

## Tour Learning Barriers

### Magic Arc - Plot vs Barrier Chart



*Creating Fine Art Magic* is an upward path to creating award-winning digital photography. Nature tours ask good shape, quick eye, knowledge of light's change, and resilience. Do you shoot moonrise or low-light after-sunset shots? Our *Magic Arc* teaching path ~ simple talk about complex issues combined with real Magic Hour shooting in the wilds. Your goal - capturing the best of nature's fine art images.

*Stage*

**PLOT**

**BARRIERS**

<i>Prot.</i>	<i>DP* wants to shoot captivating images in the wilds</i>	<i>He/she must learn GPS, backpacking, use of remote, manual capture, and histograms</i>
1	DP Buys Sturdy Tripod System	Pano head, L Bracket, and Remote
2	DP uses manual shooting	Light, foreground, & background
3	DP must learn light's timing	Magic Hour - dawn & dusk (Summer & Winter)
4	DP knows GPS navigation	Finding local waypoints before trip Getting to-and-from iconic shot site in dark
5	DP finds iconic landscapes	Hard to access; Rough it
6	DP backpacks	<i>Anasazi Magic</i> ; vertical rock climbs <i>Vermilion Magic</i> ; slickrock traverse, sand climb <i>Bisti Magic</i> ; easy hikes
7	DP makes Full Range HDR* images	Carefully capture ALL light Histograms choose how many EV needed
8	DP backs up images daily	2 independent 500 gb drives Format CF Cards for next days shoot
9	DP catalogs, import images, copyrights, and keywords images	Import in Lightroom 3 Library Module
10	DP - are re-shoots needed	Picks, Rejects
11	DP easily chooses best images	Develop Keepers
12	<b><i>DP Rewards</i></b>	Has most shoots ready for final studio digital editing <i>Creative Fine Art Images</i>

*DP\*-Digital Photographer; FRHDR\*-Full Range HDR; LR3\*-Lightroom 3*

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