

Why Shoot Raw?

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- Introduction
- RGB Color Model
- Raw files vs. JPEG files
- Advantages of shooting raw
- Downside of shooting raw

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Introduction - Raw

- All digital cameras use a **raw** format for the image data collected by the camera's sensor.
- Digital cameras convert the **raw** data to a "cooked" or processed **JPEG** format before writing to film card.
- Most better cameras allow you to write the image to the film card in its **raw** format, **JPEG** format, or both.
- The **raw file** has more information that can produce higher quality pictures but needs processing outside the camera.
- Why shoot **raw**?
 - Short answer: More flexibility! More control in post processing your photos. Better quality in your photos.
 - But there's a cost! Takes a little more time to process the files.

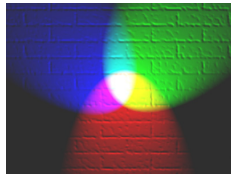
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RGB Model

- **RGB** (Red, Green, Blue) color model https://en.wikipedia.org/wiki/RGB_color_model
- Colors are made by adding different amounts of **red**, **green** and **blue**.
- Used in TVs, video and digital cameras, computer displays, video games, cell phones, and other devices.
- Other color models, e.g., CMYB (Cyan, Magenta, Yellow, Black) is used in printers. https://en.wikipedia.org/wiki/CMYK_color_model



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JPEG File Format

- **JPEG** is a standard file format used in all digital cameras.
- Each pixel (picture element) has three values for **RGB**.
- In **JPEG**, the values go from 0 to 255. Uses 8 bits per value. (0, 0, 0) is black; (255, 0, 0) is **red**; (0, 255, 0) is **green**; (0, 0, 255) is **blue**; and (255, 255, 255) is white. For a total of 256x256x256 or 16,777,216 possible colors.
- When the three values are equal, it's a shade of **gray** (includes black and white). Therefore, 256 shades of **gray**.
- **JPEG** format processes white balance, contrast, sharpness, saturation, etc. inside the camera before storing on film card.
- **JPEG** file format compresses the camera's **raw** data and, in the process, loses information, i.e., quality.

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Raw File Format

- A **raw** file format uses more bits for the color values (color depth) instead of 8 bits for 256 values.
- Current digital cameras use 12 to 16 bits per color value. E.g., my Canon 80D uses 14 bits for **raw** files or 16,384 values for each of **red**, **green**, and **blue**. ($2^{14} = 16,384$). Also, 16,384 shades of **gray**.
- My camera's **raw** files have 16,384 x 16,384 x 16,384 or about 4.4 trillion possible colors!
- That's the source of the flexibility! More subtle colors.
- More adjustments of exposure, white balance, details in shadows, brightness, etc. are allowed in post processing.

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Downside of Using Raw Files

- **Raw** files are non-standard! Each vendor is different! Even cameras from the same vendor use different raw formats!
- You are required to use special software to handle **raw** files. I use Lightroom 6.
- **Raw** files are larger to store. On my Canon 80D a typical **raw** file is 35-40 MBytes while a **JPEG** file is 8-15 Mbytes.
- Before you can share an image, you must use software to convert the **raw** file to **JPEG**. I use Lightroom.
- Cameras create **raw** files that are dull in appearance. You need to fine tune the contrast, sharpness, etc. to bring the image back to what you saw. I use Lightroom.

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