

Saturday, March 2, 2019

Photographic Techniques.

Here The first magazine of the 2019.

COLOR SYNTHESIS:

Following the issue 9 magazine-focus, I make photo-test in my for-now neighborhood before more with some pop cameras.

Here is a small portion of neighbors, skating every days as good models for the photos.



+ 1

The best photos will up in the issue March - April.

I write again about it in the next issues 10 -11 Since it was only mentioned in a magazine in 1981.

Photographic techniques:

This category contains categories and articles relating to the theory and methodology of **composing** and-or taking

photographs, or to their **manipulation** during or after **processing**.

It should not be confused with **Category:Photographic processes** which comprises articles relating to the production of

images using **light-sensitive materials** (to follow)

Subcategories:

This category has the following 10 subcategories, out of 10 total:

- **Composition in visual art**
- **High dynamic range imaging**
- **Holography**
- **Photographic lighting**
- **Photographic techniques dating from the 19th century**
- **Satellite interpretation**
- **Silhouettes**
- **Speckle imaging**
- **Stereoscopic photography**
- **Writers on photographic techniques**

Category: Photographic techniques is very exciting.

The following-out of 186 in the issues 10 To up in Category Artistic techniques by Art.

This category has the following 7 subcategories, out of 7 total:

- **Cinematic techniques**

- **Computer graphic techniques**
- **Literary techniques**
- **Musical techniques**
- **Painting techniques**
- **Photographic techniques**
- **Sculpture techniques**

Fields of study in Computer Science:

Project related to my participation in the Wikipedia international month of the francophone contribution.

Paris Gaîté Lyrique Saturday March 16th.

Wikipedia Workshop + Thematic:

Women and Computer Science.

A series of workshops organized in March through the Francophonie to improve **Wikimedia projects in French.**

Contributors meet in various places and invite the local population to learn about French-language publishing.

Workshops can take many forms, take place in various places and discuss themes chosen by the organizer: Wikipedia training workshop for citizens, a photographic walk to illustrate regional articles, transcribe texts from Wikisource, etc

2D graphics:

In dream Issues 10 & 11 following several related searches and a more precise focus **in the bible** plus **issues 6 - 7**

2D graphics, or two-dimensional graphics, is the generation by means of a computer, digital images mainly derived from two-dimensional models.

Such as 2D geometric-models, texts and digital images and specific techniques affiliated with them.

The word may as well refer to the branch of computing that includes these techniques as for the models themselves.

Primarily two-dimensional image: not just a representation of an object of the real world, but an independent artifact with added semantic value.

Two-dimensional models are therefore preferred because they give a more direct control of the image compared to 3D computer graphics whose approach is rather photography than typography.

So, the existence of the belinograph, electronic television, the emergence of computers made computer graphics possible.

Already, in the late 1940s, a computer displayed its results on a CRT screen.

Successively one could draw: a point, a line having a style and a thickness.

Characters & some remarkable curves plus a zone, with or without contour.

Then came the color:

First in small numbers (8 or 16 for example) sufficient for technical drawings then in large numbers.

16 bits for a point theoretically ensuring 65,536 colors allowing gradations, textures, shadows, an illusion of relief.

From a computer point of view, we first wrote programs whose structure

was that of drawing, each basic figure being drawn by a subprogram.

Modifying a drawing meant changing the program:

With the object approach, the drawing structure became a data structure, recursively interpreted by a utility.

This new technique greatly facilitated the development of plots.

Applications could become more and more varied and ambitious, for example with industrial software for the production of cartoons or even virtual reality.

The term: infographic is a portmanteau word formed from "computer" and "graphie"

Originally this is an appellation filed in France by the Benson Company in 1974 and at irregular intervals, since the experimental creation of computer holograms.

Since 1978, the Johns Hopkins University's Applied Physics Center has been distributing a course that will be translated as a book, planned for my classes! so I would write about it.

It becomes a major discipline in both line drawing and rendering of natural objects.

Computer graphics take over management, medicine, television, entertainment industry (video games) and film (Tron) as well as all scientific disciplines, mathematics, aeronautics, mechanics and all areas of design in general, while the computer was just coming out of punch card programming.

The original computer graphics focuses more on the techniques of image processing (raster scanning, windowing, painter's algorithm and others of removal of hidden parts, compression, cropping, shading, color) than the graphic semiology.

Its evolution can be understood only in the analysis of its digital production, as much in its static or dynamic treatments (animation) as in

its results.

At the beginning of the 1990s, almost all the technical tools were ready to be entrusted to graphic designers.

The new digital artists have appropriated the term of graphic designer then reserved for the engineers designing these tools.

2D computer graphics:

These images are created by techniques working directly on both dimensions of the image.

New partners and news come in: One is a 2D and 3D plus lenticular and flip printing partnership but for the moment we stay at 2D so some posters with magazines and posters without magazines too are possible in 2D

I realized that my own resources were used as personal purpose in large part: it's bad and humiliating cus currently I'm not able to do my research and my stuffs the right way because of several blockages so I felt bad.

There is no question of keeping my stuff as the state secret but there is a big difference between taking inspiration from something, using resources and taking ownership of someone's timeline.

first sad update of march on patreon