

Daguerreotypes

Online texturesnocturna-graphics.de/english/Tx/metal-01.htmgrungetextures.comfreetextures.got3d.com

In this assignment you will replicate traditional photographic techniques.

Historical Context

The world's first photographic process was announced in Paris in 1839 by Louis Daguerre. It used a silver-plated copper sheet that was sensitized with iodine, exposed, and then developed in mercury vapor.

Early images were architectural subjects or landscapes, but soon the process was also used for portraiture. It became very popular in France and America.

Daguerreotypes were positive images, one-offs, and the process was obsolete, within a decade, as soon as new techniques allowed multiple photographs to be printed from negatives.

But if you ever get the opportunity to compare early photographs in museums or exhibitions, notice how the Daguerreotypes seem to be the most magical objects on display.

Early Daguerreotype exposure times were long, so moving subjects such as water and people usually appeared blurred. The subjects of original studio portraits were strapped into chairs to keep them from moving.

Photoshop Application

Photoshop's motion blur filter is ideal for simulating motion, but requires a little care in its application because Daguerreotypes recorded other, static objects in fine detail. The other major characteristic of the Daguerreotype is its metal base; it is tougher to imitate: the effect is as if the picture were printed onto a mirror.

You will need to print on high-gloss paper. The staining and other discoloration around the picture edges can also be added artificially in Photoshop. You can also try scanning real materials and use them as layers within the picture. Choose a metallic material. Once you get the hang of this technique, you can apply it to all kinds of photographs. Now, let's begin in Photoshop!

1. Choose any image to which you can add an obvious touch of movement- one with moving water, people moving is perfect. If you're starting with a color image go to **Image>Adjustments>Desaturate** to remove the color while staying in the RGB mode.
2. Find a steel, copper, or silver digital image (refer back to the texture resources on the top of this page) or scan your own material.
3. With your picture file open, identify a feature of the photograph that might move during a long exposure and select it. To make the edges blurred, feather the selection using **Select>Feather** and a **radius of 8** or 8 pixels, or set the feather in the **Options bar** before making your selection.

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Saving selections adds to the file size but saves you lots of time if you need to re-select an object later. Save your selection in the **Channels palette** by holding down the **Option Key** as you click the **"Save selection as channel"** icon, and give this alpha channel a name that's easy to recognize.

5. To convey the impression of movement, copy the selected feature into its own layer using **Apple+J**, then select **Filter>Blur>Motion Blur**. You can judge the angle of movement by eye.

- 6.7. Once finished blurring the first object blur any other objects that possibly could move.

Open a metallic texture file, and **drag & drop** it over the main image. In the **Layers palette**, change the texture's blending mode to **Multiply** and adjust the layer's **Opacity** so that the image more visible.

8. Multiply allows both the picture and the texture layer to show through - change the blending mode if needed. Also try moving the Texture layer above and below the image to see a variety of results.

With a real Daguerreotype, the edges are unevenly stained with vivid blue and orange chemical colors.

9. Imitate this on a separate layer. Hold down the **Option Key** and click on the **Create New Layer Button** in the Layers palette. In the **New Layer Window** change the **Mode to Overlay** and click OK.

4. Select a soft-edged brush from Photoshop's **Dry Media Brushes**, and set the **opacity to about 30%**, then paint roughly around the image. The colors can vary from orange to a green blue. I suggest subtle tones.

10. Any image is likely to need fine tuning at this point. Try the following adjustments to finish your image: **Level Adjustments, Hue/Saturation, Contrast/Brightness, Sharpen, Curves Adjustment**, to start.

11. Use the **Curves Adjustment layer** to brighten the overall image.

12. Add a white border and age it by filling this new layer with an orange/yellow color, then lower the opacity.

13. Add details such as stains, uneven borders, rounded corners to rectangular images.

14. Your are done!

Here are 2 additional tutorials for creating a Daguerreotype: <http://photo.tutsplus.com/tutorials/post-processing/quick-tip-create-your-own-daguerreotype-in-photoshop> or <http://www.photoshopsupport.com/tutorials/or/daguerre-daguerretypes.html>

2 PHOTOSHOP IMAGES DUE: THURSDAY, 9/21/23

VALUE: 100 POINTS FOR PHOTO 2 STUDENTS - 25

EXTRA CREDIT POINTS FOR PHOTO 1.