



Joel Grimes – Simulating Sunlight (MP4)

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Discover the Fundamentals of High-Speed Flash Duration to suspend Action and the way Joel manipulates skin tones to receive this gorgeous appearance he Achieves for his athletes.

Everything You Will Learn

This class follows Joel from beginning to finish how he photographed and post-processed track and field Olympic Gold Medalist Kerron Clement.

Joel shares the way he decorated Kerron from the studio and also covers the Fundamentals of all High-Speed Flash Duration to suspend action. Then he covers the Functions in ACR (Adobe Raw Converter) to control skin tones to receive that Stunning appearance he accomplishes for his athletes.

Practice Joel because he takes you through the imaginative Procedure From the beginning to the conclusion. Rather than focusing on a single subject, like Deciding upon the proper modifier, etc..., you have to see Joel utilize the methods and Theories from his heart tutorials and use the necessary tools of this trade for the Particular photoshoot and retouching as necessary.

What is Simulating sunlight?

Simulating sunlight refers to the process of recreating the appearance and qualities of natural sunlight in controlled environments, such as photography studios, film sets, or computer-generated imagery (CGI) in visual effects and animation. This simulation aims to replicate the effects of natural sunlight to achieve desired lighting conditions and moods for various creative and technical purposes.

Simulating sunlight effectively requires a combination of technical skill, creativity, and a deep understanding of how natural light behaves. Whether in photography, filmmaking, or computer graphics, the goal is to make the simulated sunlight appear as natural and convincing as possible to achieve the desired visual impact and storytelling effect.



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