

Burning and Dodging

Burning and dodging is the simple technique of altering the exposure of selected areas of your print. Your basic overall exposure is determined by the initial test strip to determine "minimum time for maximum black."

You may decide that parts of your image need to be lighter or darker. Often a sky needs darkening for dramatic effect or a face might need to be lighter.

Adding more exposure than the basic exposure is considered *BURNING*.

Holding back exposure is considered *DODGING*.

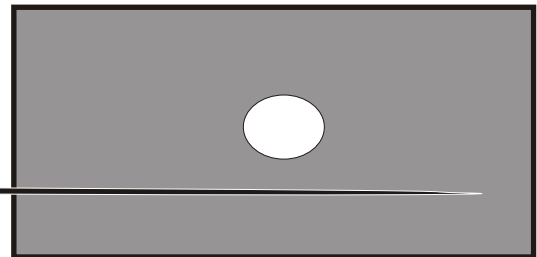
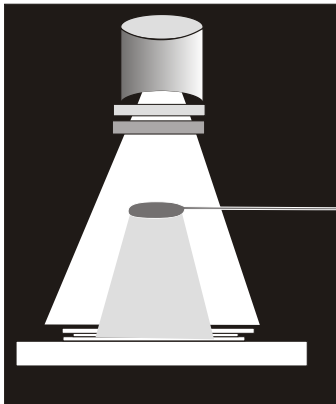
Burning & Dodging tools are simple cardboard cutouts, sometimes attached to wire. You can also just use your hand.



Without burning and dodging



After burning and dodging



To keep the edges of the affected area smooth or "feathered" you hold the tools about halfway between the lens and your paper. You keep the tool moving slightly to prevent noticeable lines or edges.

In class exercise:

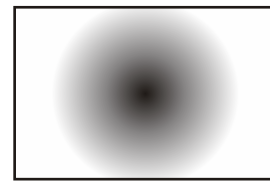
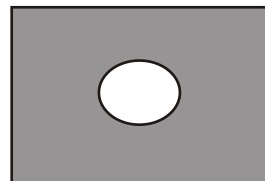
- 1) Make a test strip to determine "**Minimum time- Maximum Black**" (about 8 "hits") this is the exposure used for the rest of the exercise



- 2) Use cardboard held above the paper to make a smooth grayscale from white to black with no visible lines.



- 3) Use cardboard with a hole in center to make a graduated spot in the center of a 1/4 sheet of paper- Use the time determined for max black



- 4) Use the wire dodging tool to make a graduated light spot in the center of a 1/4 sheet of paper Use the time determined for max black



Label and turn in the four pieces created in this exercise