

## Tidewater Camera Club Competition Score Sheet

Month/Year: March 2015

Theme: HDR: Over the top or not

From 1-5 points for each score

	Title	Comp	Impact	Tech	Total	Judges Comments
1	a frozen days end	4	5	4	13	Beautiful scene, perhaps shift POV a bit more to right, boost mid-tone contrast bit more. Cold temp really gives makes one feel chill
2	a victorian porch	3	3	4	10	a bit more of the row of chairs of perhaps crop some off top and right side (little interest)
3	barharbor tsquare	5	5	4	14	Great composition. Blown out Highlight end of pier. Flatten horizon?
4	between sea and sky	2	3	4	9	Try not to center horizon. Choose to show either more water or more sky. If possible shift position to separate piling from land
5	blackwater sunrise	2	3	3	8	Nice sunset colors. Horizon should be leveled. If desired, a stronger HDR effect would bring out more shadow detail. Just a little for this type of scene.
6	burnside bridge antietam	3	3	3	9	main arch may be a bit too centered. Local mid-tone contrast can be boosted to really show off detail in stones
7	canadian sunset	5	5	4	14	Very pretty. The water is so detailed that a little more cloud detail would be ok. Perhaps a slight warming of the sky
8	cathedral	4	4	3	11	Check level (see high over altar in back. For a different feel, see what affect straightening the very slight keystone at sides has. But it is fine as is. Boost mid-tone contrast
9	cbmm	3	4	3	10	(Banding in sky?) Watch out for hot spots & halos. Sharpen a little more
10	church of the cross	4	3	3	10	Watch out for fringing, esp where trees meet sky. Good overall contrast
11	claiborne sunset	2	3	3	8	Level horizon. Reduce flatness of image by increasing local contrast. Perhaps reduce saturation of sunset a tiny bit to emphasize light on ice. Probably don't need so much foreground. Try different POV - get lower, or crop as pano.

12	close quarters	4	3	4	11	Is noise intentional? Given the title, you might want to get much closer to create more tension by emphasizing the perilous and precarious juxtaposition of the boats. Otherwise, it works as a geometric	
13	cypress swamp	2	2	3	7	Not sure what the subject is, though there are probably many here to choose from (for instance, red bloom. Get close). Try to shift POV to a lower level instead of from standing viewpoint.	
14	dahlgren hall	3	3	4	10	Watch out for halos in bright areas at arch. Try boosting detail and/or reducing brightness of view of dome outside which pulls the eye away from plane.	
15	dutch paradise	4	5	4	13	Great use of complementary color palette and minimalist view. Since window at left is straight, see result of straightening that on rt. Certainly not an issue. Window reflections are super.	
16	eagle beach	3	3	4	10	Level. Try to boost highlight detail - perhaps one more stop up so the solid white areas are less distracting.	
17	engine 53	2	3	3	8	Shift POV. Get closer to pick out great details of the train. There are a hundred different shots here.	
18	fall pond	4	4	5	13	Might shift POV a bit more to left to include more tree, less empty rt side. Possibly clone out feeder	
19	fire and smoke	2	3	3	8	Nice slight blurring of prop. Perhaps clone clouds over blue gap in sky. Large square artifact under cone. Reflection? Crop closer perhaps	
20	first responder always ready	5	5	4	14	Great colors, looks like a super realist painting. I might burn (darken) lower left under-bumper - just a bit distracting. Maybe crop from rt slightly.	
21	flaming star	1	2	1	4	Tough to do macro of flowers. What is the focal point. Like eyes in portraits: if eyes are sharp, anything else unfocused doesn't matter	
22	gaucho	5	5	5	15	Excellent portrait! Great depth of field. Tree & and fence in background lead eye to subject's face. Great mid-tone and color	
23	hdr gct	4	5	4	13	Great viewpoint, maybe crop a little from ceiling which doesn't really add to the shot. The several blurred travelers work nicely, adding movement to the whole.	

24	hdr workshop	3	2	2	7	Needs more contrast and local detail. POV; either move out to capture more doorway (emphasize 'frame') or in to remove it entirely
25	howling tree of the valley	5	4	4	13	Try more detail in mid-tones, esp lower tree trunk. Increase contrast but can still bring out shadow detail
26	la paz falls	3	2	2	7	Blown out highlights in water. ND filter will help at capture, a little burning may help post. Put falls more to left
27	lets go out	3	3	5	11	Would love to be there! Otherwise, what is subject or central focus. The lamp is distracting. Perhaps a different POV - eliminate frame or step back and include more interior space. (Go back to shoot over, take me!)
28	lower antelope	2	2	3	7	Slots are made for HDR. Boost contrast, reduce highlights, shift POV a bit towards rt or have person stand to rt and look up left
29	lucky for some	2	2	2	6	Very flat, needs major contrast and local detail boost. Try not to center subject which is moving rt. Leave space for it to go. Try a different POV
30	lucky skipjack	3	4	5	12	Nice mono conversion. Perhaps a bit too centered. Horizon Level? Nice tones but no solid black. Try slight vignette
31	marsh reeds	2	3	2	7	Level horizon, Flat image could use global contrast boost. Could use bit more saturation and slight warming, esp in sky (color more cyan than blue)
32	miles river	3	3	3	9	If used for commercial purpose, interior architectural shots should be brighter. Could use mid-tone contrast boost and a bit more saturation. POV - perhaps from higher
33	moon rock	2	3	4	9	Great DOF. Level horizon. POV - a little too centered, possibly include more to left. Flow runs out of frame to left too soon. Try using HD filter at capture or burn in at post to reduce blown-out highlight
34	moss	2	2	2	6	What is the subject? POV - move around. Big tree too centered. DOF too shallow for landscape. Or blur non-subject areas more strongly to set off subject. Contrast & saturation & local detail & sharpness could use help

35	muggers tire shop	4	5	5	14	Perhaps shift view to left. Not a biggy but, bright window at upper left draws eye away from main subject - a little burning in might help
36	old fashion dining room	1	1	1	3	Very poor resolution (if using high ISO because of low light, use tripod and low ISO instead). Try to get dynamic range wide enough to capture shadow and highlight detail (i.e. so lights won't be blown out)
37	overspray lapaz waterfall	2	2	2	6	No real subject. Major portion very flat. greater local detail may highlight overspray better. DOF - may want to blur background even more - even flat, it distracts eye
38	pennhurst rocker	4	4	4	12	Crop off left to door (try square format). Another 2 or three stops over will help light at window. A bit more mid-tone contrast boost may help bring out light stream. Perhaps clone out distracting thing lower right
39	pennhurst room	4	4	5	13	Perhaps shift POV lower to include more floor and sofa, or get lower and closer to make it more central. Or juxtapose sofa and window & the outside to show dichotomy of this place. Nice contrast, mid-tone, etc.
40	pinecone	2	1	1	4	DOF not bad. Change POV to isolate cone from needles behind rt. Cone could use brightening and needs much more detail.
41	saguaro sunset	4	2	2	8	Photomatix or post Pm cloning? Cloning very obvious esp in clouds. Photomatix allows you to eliminate this issue. Watch out for haloing (esp around large cactus. Try for more shadow detail at top of main cactus, not totally black. May eliminate cactus far rt.
42	skimmers	2	2	2	6	Subject? Perhaps target just 1 or 2 birds or wait for some action. Try reducing global contrast and increase detail. Reduce highlights. Get lower (even if you must lay flat in the surf!)
43	spittune	2	2	2	6	Try not to center the subject. Try getting closer to ground and showing more of pews behind spittoon. But blur them out with shallow DOF. Could use global and local contrast boost.
44	stairs	5	4	4	13	Slight barrel distortion, esp at sides. Lower portion looks off(?). Possibly a bit more midtone contrast, esp between mid rt stairs. Nice post, esp if going for vintage look. (or sharpen)

45	strawbery banke stair	5	4	4	13	Barrelling at left or warped post? Interesting POV using leading lines up the stairs. Some mid-tone contrast boost and global sharpening might help enhance 3-dimensionality
46	sun setting on blackwater refuge	3	4	2	9	Interest pano. Could crop a little off bottom. Too bright, blown out highlights on water draw eye away from rest of beautiful scene
47	sunset	4	5	5	14	Nice abstraction.
48	sunset on wye	4	3	3	10	Maybe a lower point of view to capture more of the beautiful sky. And move horizon from center. Brightness of foreground, esp at right, pulls eye from main view.
49	the other side	3	4	5	12	Perhaps improve perspective by straightening slight keystoning, (I'd leave severe keystone as is). Try shifting POV to include less of uninteresting ceiling and more of floor and container garden. Great HDR
50	usna chapel	2	2	4	8	Try different POV. Could use some warming up
51	weird and wonderful birdfriend	1	1	1	3	Change POV from standing eye level to perhaps exaggerated worms eye might work. Reduce DOF to blur out background which can distract from subject. Boost contrast and saturation
52	who nose	1	2	1	4	Fun, interesting try. A macro or fisheye lens might help get nose in better focus. Shadows and highlights too blown
53	wood planer	2	2	2	6	More interesting POV might be lower & straight on rather than from standing position. Show noticeable things going on below. Perspective is also off from this position. Could use some sharpening
54	yokahu tower	2	2	2	6	There are aspects of the tower that could make for interesting pics. i.e. the barred windows. Or try a different POV - extreme worms-eye view or step back to show how it fits in the park surroundings.