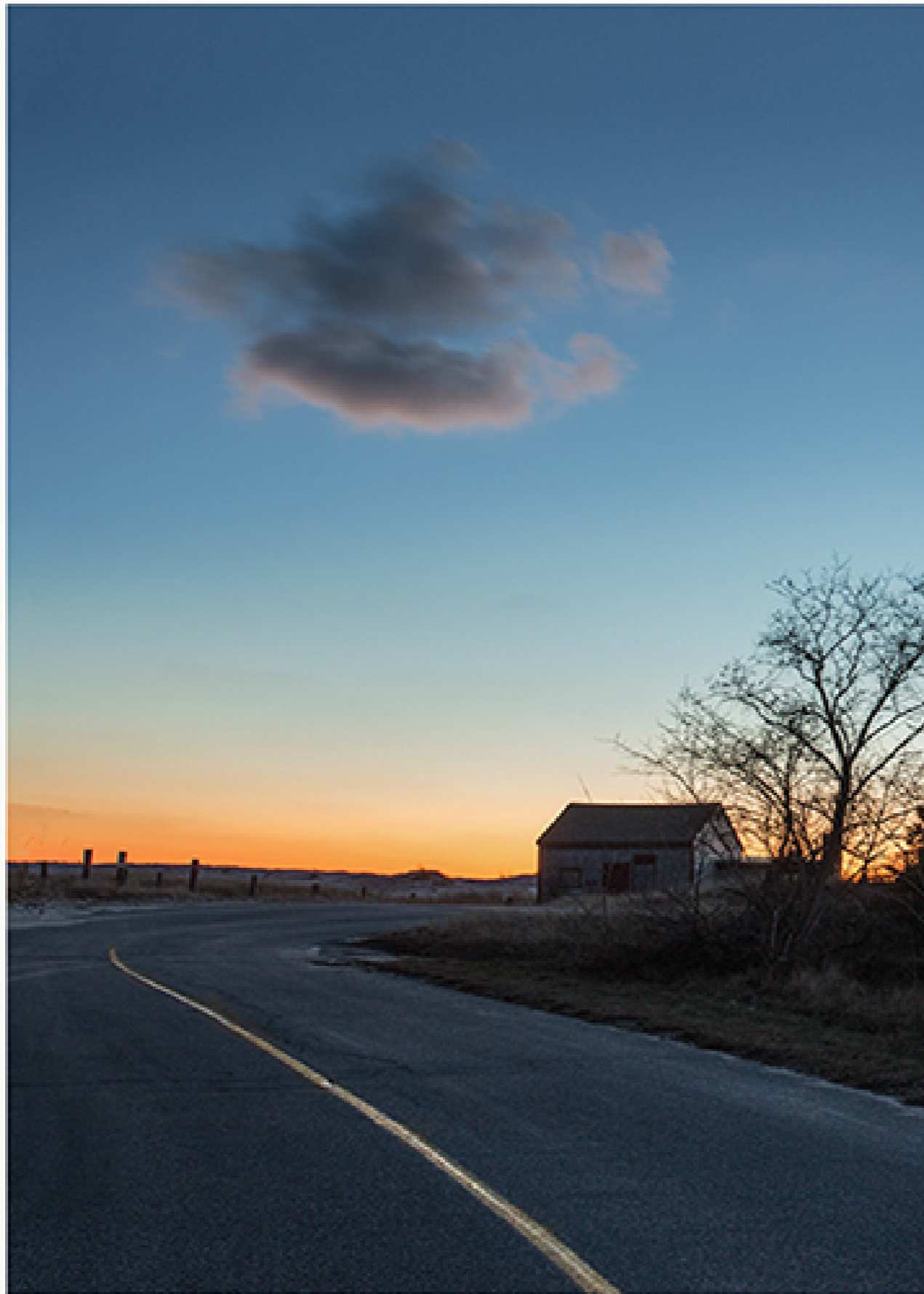
– Henri Cartier-Bresson



It's not about "taking"
or "shooting" a photo.

It's about using elements
in the scene to compose
an expressive image.

ISO 100, F8, 60 secs.



Elements of Design

Framing

Focal Point

Light

Line/Shape/Form

Pattern

Texture

Flow/Movement/Rhythm

Balance

(Rule of thirds, framing, space)

Simplicity



Framing

Framing
Using elements
in the scene
to frame subject















Viewfinder as picture frame.



Look for natural edges

Photography is about “selection”

Painting is about “synthesis”

- Photography historian

John Szarkowski

in *The Photographer's Eye*

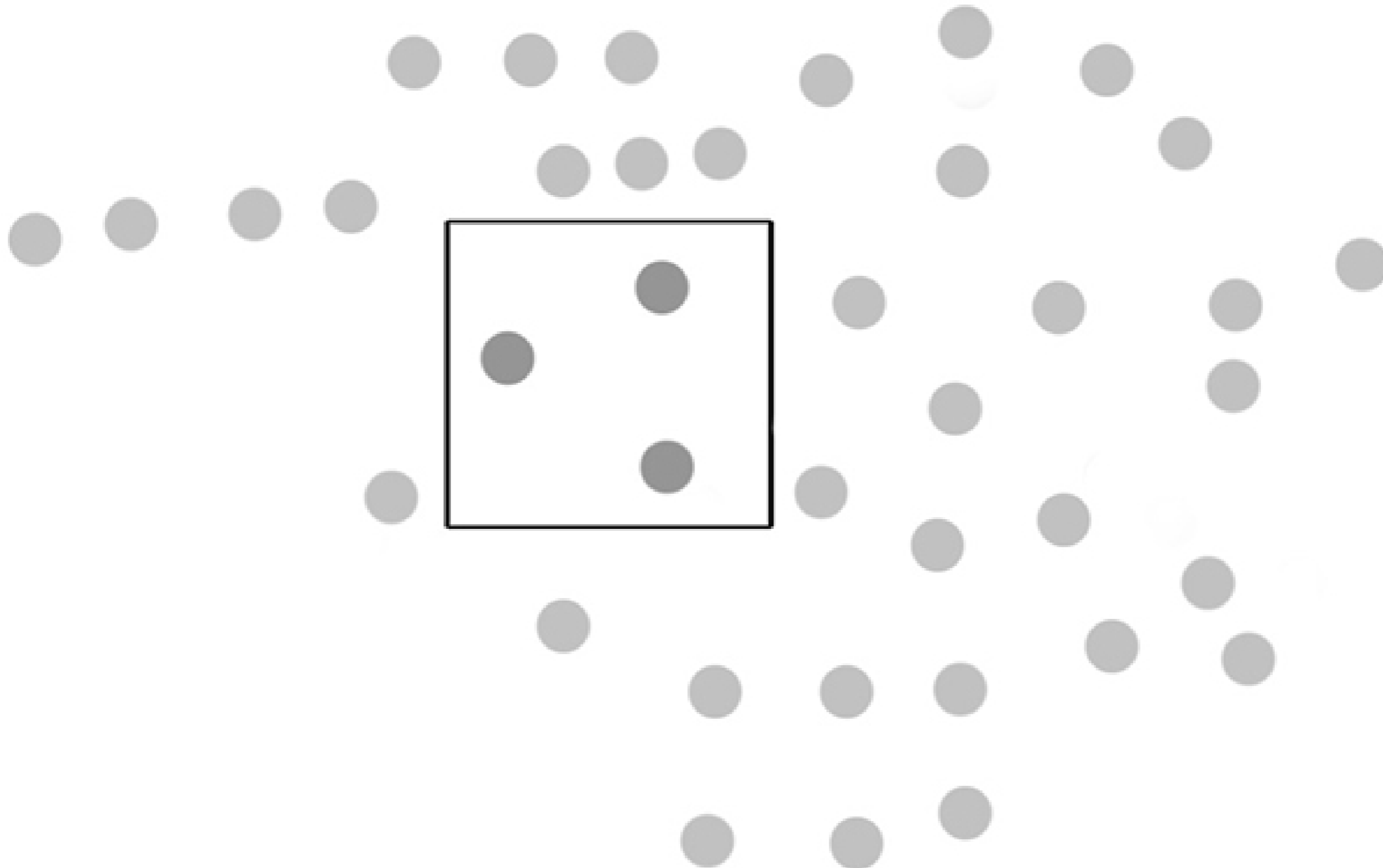
Framing:

What you leave out can be as important
as what you leave in.



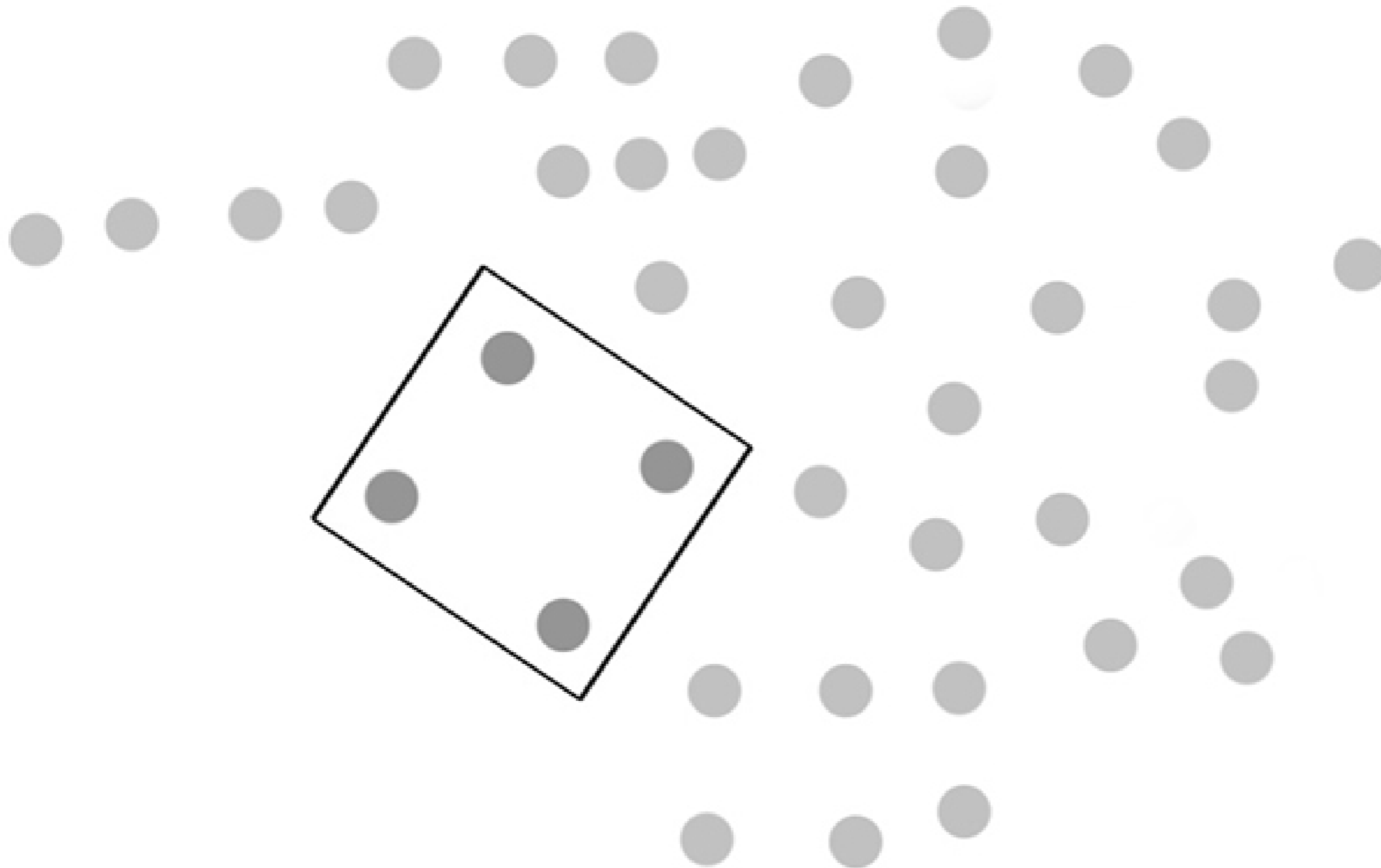
Framing:

What you leave out can be as important as what you leave in.



Framing:

What you leave out can be as important as what you leave in.



Work the Scene



Work the Scene



Work the Scene

















What you leave out
is as important
as what you leave in.



You don't always need the whole bird . . .



or the whole boat (or dock) . . .



. . . or person.



Find a Focal Point



Focal Point



Focal Point



Focal Point



Focal Point



Focal Point



Focal Point



Keep it simple.



Keep it simple.







You can have a lot going on....



...but keep the design simple.



1/4 sec/., f8, ISO 100, 24mm

Focal Point



Focal Point



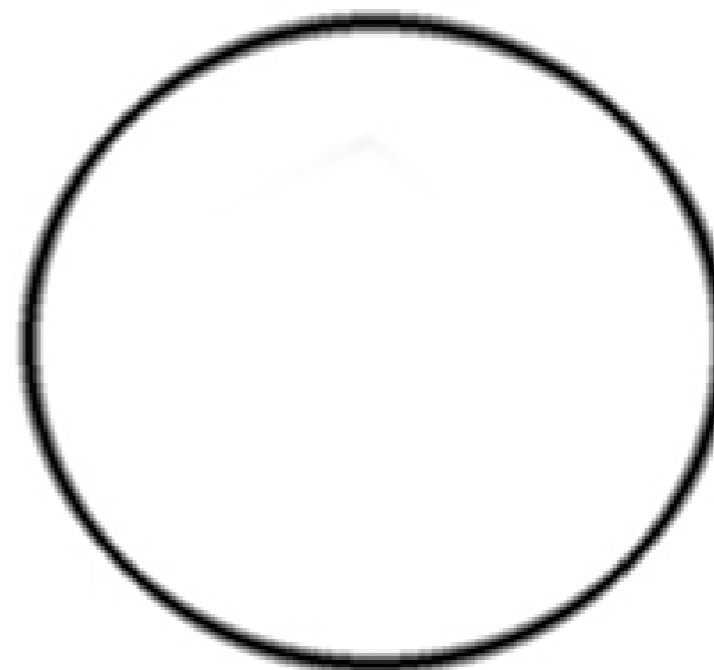
Focal Point



Light

Pay attention to the quantity, quality, direction & color.





Look for Lines & Shapes



Leading Line



Leading Line









Patterns, Repetition, Rhythm



Flow, Line, Rhythm, Pattern, Texture







Organize elements into subtle geometric arrangements









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Rule of Thirds

Rule of Thirds



Balance



Rule of Thirds



There are always exceptions.



There are always exceptions to the rules.
Sometimes centering works.



Texture









Depth of Field & Shutter Speed
to affect and texture



Shutter speed 1/500th second

Shutter speed affects texture.



Shutter speed 1/30th second



Shutter speed 6 seconds



14mm, 30 secs.



F4.5, 400mm, 500d close-up filter

Depth of field affects texture



F8, 24mm

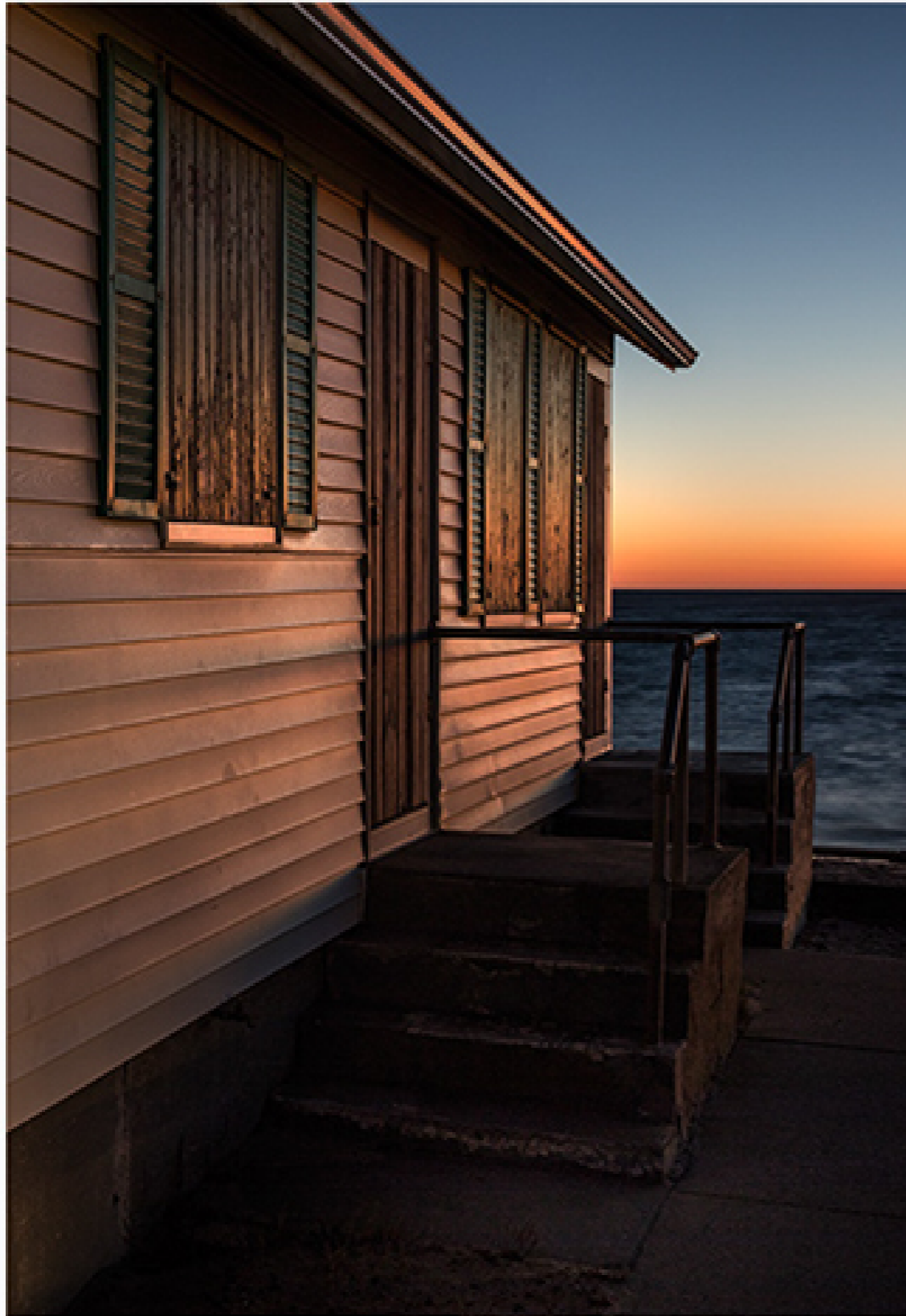
Depth of field affects texture

Edit to Increase or Decrease Texture

Lighroom and/or Photoshop

Harden texture: Increase clarity with Clarity and De-Hazesliders, sharpening, contrast adjustments, and plug-ins like Color Efex Pro (Detail Extractor).

Soften texture: Decrease clarity with Clarity slider, contrast adjustments, blur filters and plug-ins.

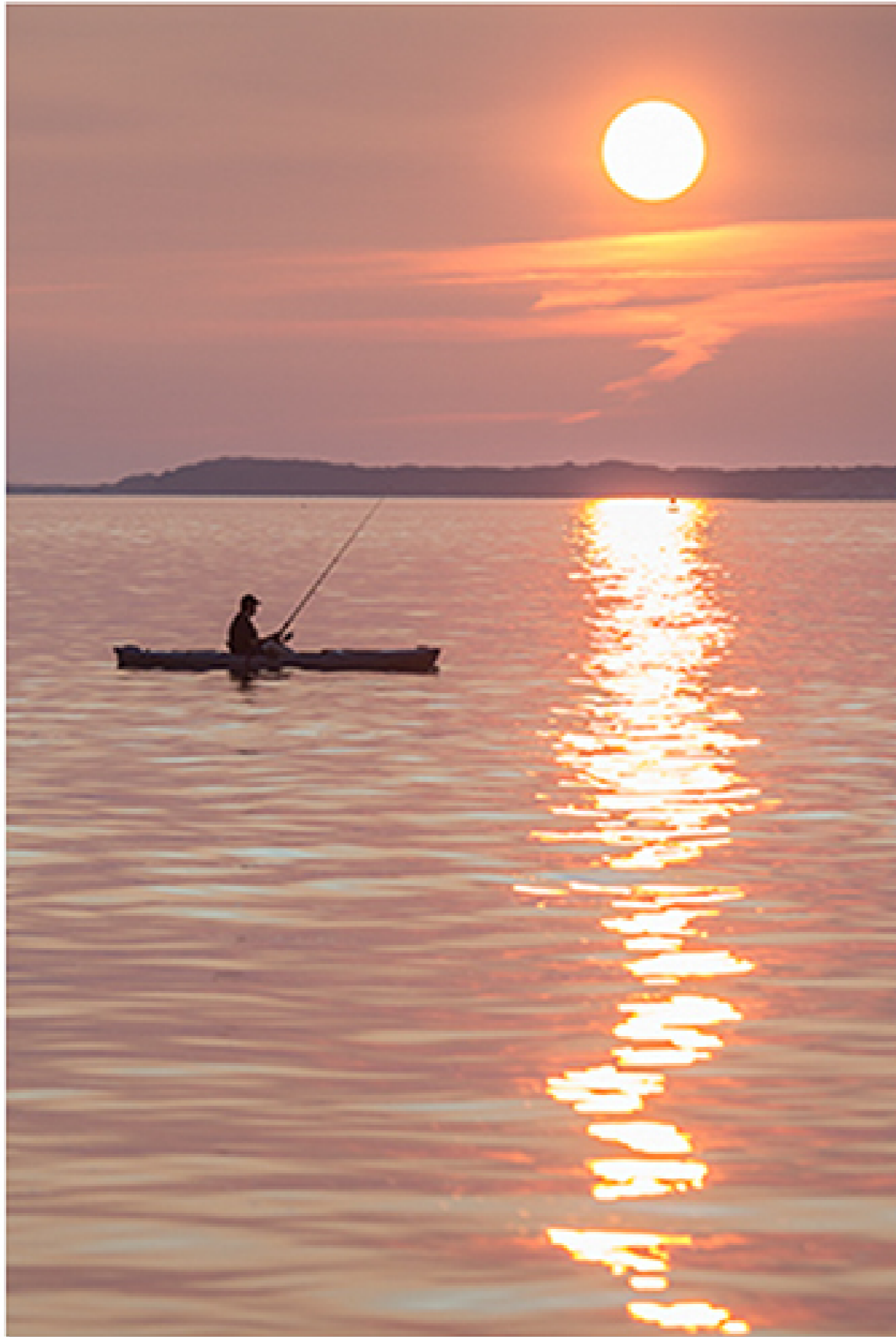


Composition and the Elements of Design

Look for interesting light

Frame the shot
Watch the edges
Keep it simple

Use lines & shapes
to organize your composition,
to create order out of chaos



Order out of Chaos

Framing

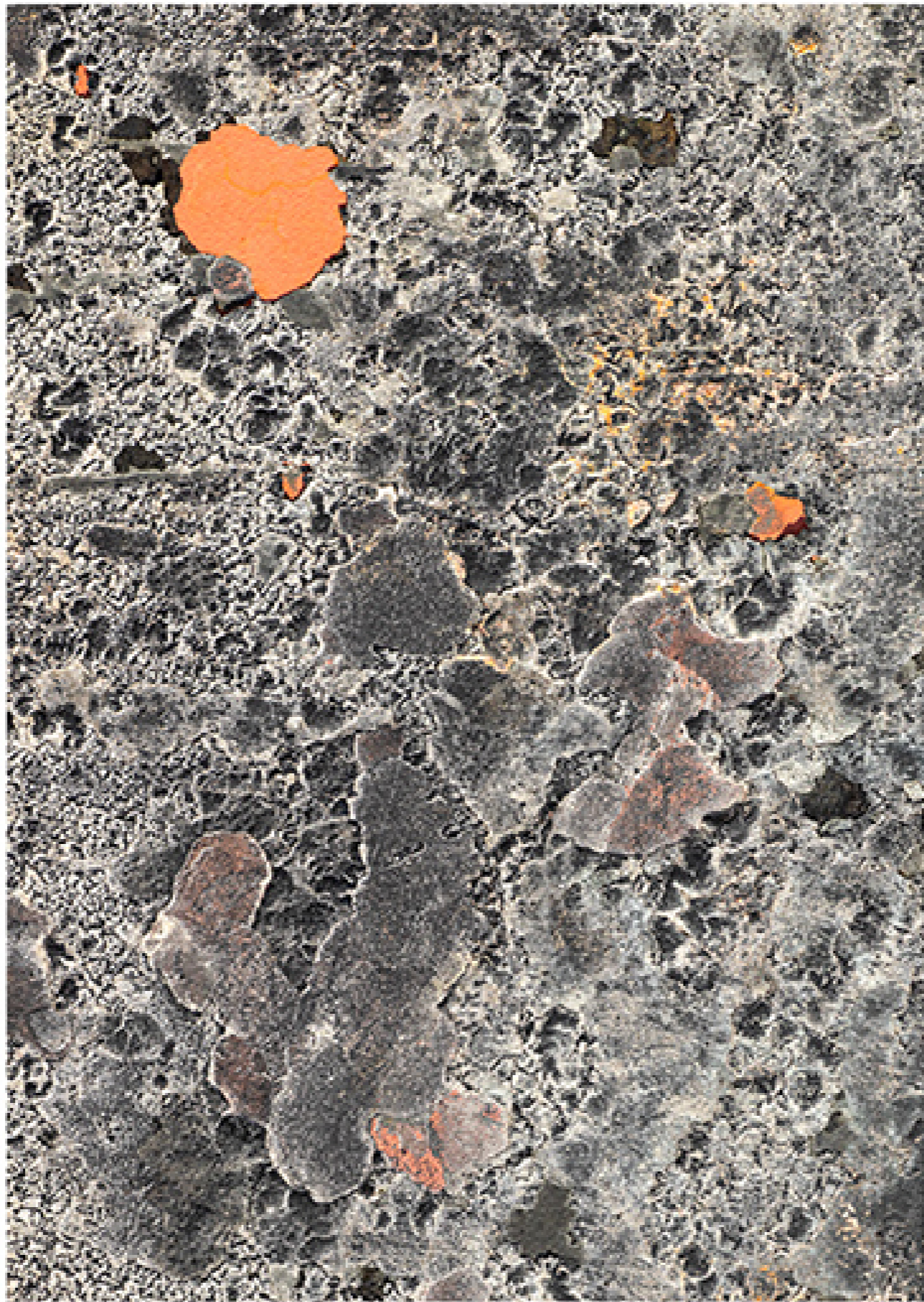
Focal point

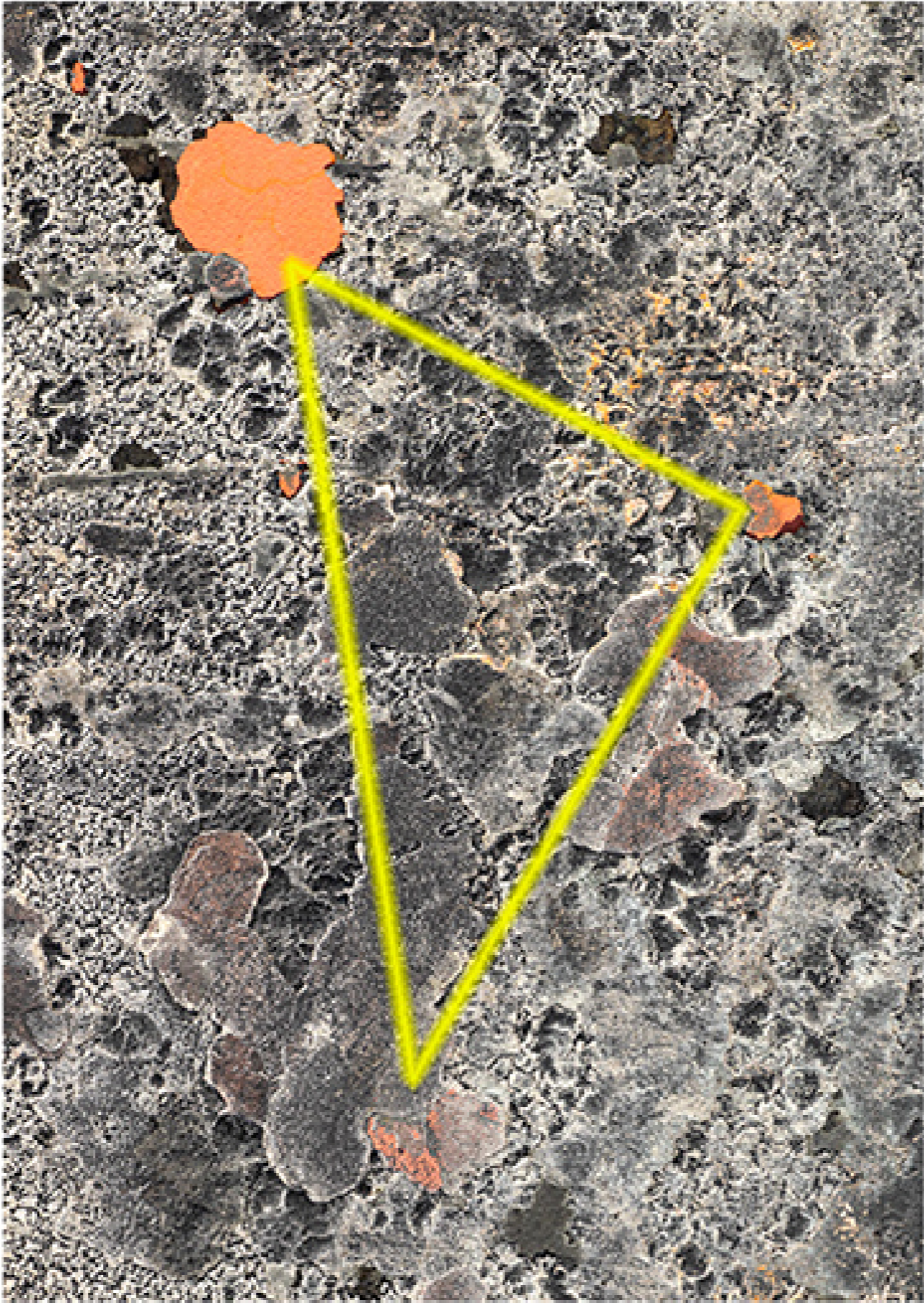
Light

Lines

Patterns

Textures

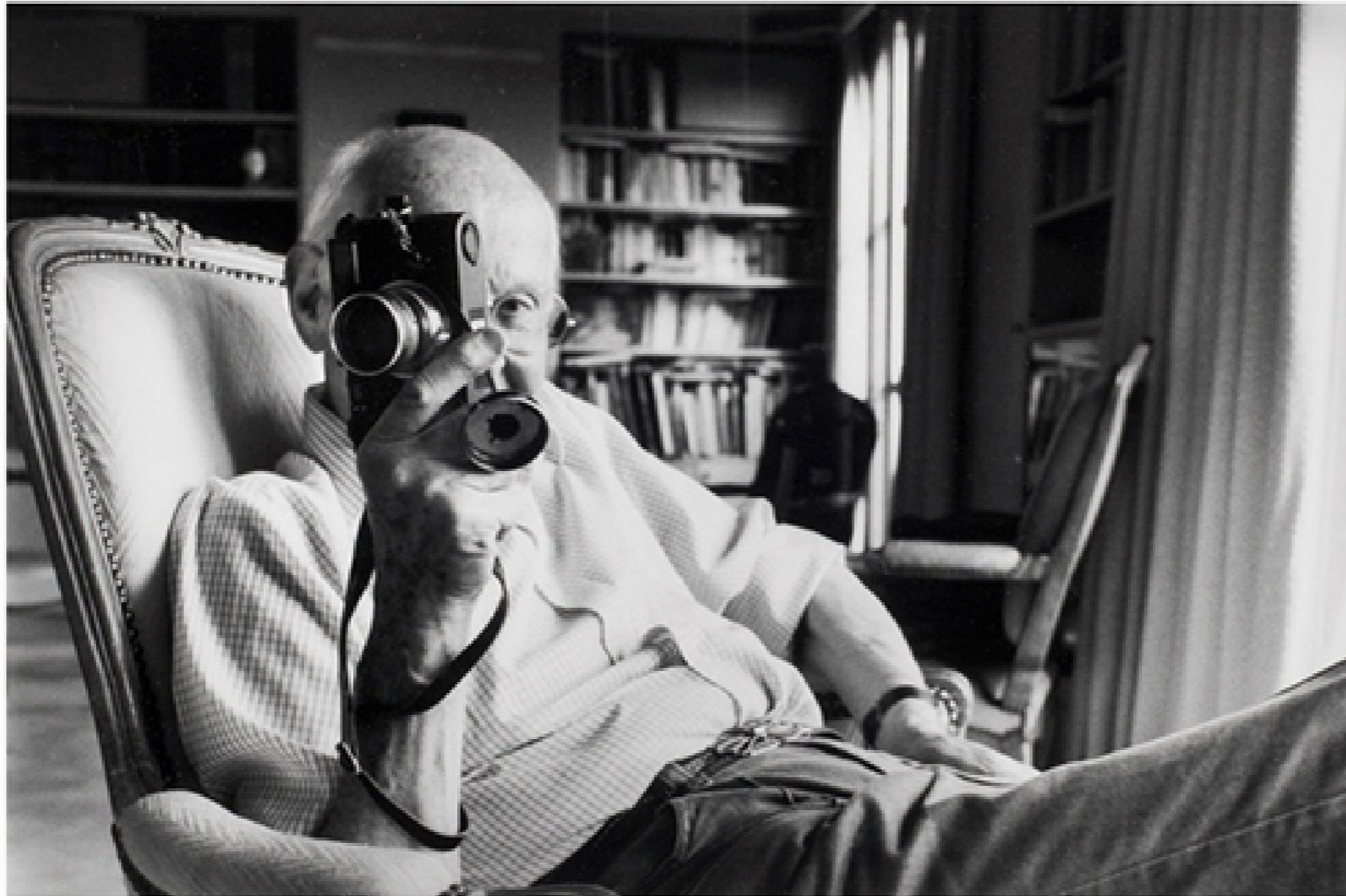








Composition



Composition must have its own inevitability about it."

– Henri Cartier-Bresson

One last thought from Ansel...

...with most of my photographs, the subject appears as a found object, something discovered, not arranged by me. I usually have an immediate recognition of the potential image, and I have found that too much concern about matters such as conventional composition may take the edge off the first inclusive reaction.

- Ansel Adams