



Correcting Exposure

Predictable exposure • Simple corrections • Confidence in any light

Why Exposure Goes Wrong

- Metering assumes mid-grey
- Bright scenes darken
- Dark scenes brighten

The camera doesn't know your intention.



Metering — The Camera's Guess

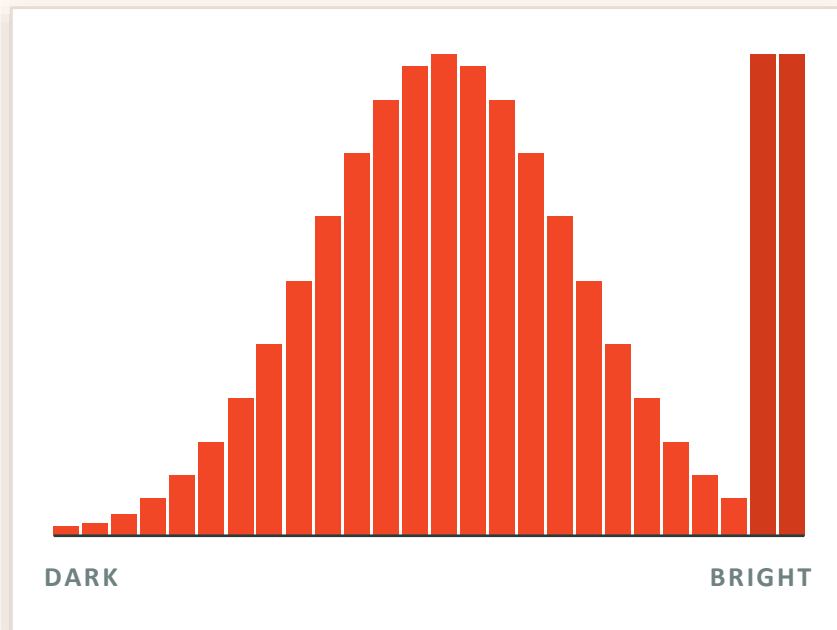
- Camera assumes the world averages to mid-grey (18% reflectance)
- Bright scenes → darkened to grey
- Dark scenes → brightened to grey
- Backlit subjects → underexposed
- Dim scenes → overexposed



Your camera makes a guess; you make the decision.

Histogram: The Truth

- Left = dark
- Middle = mid tones
- Right = bright
- Clipping = lost detail



Your truth-teller for where tones actually sit.

Clipped highlights on the right — detail gone

The Exposure Workflow

How your camera measured, adjusts, and merges light

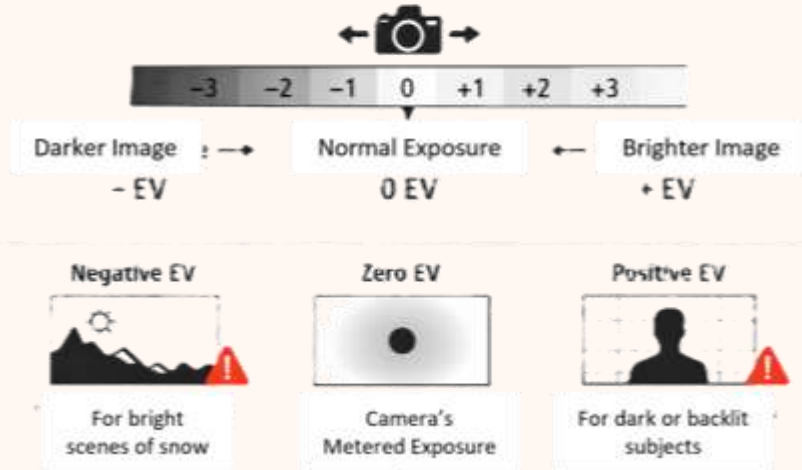


The pathway to a perfect exposure

EV Compensation: The First Fix

Understanding EV Compensation

Adjusting exposure to match your creative intent



Fast, intuitive — perfect for everyday exposure problems.



When to Use EV Compensation



Backlight

Subject dark against a bright background



Bright skies

Highlights the meter wants to dim

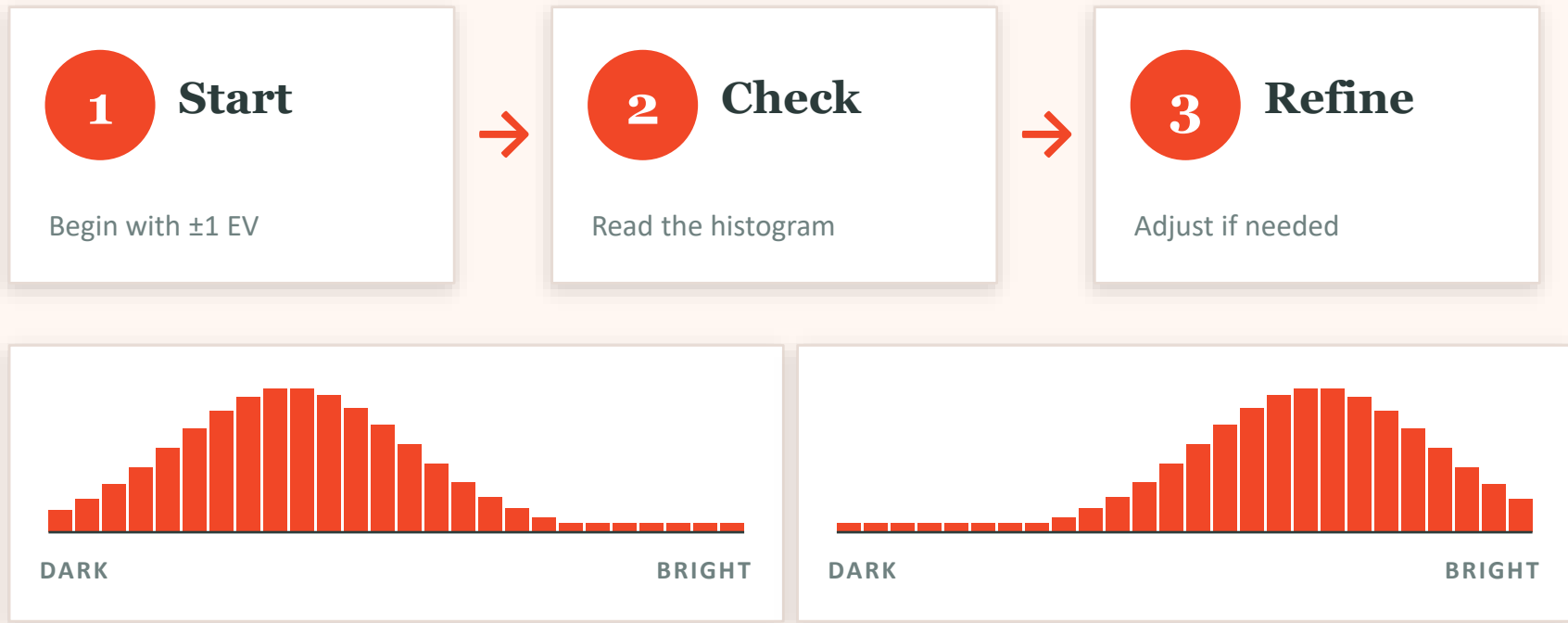


Dark interiors

Shadow scenes pushed too bright

Classic EV moments — where the camera's mid-grey assumption fails.

EV Compensation in Practice



Exposure is iterative — calm, step-by-step, predictable.

EV Compensation for Creative Intent



Darker = drama

Adds mood and weight

Brighter = softness

Adds airiness and light

You choose the emotional tone.

AUTOMATIC EXPOSURE

Introducing Bracketing

Three exposures — darker, normal, brighter.

Why Bracketing Exists

- Unpredictable light
- Predictable results

Bracketing is Exposure done automatically.



How Bracketing Works



Darker

One stop under

Normal

Metered

Brighter

One stop over

Three exposures, one press — options when the histogram is hard to judge.

Bracketing Settings

Most cameras have more than a single bracket range.

- 3 Exposures
- 5 Exposures
- 7 Exposures

The more common range in use is just 3 exposures.

You have to consider that each exposure is another shot, so the more exposure values you select the longer time needed to take a photo.



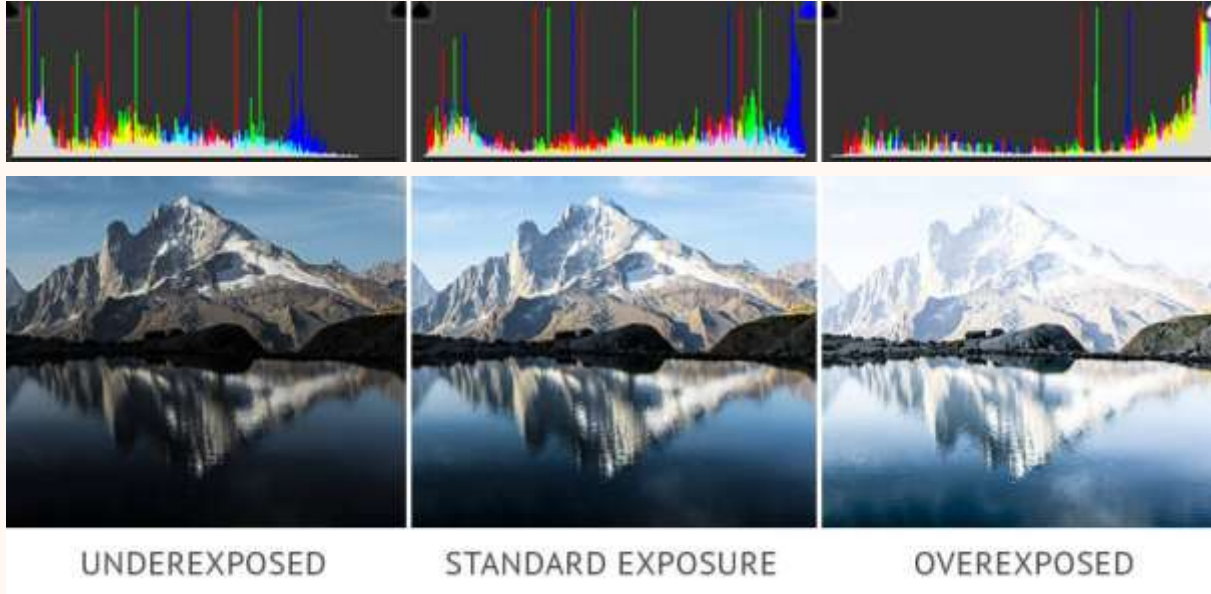
Bracketing with 3 Exposure Settings



Bracketing with 5 Exposure Settings

The camera handles the sequence — you choose the spread.

Bracketing and the Histogram



Compare histograms and pick the exposure that matches your intention.

BEYOND THE CAMERA'S RANGE

Introducing HDR

Blending exposures for full highlight and shadow detail.

Why HDR Exists

Eyes see more

Bright skies and deep shadow at once

Cameras see less

One exposure can't hold both

HDR closes the gap by blending exposures.



How HDR Works



Underexposed

Keeps highlights



Normal

Keeps mid-tones



Overexposed

Keeps shadows

HDR merges the best parts of each frame into one complete image.

When to Use HDR

- High contrast scenes
- Detail in both extremes

Interiors with windows, sunsets, forests, architecture.

When you want detail in the brightest and darkest parts at once.



Natural HDR



Subtle

Detail without looking artificial

Realistic

Landscapes, architecture, nature

Perfect where realism matters.

Dramatic HDR

Bold

Exaggerated contrast and colour

Stylised

A choice, not a mistake

Use it when you want impact.



EV vs Bracketing vs HDR

EV

Quick fix

One simple correction

Bracketing

Options

When light is unpredictable

HDR

Full solution

When range exceeds the camera

Your decision tree — match the tool to the light.

The Complete Workflow



Follow it calmly, and exposure becomes predictable in any light.

You're guiding the camera, not fighting it.

Final Thoughts

- You decide the exposure
- The camera becomes predictable

EV, Bracketing, HDR — three levels of correction. You choose the ones that fits your intention.