

EDITING TECHNIQUES IN PHOTO TRAVEL

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Updated January 2021

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PT Definition:

A Photo Travel image expresses the characteristic features or culture of a land as they are found naturally. There are no geographic limitations. Images from events or activities arranged specifically for photography, or of subjects directed or hired for photography are not permitted. Close up pictures of people or objects must include features that provide information about the location.

Techniques that add, relocate, replace or remove any element of the original image, except by cropping, are not permitted. The only allowable adjustments are removal of dust or digital noise, restoration of the appearance of the original scene, and complete conversion to greyscale monochrome. Other derivations, including infrared, are not permitted. All images must look natural.

The following image editing techniques **are permitted** but the overriding requirement is that the image must appear natural:

- Dodge and Burn. Digital cameras have a lower dynamic range than the eye. As a result, the shadows may be deeper and/or the highlights brighter than the eye perceived in the original scene. Dodging and burning are techniques we then use to change the brightness of selected areas of an image. For example, when shadows are blocked but the eye could perceive detail in the original scene, dodging can bring out the details in the shadows as the eye perceived them.
- Sharpening. Some lenses are soft when used at low aperture values, or the maker might have not quite used correct focusing. Image manipulation in post-processing can lead to soft edges - one has to make sure the image looks natural. Sharpening the image slightly is ok if it brings the scene back to what the maker saw. Over sharpening to the point where artifacts such as high-contrast edges show up does not look natural. The key here is **'restoration of the appearance of the original scene'**.
- Exposure adjustments to show what you saw. (globally and selectively)
- White Balance/ Colour Correction.
- Editing that removes small elements that were not part of the original scene. (such as spots caused by dust on a digital sensor or scratches on a scanned image)
- You can use HDR as long as the image looks natural.
- Cropping, straightening and resizing.
- Conversion to complete greyscale monochrome is allowed. No colour must be left in the image.
- Adjustments that compensate for lens deficiencies such as distortion, chromatic aberration and lens flare.
- Thin/fine/single white stroke, no more than 5 pixels wide (if the exhibition allows it)

The following adjustments are **not permitted**:

- Removing elements. (cloning)
- Adding elements. (some examples: fog, mist, dust, light rays, fireworks, lanterns)
- Shifting elements within the image.
- Replacing elements within the image. (example: new sky)
- Noticeable Vignettes
- Adding textures.
- Artistic filters.
- Over-saturation.
- Over-sharpening.
- Composites.
- Masking.
- Infrared.
- Solarization.
- Tones. (only greyscale monochrome is permitted)
- Elaborate/decorative or thick borders.
- Blurring any part of the image.
- Partial desaturation of any part of the image.
- Darkening the background to hide elements in the original scene.
- A watermark, logo or an entrant's name must not be added to the image.

The Photo Travel image must look natural to the eye, therefore an image taken with an extreme fisheye lens or with a colored filter is not permitted.