



## PERFECT PICTURE PORTRAITS

Ten Top Tips on how to take a good portrait photo

1. Photograph the person in their natural environment.
2. Never photograph kids or babies from your normal standing height. This is the view we always have of kids—the tops of their heads. Get down on the ground and take images from their level.
3. Window light. Don't have an expensive studio or want to get more natural portraits? Normal lighting in a house or during the heat of the day is not flattering on skin; however, once light passes through a window, it is very soft and diffused. Consider placing your subject next to a window so the light hits the model at an angle (not looking straight out the window). Without much effort, you've created beautiful light which studios strain to copy.
4. When taking a portrait of a group, always focus on the closest person to the camera. You'll regret it if you don't, because the front person will be out of focus.



5. Check for sharpness on the eyelashes. It can be very tough to tell if your shot is in focus so zoom in on the picture to look at the eyelashes. If you can see individual eyelashes, then you know you have a tack sharp photo. Eyelashes look like a blur of black? Not so sharp.
6. Wait for a cloudy day. It makes the lighting even and soft because the clouds act like a giant reflector. (for outdoor pictures).
7. When shooting group portraits, try to get the heads uneven. Group photos never look good when the people are lined up in perfect rows. Next time you shoot a small group like a family, try to vary the heights of their heads to get a more interesting and natural composition.
8. As a general rule the eyes in a portrait image should be sharp. Make sure you focus your camera or phone on the eyes before taking the picture.
9. Stay close to the person and focus on just the head and shoulders in the composition.
10. Set your phone or camera to take the largest photos possible. SELFIES are a NO, NO! They use a different camera within your phone and are very low in quality.