



Diane's Tutorial on Ortons / Motion Blur

Ortons

- In film days, was done by exposing 2 identical images, one overexposed by 1-2 stops in sharp focus @ F16; the other was out of focus @ 5.6 by 1 stop. The 2 images were then sandwiched
- Resulted in soft, dreamy images with a 'glow' to them;
- I will demonstrate my way of making orton using one image in photoshop
 - As usual, there are many ways to accomplish the same task in photoshop – this works for me!

Subject Matter

- Most suitable:
 - Scenics, landscapes
 - Images with even mid-tones
 - Cemeteries, statuary
 - Architecture – works better with ‘warm’ materials like brick and stone vs ‘cold’ materials like steel and glass
- Avoid:
 - Images with large amount of dark areas
 - Be careful with images with protrusions into the sky, e.g., building steeples, bare tree branches

Considerations When Blurring

- In general, I apply gaussian blur to the layer copy from 5% to 25% maximum, depending on the subject matter
- The amount of blur will determine the degree of halo around an object; be careful of glow around buildings or tree branches protruding into the sky (especially bald ones) as shown in the image

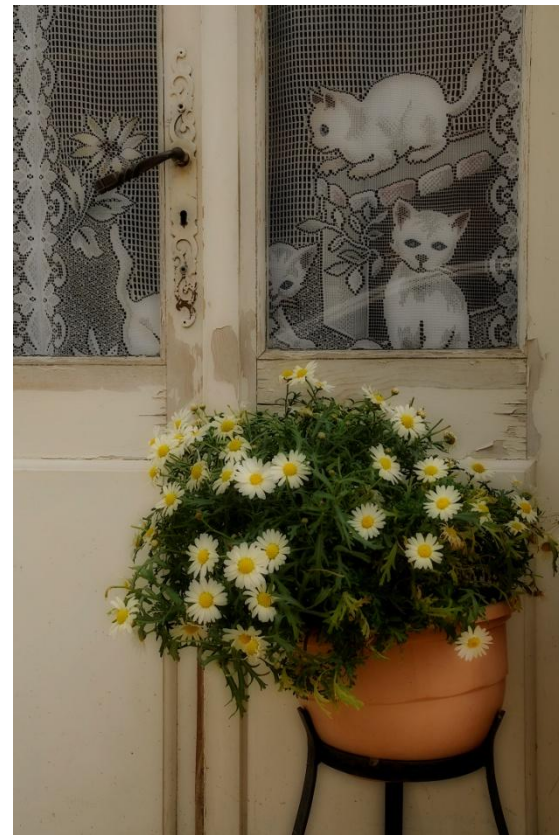


Considerations

'Bleeding' into other colours like the red flowers onto the wall



Darkening of whites when surrounded by darker colours like the white flowers in the pot



Workflow

- Select and open image that has already been processed to your satisfaction
- Lighten the background image using curves or levels
- Make a layer – Command J for PCs
- Lighten the layer image
- Apply gaussian blur to the layer – 5% to 20%/25% max – I tend to use 15 – 20% on average
 - The higher the percentage, the greater the halo effect

Workflow

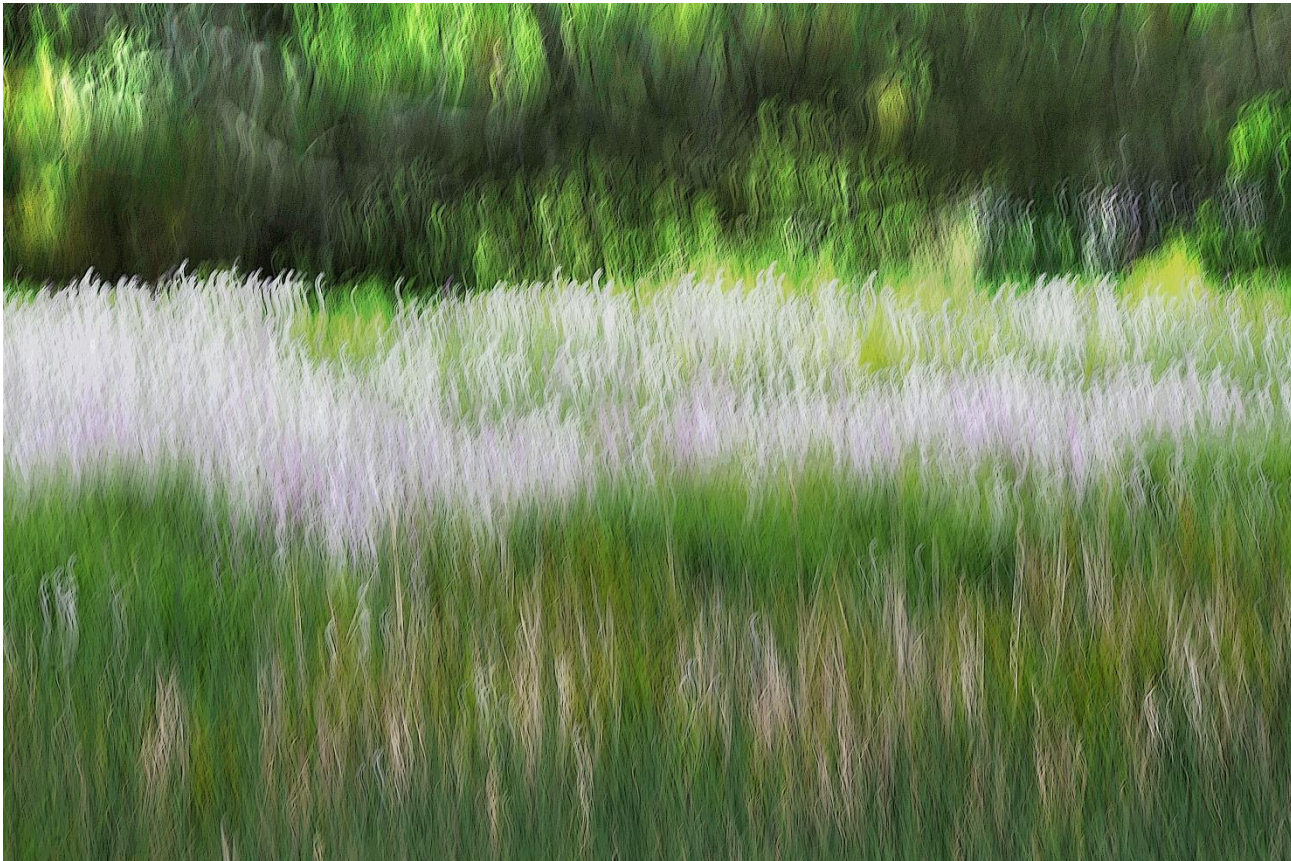
- Apply blending mode 'multiply'
- If image is too dark or light, go back to 'normal' in blending mode and correct the layer
- You can also adjust the opacity – I normally don't go below 80% because you start to lose the effect
- Go into 'history' and take a picture to compare to the original
- Once you are happy with the image, flatten the image, or not if you prefer to save your work in layers
- Make any necessary adjustments, e.g., lightening dark areas, re-sharpening, adding contrast
- **DON'T FORGET** to 'save as' to retain the original version

In-camera Motion Blur

- Last year I attended a workshop presented by Richard Martin – one of the techniques learned was motion blur, which gives a painterly effect
- Can be done in 2 ways, both hand held
 - By moving moving/jiggling/and/or twisting the camera & lens during a slow shutter speed, or
 - By multiple exposures using a fast shutter speed while moving/jiggling/and/or twisting the camera & lens – oops, for Canon users as of last year, you only have the 1st option!
- On a bright sunny day, you will need to use a low ISO setting and perhaps a neutral density filter to use a slow shutter speed
- Vary the speed in which you move the camera up and down or when turning the lens
- This is a ‘trial and error’ process – there will be many unsuccessful attempts, but keep trying and you’ll find some ‘keepers’

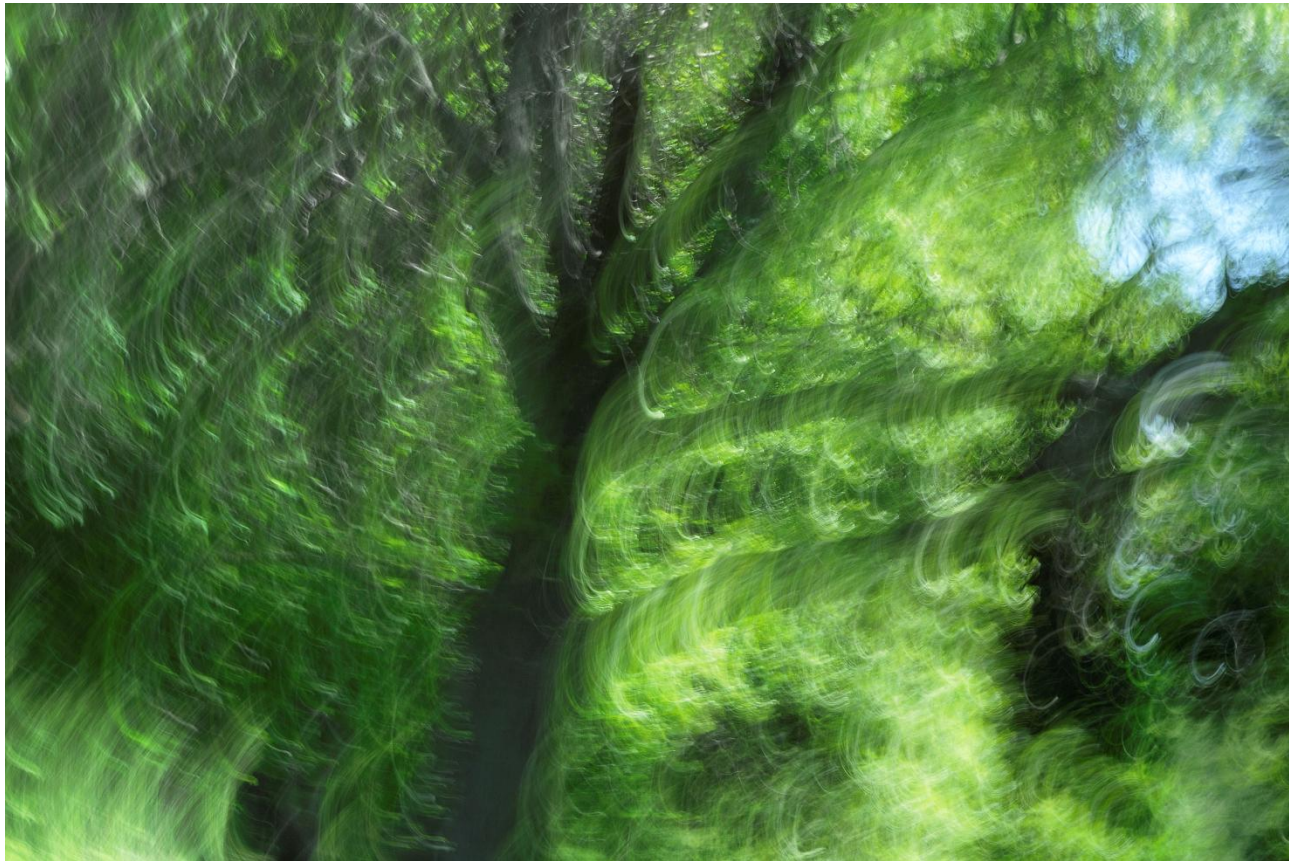
Examples

movement up and down with a slight 'jiggle' motion; 1/8 sec; f25; ISO 100



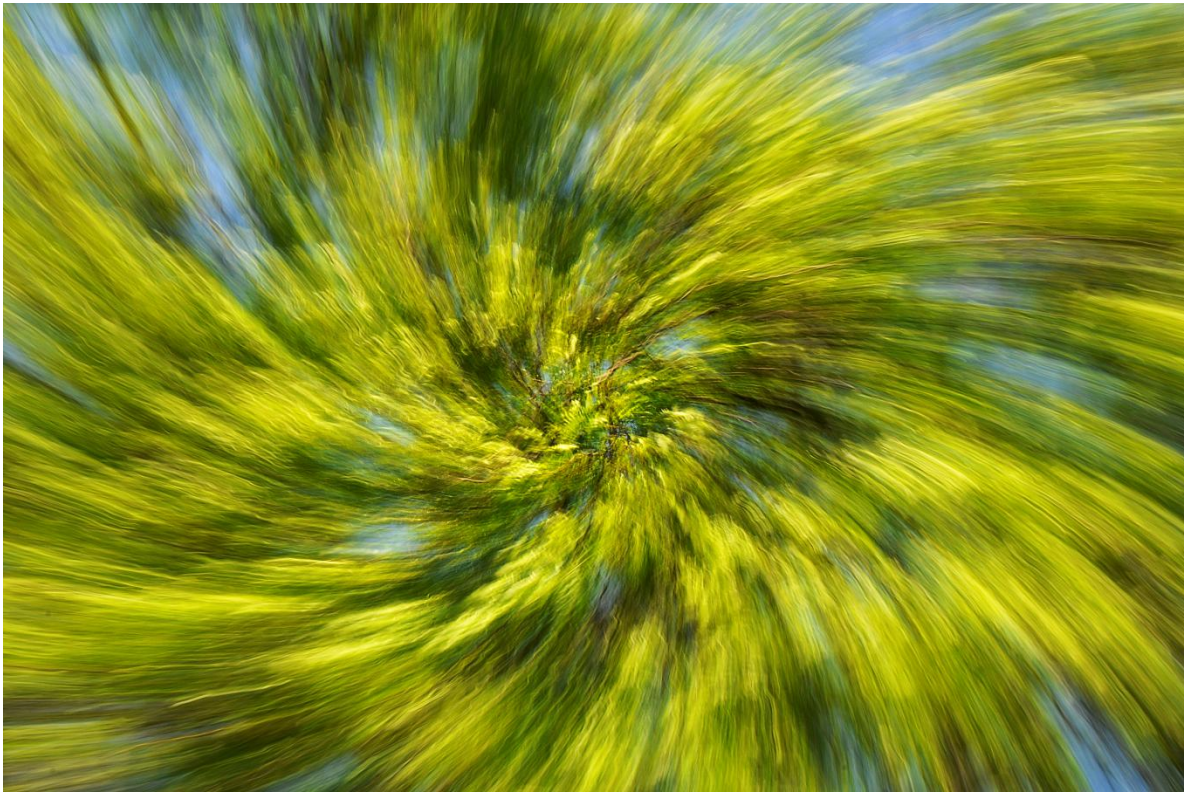
Examples

Turned the lens while turning the camera body to the left; 1/8 sec; f25;
ISO 100



Examples

- Zoom and twist lens; 1/15 sec; f22; <100 ISO



Examples

- Multiple exposure while moving up and down with slight jiggle; 1/80 sec; f16; ISO 200

