



**Cascade  
Camera Club**

**AUGUST 2014**  
Volume 12: Issue 8



## CLUB EVENT SCHEDULE

### AUGUST

- 4th Critique: Digital Open/Theme  
Theme: Glitz or Glamor
- 5th Photo Talk Lunch at Cafè Sintra 11-1 PM
- 18th Program: Member Video Show
- 19th Photo Talk Lunch at Cafè Sintra 11-1 PM

### SEPTEMBER

- 1st **NO MEETING** - Labor Day
- 2nd Photo Talk Lunch at Cafè Sintra 11-1 PM
- 15th Critique Night: Digital Open/Theme  
Theme: Black and White
- 16th Photo Talk Lunch at Cafè Sintra 11-1 PM

### OCTOBER

- 6th Critique: Digital: Open/Theme  
Theme: Weather
- 7th Photo Talk Lunch at Cafè Sintra 11-1 PM
- 20th Program Night: TBA
- 21st Photo Talk Lunch at Cafè Sintra 11-1 PM

### NOVEMBER

- 3rd Critique: Digital Open/Theme  
Theme: Water
- 4th Photo Talk Lunch at Cafè Sintra 11-1 PM
- 17th Program Night: TBA
- 18th Photo Talk Lunch at Cafè Sintra 11-1 PM



*"Hal and June"*  
©Judy Neill  
Theme "Side by Side"

## IN THIS ISSUE

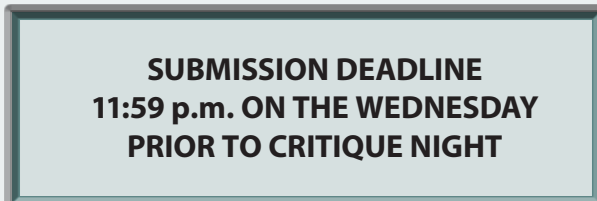
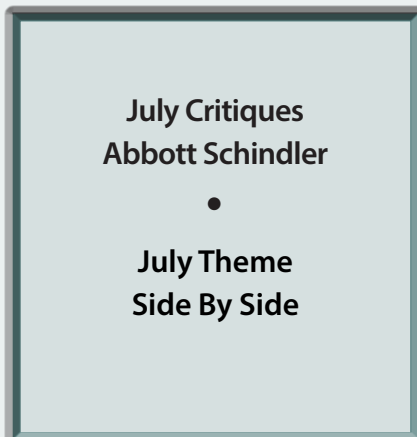
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Welcome to **IN FOCUS**, newsletter of the Cascade Camera Club, located in Bend, Oregon.

Our meetings are held at the Bend Senior Center, 1600 SE Reed Market Rd, the First and Third Monday of each month (except September). Doors open at 6:30 PM, the meetings start at 7:00 PM.

### GUESTS ARE WELCOME

Email: [info@casadecameraclub.org](mailto:info@casadecameraclub.org)  
Website: [casadecameraclub.org](http://casadecameraclub.org)



## JULY DIGITAL SUBMISSIONS

### Theme:

Robert Agli	Stormy Moonset
Ron Alvig	Father and Son
Ruth Baker	Proud Parents
Jim Bell	Soldiers and Family Stand Side by Side
Mike Byrum	Pergola Parallels
Wendy Caro	Dental Work
Ralph Delamarter	Looking for the Next Shot
William Dziuk	Brothers and Sisters
Donita Elbert	Tree Sparrow Fledglings
Darrell Fevegeon	Tidal Sculptures
Mike Gallagher	Pokey & Friend, Side by Side
Quent Gillard	Untitled
John Hart	Parenting
Erin Hawthorne	Best Friends
Joan Heinkel	Queens Day
Joe Hudspeth	Workin' Hooves
Hugh Janssen	Side by Side Pix
Mike Jensen	Ghosts of the Past
Rich Marracco	Generations
Pete Martin	Joensuu Girls
Ben Massell	Canoes
Bev Murphy	Lazy Summer Days
Judy Neill	Hal and June
Kay Parkinson	Favorites
Michael Rouse	Two by Two
Ginger Sanders	The Two Old Veterans
Jack Schade	At the Lake
Dan Schafer	Hounded
Marcus Schwing	Double Fetch
Nina Shields	Side by Side
Jim St John	Pretty Bikes in a Row
MA Willson	Prairie Fence

**Our Critiquer for August**  
Dorothy Freudenberg



©Joan Heinkel



©Darrell Feverageon



©Ron Alvig

July Member  
Gallery  
Theme:  
Side by Side



©Bev Murphy



©Quent Gillard



©Donita Elbert



©Ralph Delamarter



©Wendy Caro

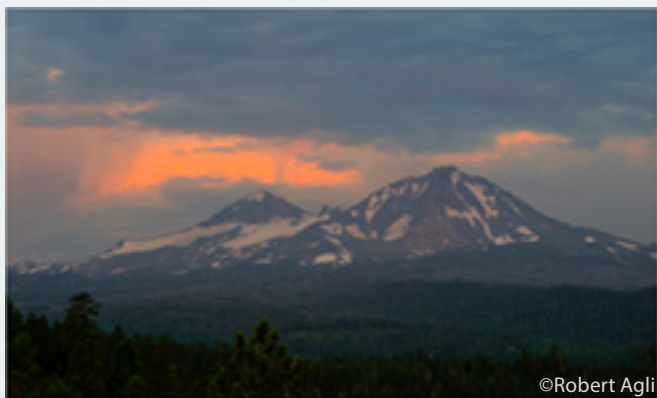
July Member  
Gallery  
Theme:  
Side by Side



©Kay Parkinson



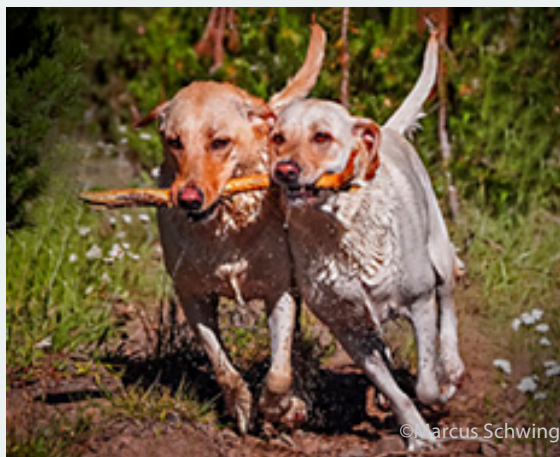
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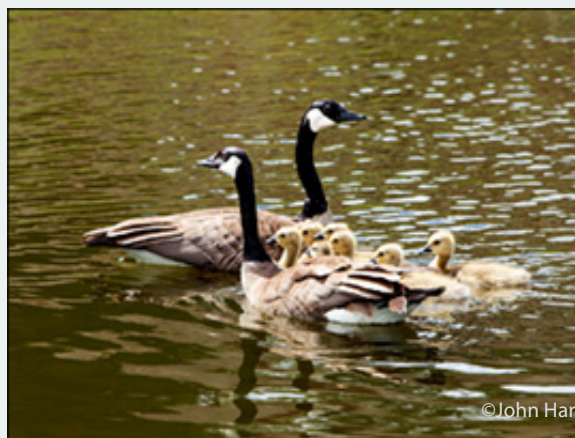
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July Member Gallery Theme: Side by Side



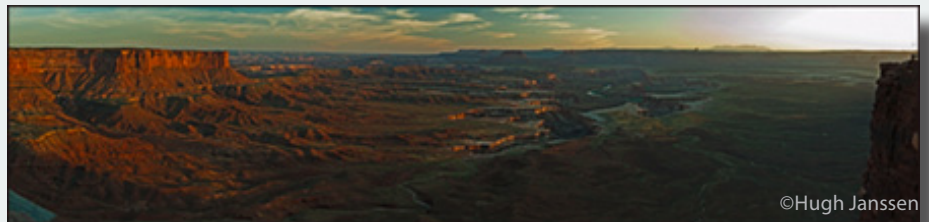
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©Hugh Janssen



©Mike Byrum



©Ginger Sanders



©Michael Rouse



©Joe Hudspeth



©Ben Massell

Member Gallery  
July  
Theme: Side by Side



©Jack Schade



©Rich Marrocco

## PHOTOSHOP TIP

### REMOVING A STRONG COLOR CAST IN AN OLD PHOTO

**Today's Question:** I know you've covered this in the past, and I apologize for the duplication. But I've run into a need to correct a very strong color cast in an old photo, and can't find the info you had previously provided. Can you refresh my memory on the technique you recommend?

**Tim's Answer:** This is a repeat, but I certainly don't mind providing the information again, as I've received tremendous feedback from readers that the technique has proven very helpful.

The basic process is very simple, and involves just a few steps in Photoshop. Start by creating a copy of the Background image layer, which you can do by dragging the thumbnail for the Background image layer to the Create New Layer button (the blank sheet of paper icon) at the bottom of the Layers panel.

Next, choose Filter > Blur > Average from the menu to apply the Average blur filter. This filter will cause the image to become a single color representing the average color of all pixels in the photo. With a strong color cast, that means the color of this layer represents the color of that color cast.

Next, we want to invert the color to the opposite color, so choose Image > Adjustments > Invert. The image will now appear with the opposite color of the color cast. To apply this color as a compensation color to the photo, change the blend mode for the layer to Color using the popup at the top-left of the Layers panel.

At this point the image looks even worse than when you started, with a complete color cast that is the opposite of the original color cast. The final step is to reduce the Opacity setting for the current layer, so that the color cast is neutralized. You'll find the Opacity slider at the top of the Layers panel. Start at about a 50% value, and then adjust up or down as needed to get the best result for the color in the photo.

You may also need to increase saturation and contrast for the photo at this point, to improve the final result.

By Permission of Tim Grey

To become a member of Tim's e-newsletter: [www.timgrey.com/ddq/](http://www.timgrey.com/ddq/)

## AUGUST 18TH PROGRAM

### MEMBER VIDEO NIGHT

#### REQUIREMENTS FOR VIDEO SUBMISSIONS FOR OUR AUGUST PROGRAM

Videos may be created with any theme or subject in mind. They should not be longer than 4 minutes. Videos should be formatted in one of the following formats which can be converted to be played on a Mac: .wma, wmv, mp4, or.mov. Quicktime .mov is the format of choice. Videos should not be sized smaller than 1280x720 pixels.

Once your video is ready you should send an email to Mike Jensen at [digitalcompetition@cascadecameraclub.org](mailto:digitalcompetition@cascadecameraclub.org). Mike will send you a Dropbox upload invitation, or if you allow enough time, you can submit a DVD to Mike prior to the deadline. Submissions will not be allowed after the deadline.

The deadline to have approved videos to Mike is midnight August 11, 2014. Mike will approve all submissions based on length, format and ability to play on a Mac. (or convert to the Mac).

## ANOTHER VIEW by ROBERT AGLI

### Drones, Another World of Geekdom

#### MONTHLY THEMES

##### 2014

Aug.	Glitz or Glamor
Sept.	Black/White
Oct.	Weather
Nov.	Water
Dec.	Tranquility

Months for Prints  
Sept., Dec.

Be sure your image is submitted  
by 11:59pm on the Wednesday prior  
to the Monday critique

Videos for uploading digital  
images can be found on our website  
[Cascadecameraclub.org](http://Cascadecameraclub.org)

I finally pulled the trigger. I ordered a UAV (Unmanned Aerial Vehicle) more commonly referred to as a drone. The purists get touchy about calling them drones but quite frankly I think it fits better than UAV. I am, after all, manning the aircraft controls. I'm just not aboard.

The world of these remote controlled aircraft just might be the ultimate world of geekiness. You are combining digital photography, computer software, radio controlled model airplane technology, computer gaming and flying. If you think learning the intricacies of DSLR photography is overwhelming, then flying a quadcopter or other configured UAV is definitely not something you want to even consider.

Given the above, why on earth would anyone want to jump into this world of tech overload? For me, it's first and foremost about point of view. Some years back we had a speaker at the club who showed some amazing images from a powered parachute. I loved the images but I know way too much about aerodynamics to even consider flying one of those things. It goes back to my Navy aviator training where we were taught that no sane person jumps out of a perfectly good aircraft. The drones meant I would not be risking life and limb but I could get the view. Ric Ergenbright's presentation, a few months ago, reinforced my opinion on both manned and unmanned flying machines. From a commercial perspective I could see where you could make some money with these contraptions, at least until the market gets flooded with "wanna-bes".

I have done considerable research and it's taken me months to get to the point that I actually feel comfortable about taking the plunge. Here are some things that I have already learned before even getting my hands on a real machine.

- 1) It's expensive! Much like photography the copter is the tip of the iceberg. While most of the established manufacturers provide a decent kit that includes the copter, the radio controlled transmitter, a battery and charger and a perhaps a few basic tools you are just getting started. You will need extra batteries, spare parts, a gimbal operated camera mount and at an absolute minimum a newer GoPro camera. And, of course, if you want to actually see what you are photographing while in the air, that going to increase your bill significantly.
  - 2) That brings up the next revelation. You will crash. All the experts recommend that you start your flying with a less expensive rig. In the world of UAV flying if you equip one of these babies with camera mount and camera you are looking at \$1300 to \$1500. Keep in mind that the serious pros invest 10 times that without blinking an eye.
  - 3) It's dangerous. The propellers are very sharp and spinning at very high speed. If someone operated their rotary lawn mower upside down would you want to be anywhere near it? (I have already laminated the flight checklist that must be rigidly followed to avoid accidents.) The lithium polymer batteries are also nasty little devils. You actually charge them and store them in a special protective bag. The bag looks like something bomb squads would use.
  - 4) The radio controls and the flying performance require a lot of practice to become proficient. Gamers and those already flying remote control airplanes probably have a leg up in this area. All the rest of us start with a flight simulator program just to get use to the alien world of radio controls.
  - 5) A new world of techno-speak. The list of terms and acronyms could fill pages and it covers everything from aerodynamics to radio communication.
- The world of UAV's is not for everyone and perhaps for those few who are thinking about dabbling with this new frontier you may have had your eyes opened.



