

# Color's Contribution to Telling Your Story

The background of the slide is split into two main sections. On the left, a large white circle is partially visible, containing the title text. On the right, there is a vertical gradient of colors ranging from a deep blue at the top to a light green at the bottom, with a thin white line separating it from the white circle.

Announcements  
from Barbara. . .



# This Week's Assignment

- Create your story board. Photograph it to present in the next class
- Examples of Viewpoint and Perspective included in your 3-5 images

# Color – Black & White - Composites

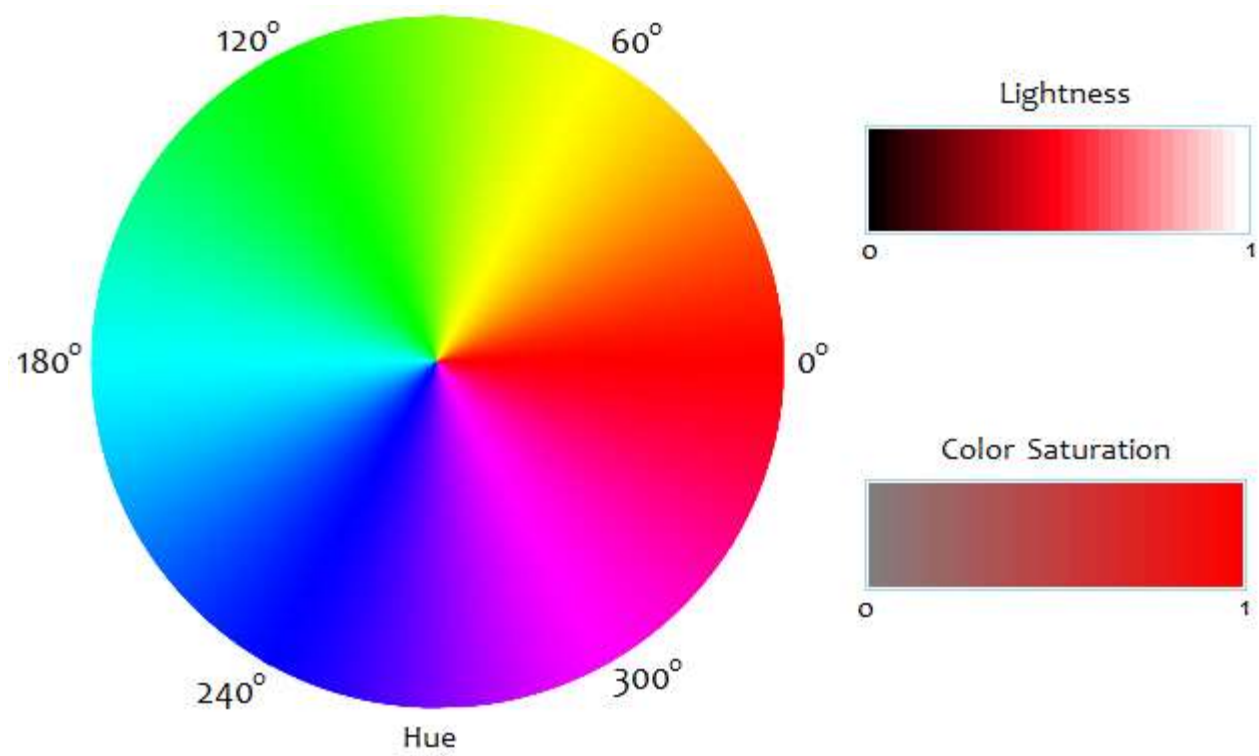


# Human Eye

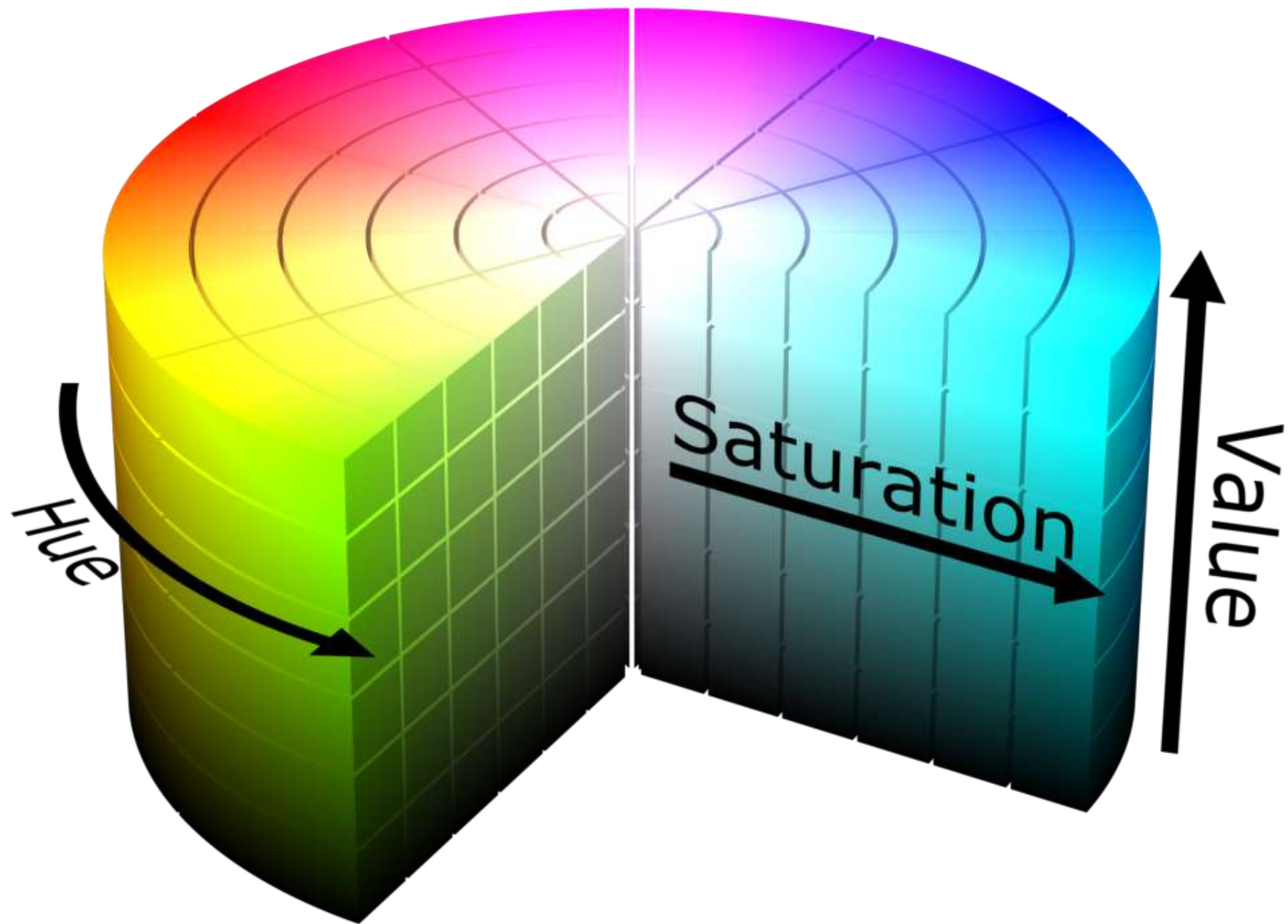
- Can distinguish between 16 million hues in the color spectrum
- Elements (cones) see Red, Green and Blue – very convenient for photographers
- Cameras record RGB (also convenient)
- Monitors project in RGB(W) (also convenient)
- BIG Problem:
  - Printers (Commercial and Photographic) print in CMYK
  - Very inconvenient-leads to many printing challenges for photographers

# Basic Color Attributes/Descriptors

- Hue: The base color tone at its most saturated state
- Lightness/Value: Light to Dark Tones from White to Darkest
- Saturation: Intensity/Vibrance  
= Color





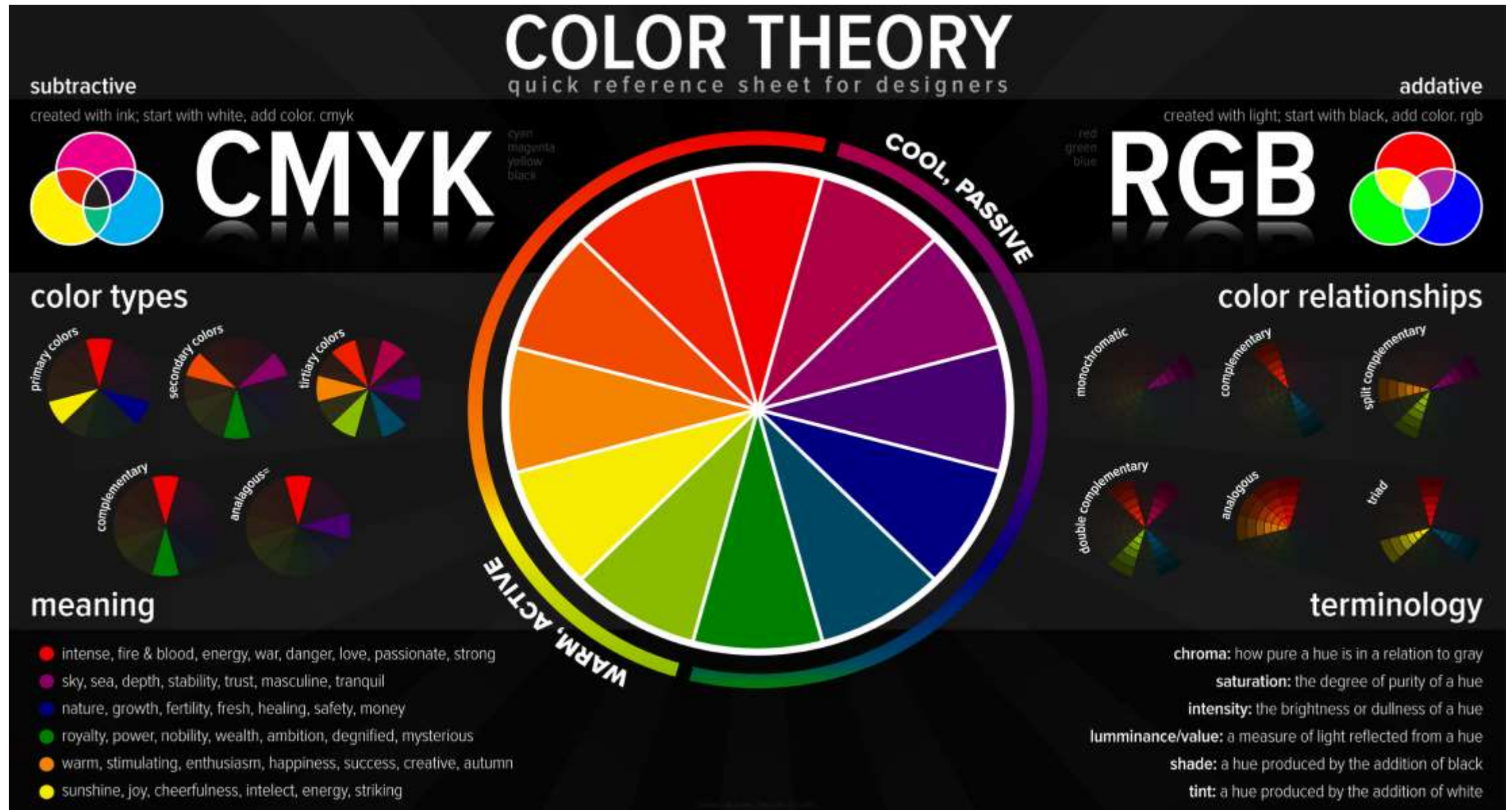




# Color Messages

- Used to direct eye travel
- Can add visual weight to photo
- Warm: Yellow, Reds and Orange (sunsets, sunrise, fire, *reds require careful placement*)
- Cool: Blue, Violet and Greens (soothing, snow, water, shadows, sky, grass)
- Vibrant: Enhanced with Saturation (energetic, interesting)
- Contrasting: Can add emphasis: vibrant blue/violet sky, warm (grassland in foreground)

# Color Wheel - Simplified



# Warm Colors

Red, Yellow, Orange, Light Green









# Cool Colors

Magenta, Blue, Violet, Green













# What about the Lack of Color







# Directing Eye: POI, Landing Zone















# Contrast











# Saturation







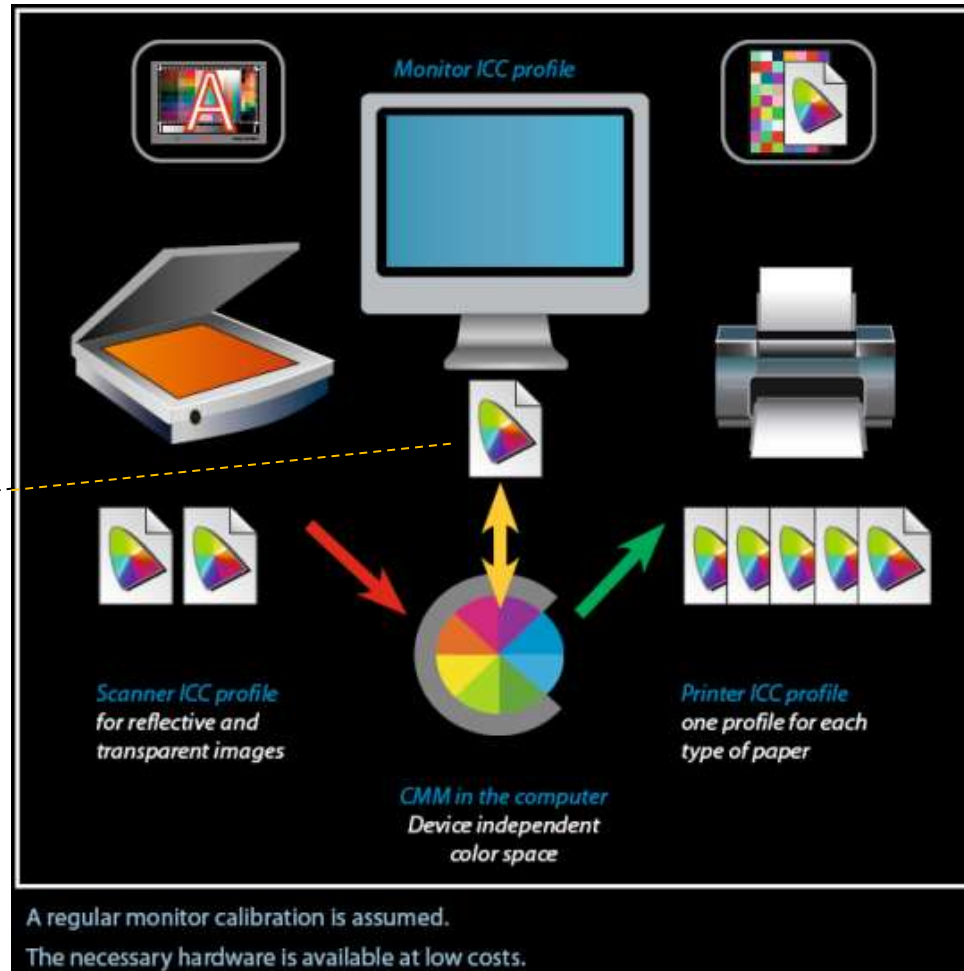




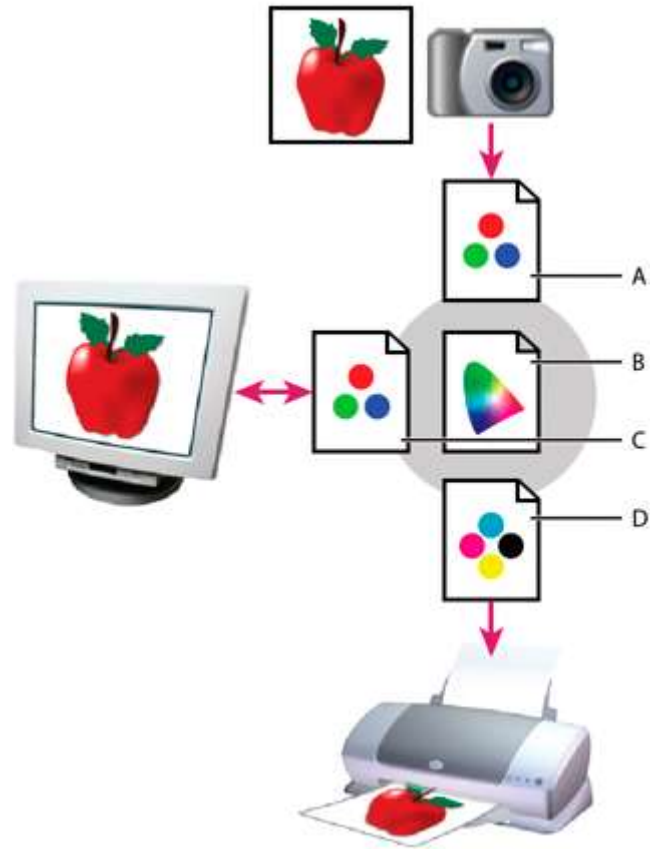
# Color Management -*Simplified*

Profiling - No Two Color-Recording/Transmitting/Printing  
Devices See Color The Same

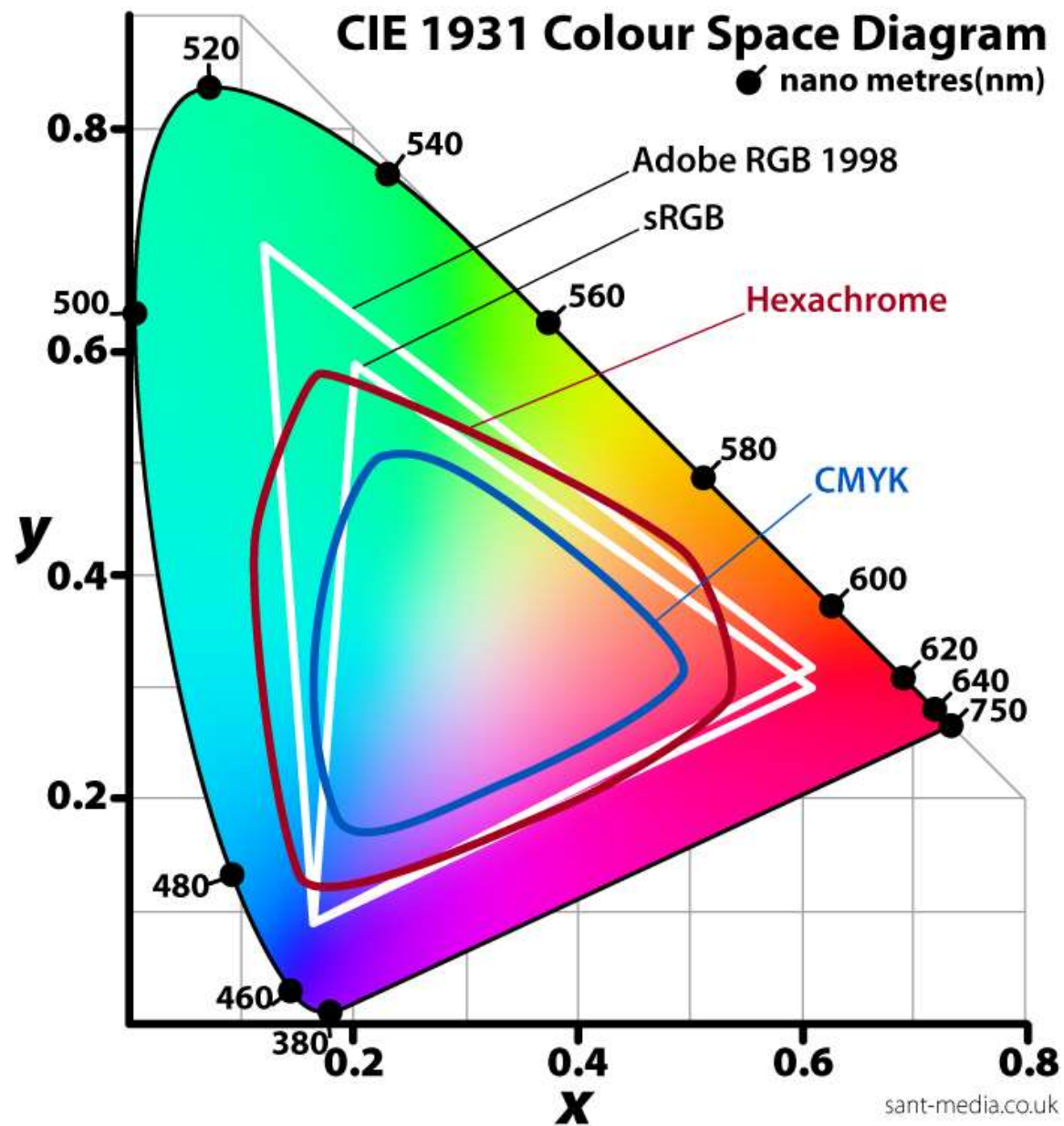
Photo Editor



# Color Managed by Devices



# Color Space



# RGB vs CMYK

## Red, Green and Blue

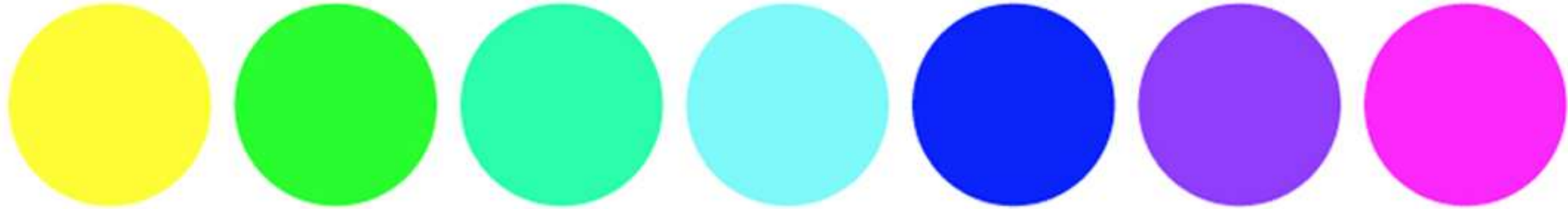
- *Transmitted* from a light source: monitors
- Additive colors: equal amounts create levels of gray (white to black)
- Matches color receptors in our eyes (Yaaaaah)

## Cyan, Magenta, Yellow, K black

- *Reflected* colors
- Subtractive colors: photo prints, magazines, anything printed
- Part of the challenge of creating prints that match your monitor (Boooooooo)

WHAT YOU SEE ON SCREEN

**RGB**



**CMYK**



HOW IT WILL PRINT

# Color Depth – *Very Simplified*

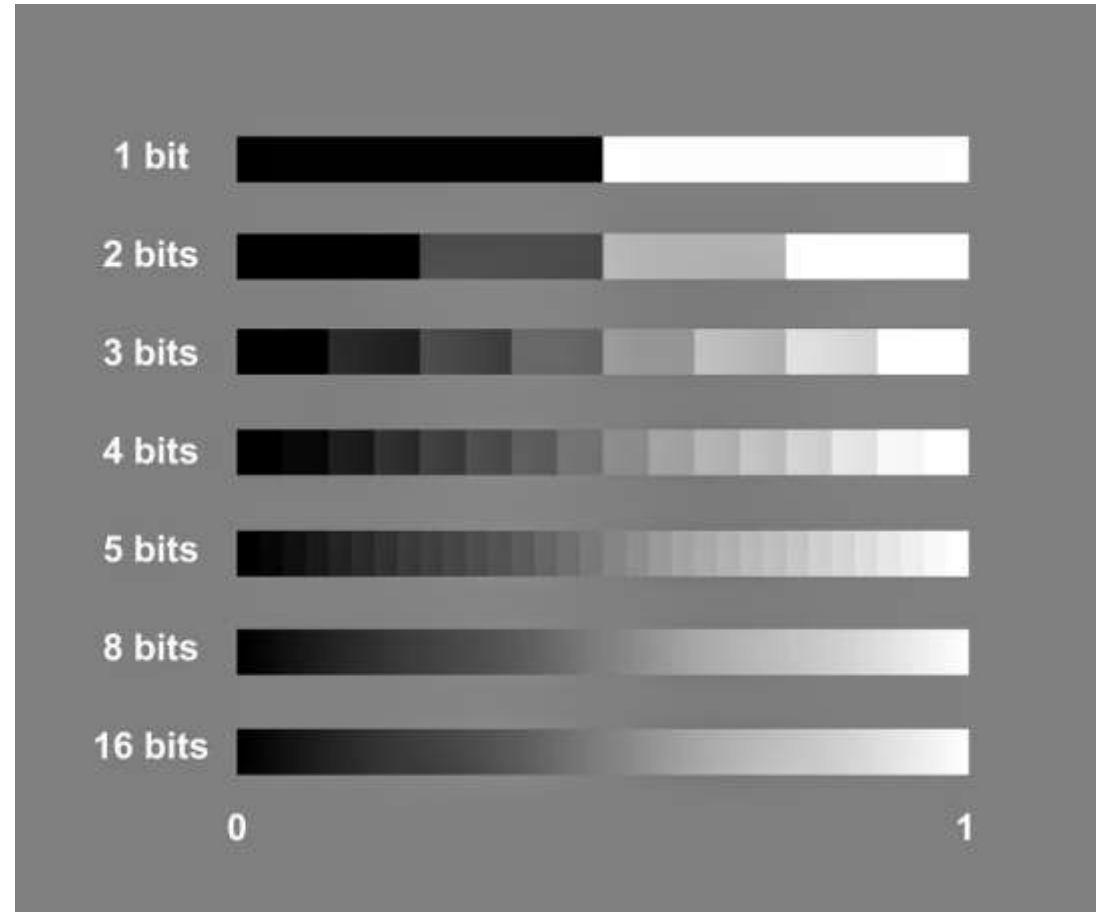
## *Dynamic Range – Why & When Important*

- 2 bit depth: 2 tones (black and white)
  - *per pixel*
  - *no shades of grey possible*
- 8 bit depth:
  - $2^8$  That's 2 to the 8th power (2x2x2x2x2x2x2x2)  
= 256 tones/steps from black to white
  - Or shades of red or green or blue pixels
  - 256 shades of red x 256 shades of green x 256 shades of blue =



16 Million Shades of Color!

# Bit Depth Comparison



# Greater Bit Depths

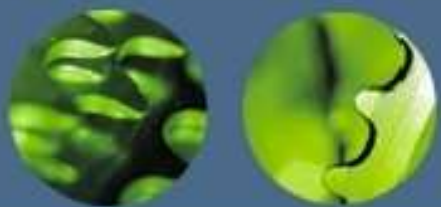
- 14 bit depth: 16,384 tones per pixel
  - Camera raw
  - 4+ Trillion Shades
- 16 bit depth: 65,536 tones per pixel
  - Photoshop interpolation from 14 bit RAW

Human eye capability ?

# Why is Bit Depth Important?

- Richness of colors
- Tonal smoothing
- Ability to make major changes when editing and maintain tonal smoothness





## Examples of Color Depth

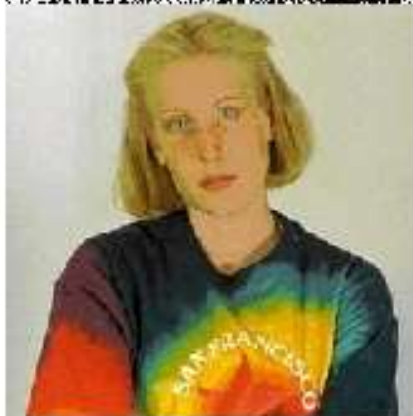
1-bit depth



4-bit depth



8-bit depth



16-bit depth





*8-bit video*



*10-bit video*

# Assignment for class 4: December 3, 2021

- The previous classes discussed Negative Space, Depth of Field, Vantage Point, Perspective, Overlap, Volume.
- In 3 photos, use color as the principal compositional element, AND In each image include 1 – 3 (more points for 3) of the compositional elements from prior class discussions.
- Zoom instructions will follow.

*Happy Thanksgiving*