



Background: This week you learned about how your camera understands light and the mechanisms and tools available to you to control it.

You learned that how your camera meters light and how it can be changed for a desired effect. Spot metering will provide a different result to metering such as centre weighted average (as pictured) and selecting the right metering can make a big difference to your images.

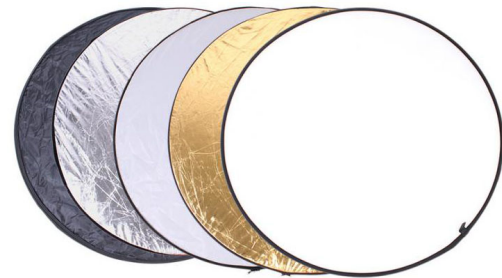


You also learned that within certain modes, you can access “exposure compensation” which would allow you to quickly override how your camera meters a scene to achieve a better exposed image.

In addition to understanding how your camera can be controlled given different lighting conditions, you were also introduced to light modifiers. Light modifiers allow you to balance light that would otherwise be considered undesirable for a photo such as bouncing light back into an area where shadows are too dark.

Light modifiers come in many shapes and forms and, much like the different “quality” of light, you would select a different type of modifier to balance it.

You can purchase, quite cheaply, a basic collapsible reflector kit which can give you a silver and gold reflector as well as a diffuser however, you can also, with minimal effort, make your own.



YOUR TASK: Go over the relevant chapters in your course manual on White Balance, Metering and Working with Natural Light.

1. Construct a simple reflector by using some aluminium foil and a paper plate for a small reflector. You can use aluminium foil and cardboard to make a larger one. Size will give you a different result.
2. On a day when the sun is bright in the sky or if you have a window in your house where the strong, afternoon or morning light comes directly through, find an object (flower, small statue, a toy ...) and use your reflector to play with balancing light. Use your tripod to balance your camera to allow you to operate the shutter as well as the reflector.
3. Practice with the metering modes to meter for the brightest areas and play with using the reflector to bounce light back into the darker areas.