



DOF is the starting and ending points of the FOCUS in your photo.

F Stop is the size of your lens's aperture that lets in the light/image.

Smaller F Stop # = Less DOF & more light.

Larger F Stop # = More DOF & Less light.

Less light (carrying your image) coming through lens and hitting the sensor chip (CCD – charged Coupled Device) = possibly darker photo. May need to increase your ISO (like 'film speed' in a film camera). Usually 400+ ISO results in a more grainy looking

photo = trade off: High ISO (Film Speed) lets you shoot in lower light and/or use higher F stops (giving you more DOF) But you may get a more grainy looking photo which may or may not be 100% acceptable – but it may be the best you can get.

To increase your odds of getting the clearest (best quality) photos use a tri-pod.



To digitally simulate DOF open photo in Photoshop and select your lasso tool. Set feather to 5 > draw around the subject/s you want in focus. Click Select (from the drop down menu) and click inverse. Filer> Gaussian Blur > adjust with preview on > adjust to everything other than your in focus subject/s are a little blurred. To simulate your out of focus DOF so it looks real be care to blur just enough and not too much. Control Z or Alt+Ctl Z to undo or use multiple undo to restart your blurring. The photo at the left has a narrow or short or less DOF. The photographer set the camera at a LOW f- stop (opened up down the aperture)