

## General Guidelines For Macro Photos

- Use soft light from multiple directions
- Check for glaring reflections on shiny objects
- Use bracketing. Use spot or manual metering. Exposure can be hard to judge.

## Focal Length

- Close up, you can get extreme perspective effects.
- Use a slight telephoto to avoid the problem.

## Aperture

- Narrow to keep as much in focus as possible. Depth of field is a problem at these short distances.
- Don't focus on the nearest surface. Put the **focus point** is one third of the way into the full depth of field

## Shutter Speed

- Usually slow for narrow aperture
- Use a timer or a remote release (bulb)

## **Tripods**

- A must for serious work
- Steady the camera
- Allow for bulb or timer shutter release
- Can take a series of shots with same frame

## **When Setting Up, Consider**

- Item's size. Must get close or very close.
- Texture, surface material (Best light direction to emphasize/minimize texture?).
- Surface reflection potential
- Need to capture small details
- Other items in the photo, products or props
- Appropriate background color/texture

## **Flash**

- Usually either washes out the image or is aimed at the wrong spot.
- If a flash is necessary:
  - Use an off-camera flash (at 45 degrees?)
  - Use diffusion panels
  - Use a ring flash

## **Glass and Ceramics**

- Present a problem: glare spots
- So avoid direct flash
- Two soft light sources to prevent shadows
- For contrast, a dark background, possibly silk, is often used



## Metal

- Can be reflective like glass.
- Looks good against wood or textured background.
- A side light highlights the shape/form.
- A hard light emphasizes engraved numbers.
- Precision products: sharp detail and contrast
- Naturally cool colored. Adding a glow makes it look new and exciting. It is common to introduce warm tones

(PS Image > Adjustments > Photo Filters).



## Plastic

- Can be very reflective with the same issues as glass (Typically shows larger points of reflecting light than metal)

