



**POLARIZATION  
IN ART  
REPRODUCTION**

# Cross-Polarization

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Or...

Observations,  
Intuition and  
Curiosities  
REGARDING  
Cross-Polarizing



# Cross-Polarization

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An expert is someone who  
has made every possible  
mistake in a narrow field.

—*Neils Bohr*

# Cross-Polarization

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## A Quest for Information...

- ◆ **We all have questions, concerns and objections to the results with polarization.**
- ◆ **There is almost no information available on cross-polarization related to art copy work.**

**.....so inquiring minds want to know!**

# Cross-Polarization

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**A WORK IN  
PROGRESS**

# Why Polarizing is Needed

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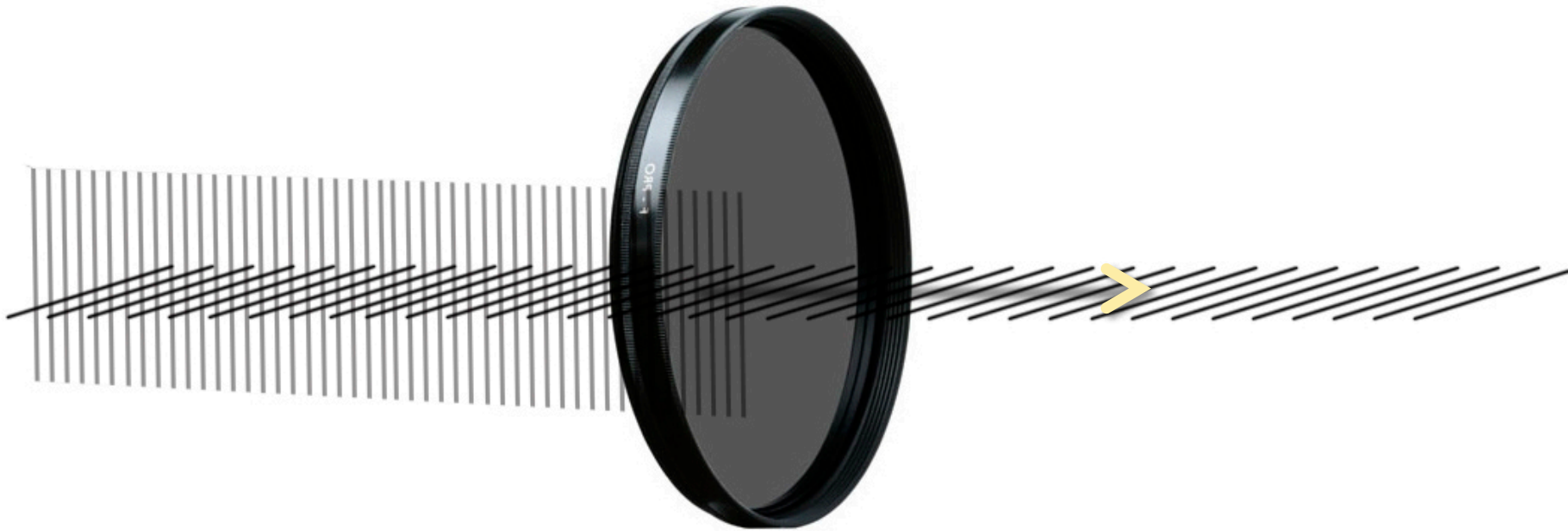
# Why Polarizing is Needed

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# Cross-Polarization

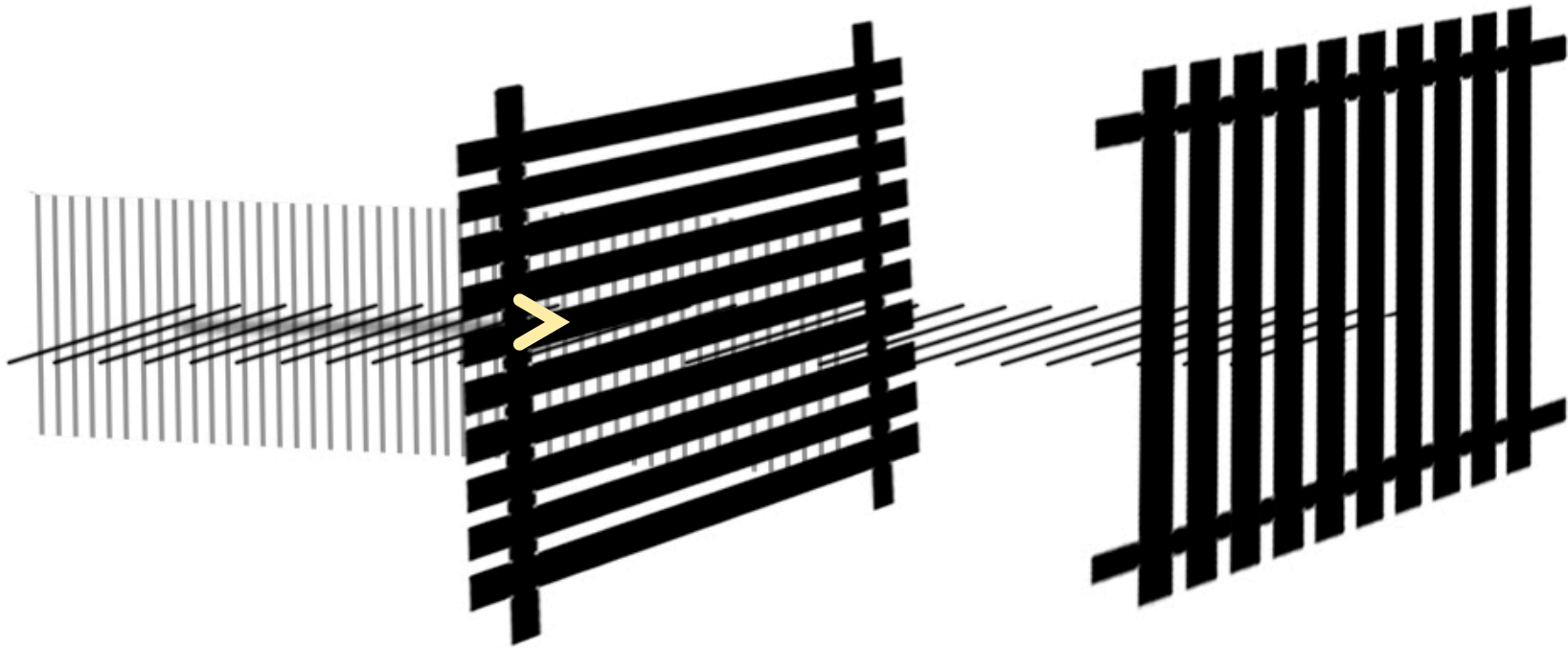
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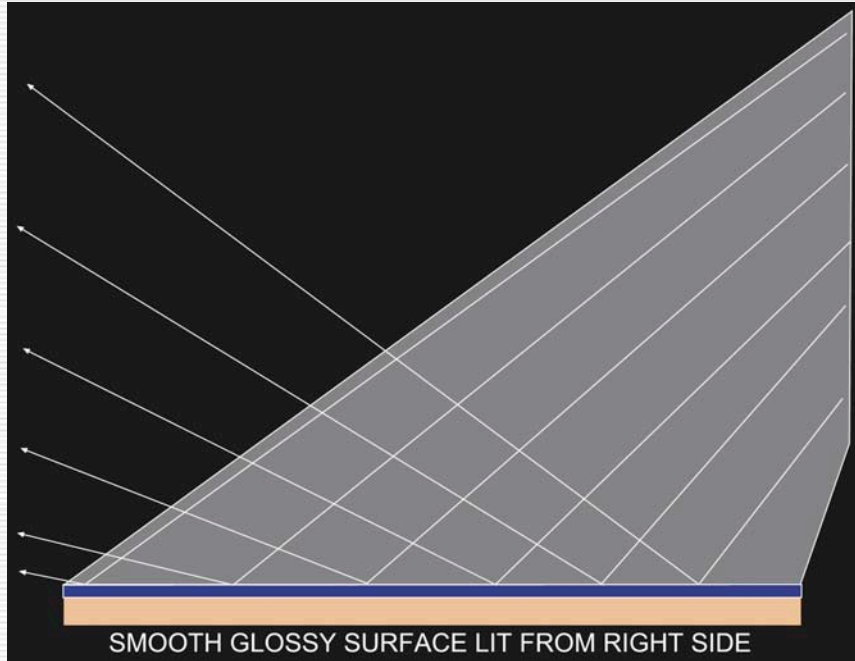
# Cross-Polarization

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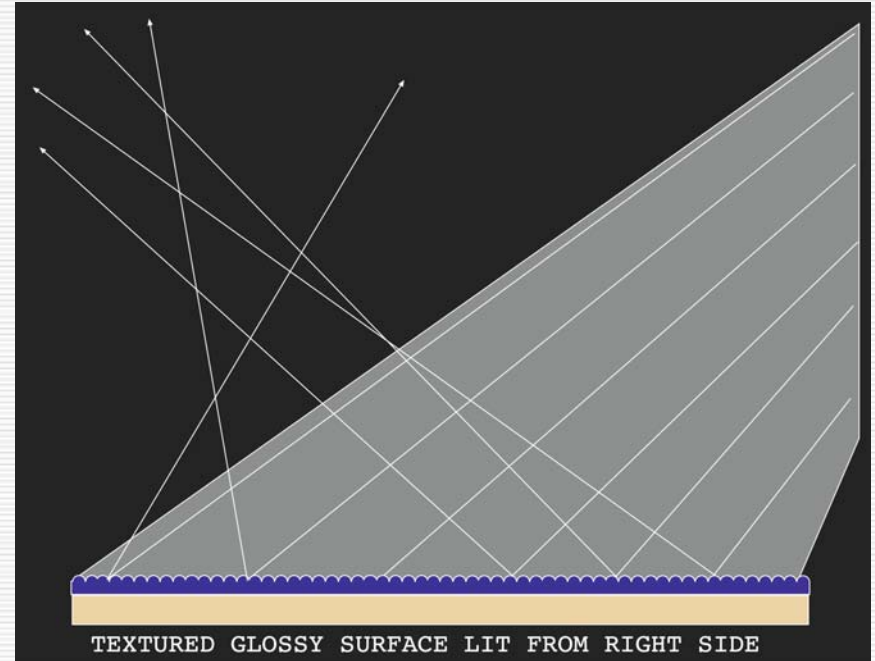
# Why Polarizing is Needed

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## SPECULAR REFLECTIONS

The best controlled by polarizers and the type we most often have to suppress

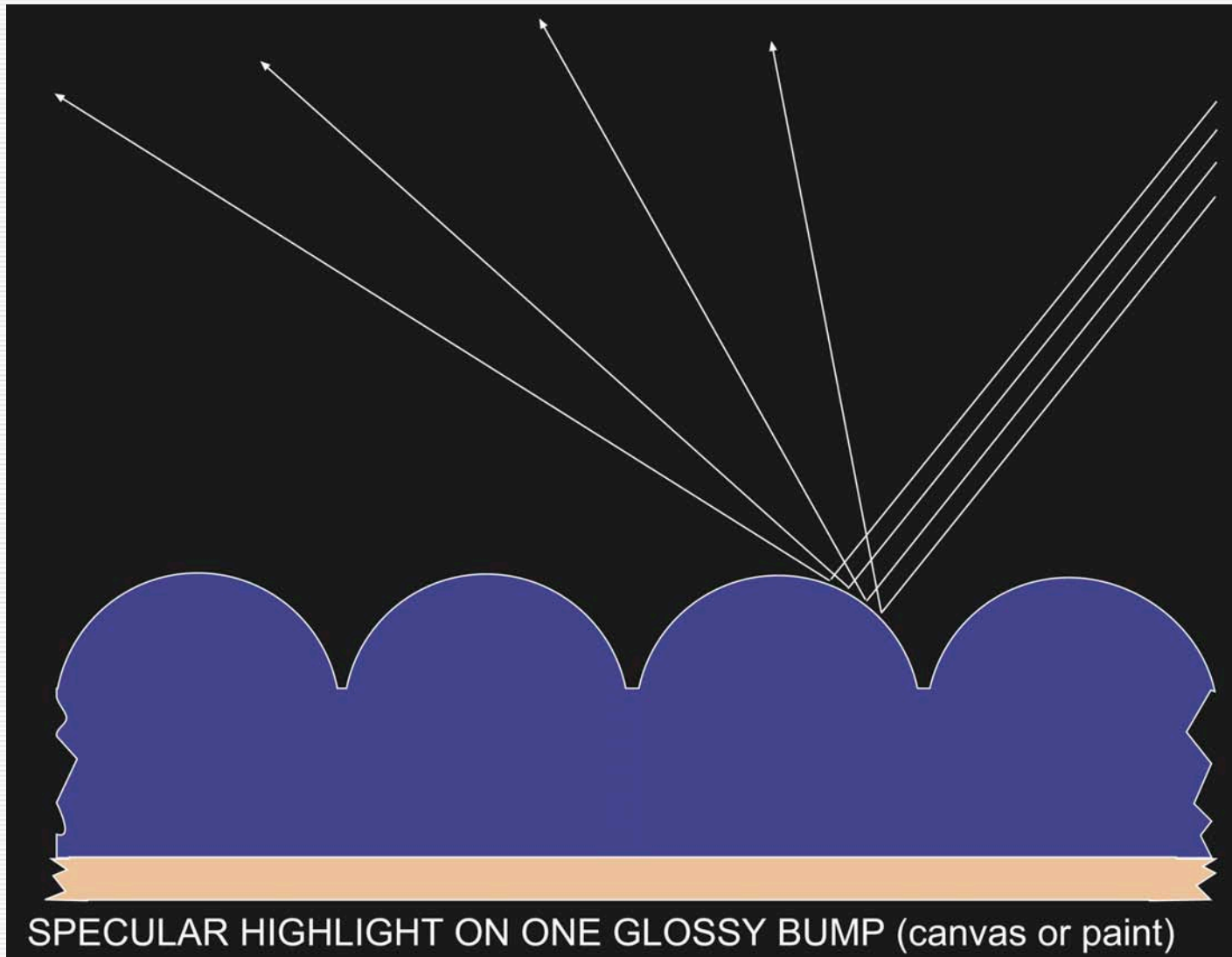


## DIFFUSE REFLECTIONS

Light scatters and changes polarity which passes the camera polarizer aiding in the exposure of the image.

# Why Polarizing is Needed

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# Aligning the Polarizing Filters

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**Filters Parallel**



**Partially Crossed**

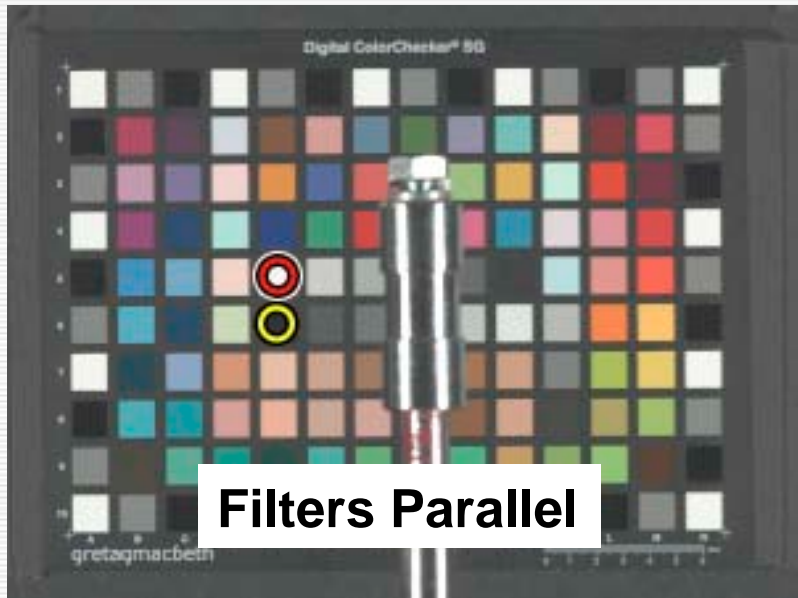


**Filters Crossed**

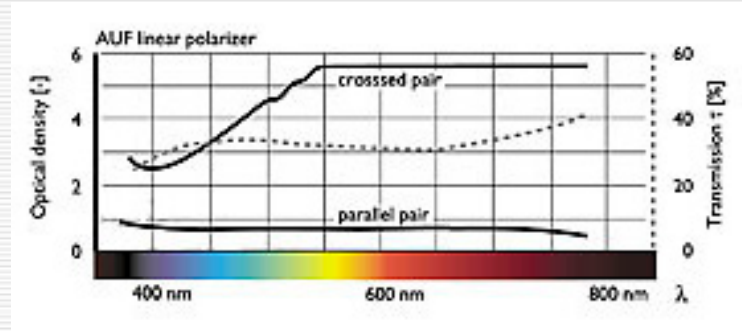
Polarizing filters on each of two copy lights and glass Polarizing filter on lens

# Aligning the Polarizing Filters

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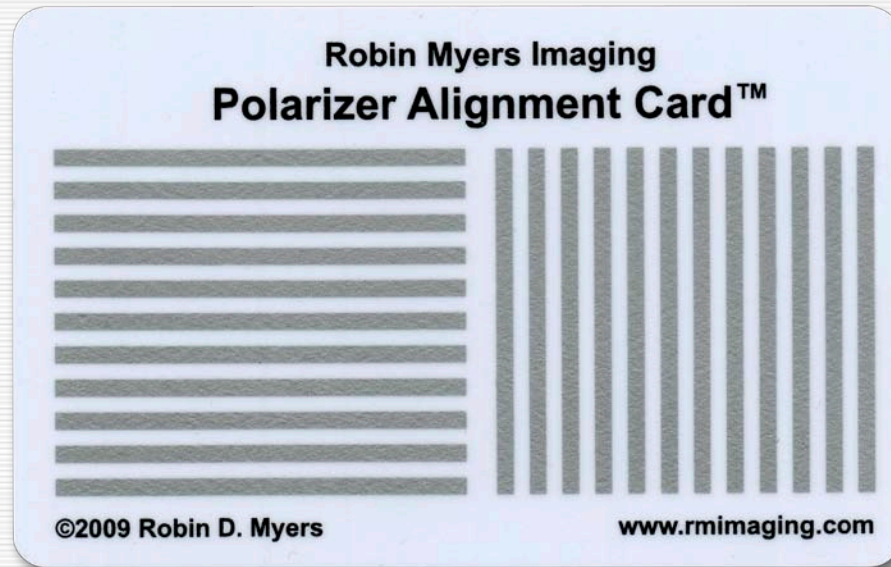


# Why Polarizing is Needed



# Aligning the Polarizing Filters

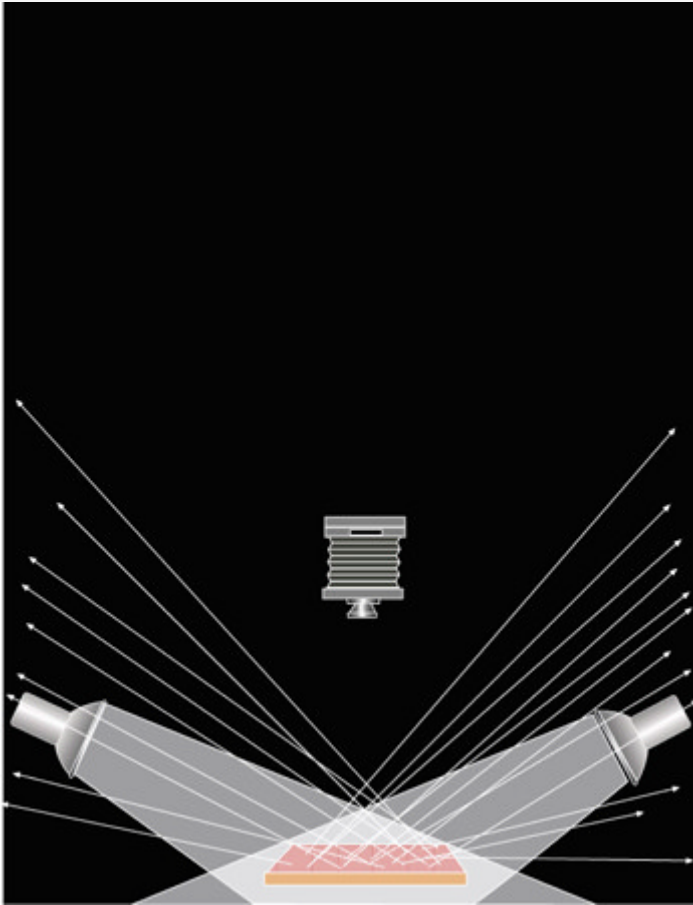
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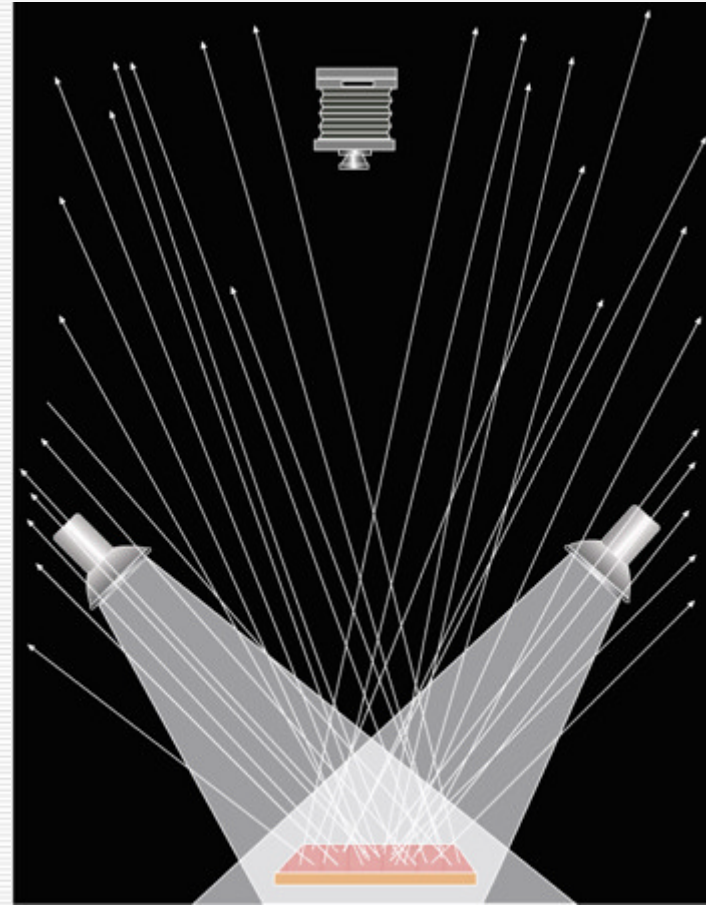
2 Cards \$14.95  
[www.RMimaging.com](http://www.RMimaging.com)

# Cross-Polarization

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Change the angle of the lighting to avoid influence of stray light



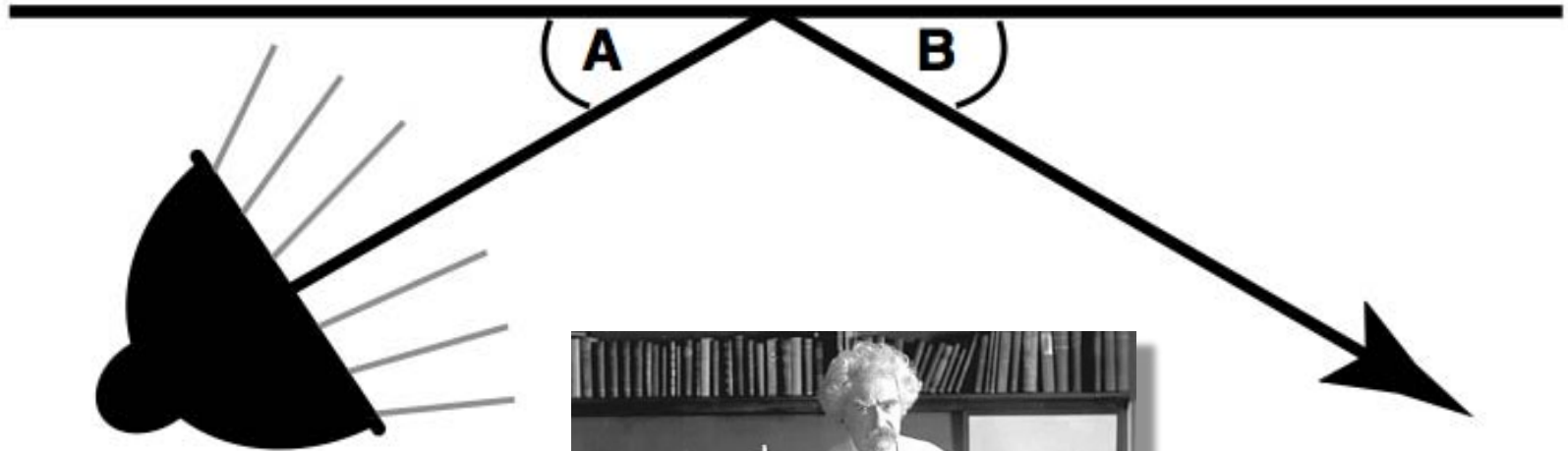
Move the camera back so the angle of view with a longer lens can avoid the stray light



# The Physics of Lighting

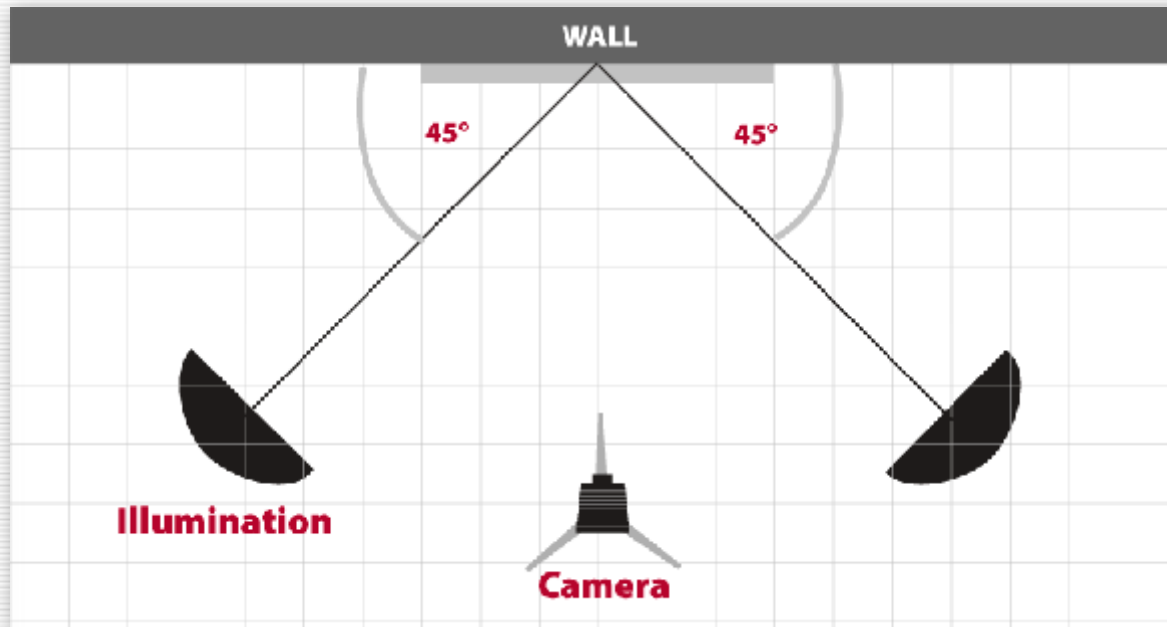
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**ANGLE A = ANGLE B**



Sam Clemens calculates  
the angle of reflectance

# Lights at 45° is the Best Compromise



Copy lights are setup at 45° to compromise between the intensity of incident light to the lens and elimination of reflections.

<b>Intensity of Reflections:</b>	<b>90° = 100%</b>
	<b>60° = 75%</b>
	<b>40° = 44%</b>
	<b>20° = 13%</b>

# Lighting

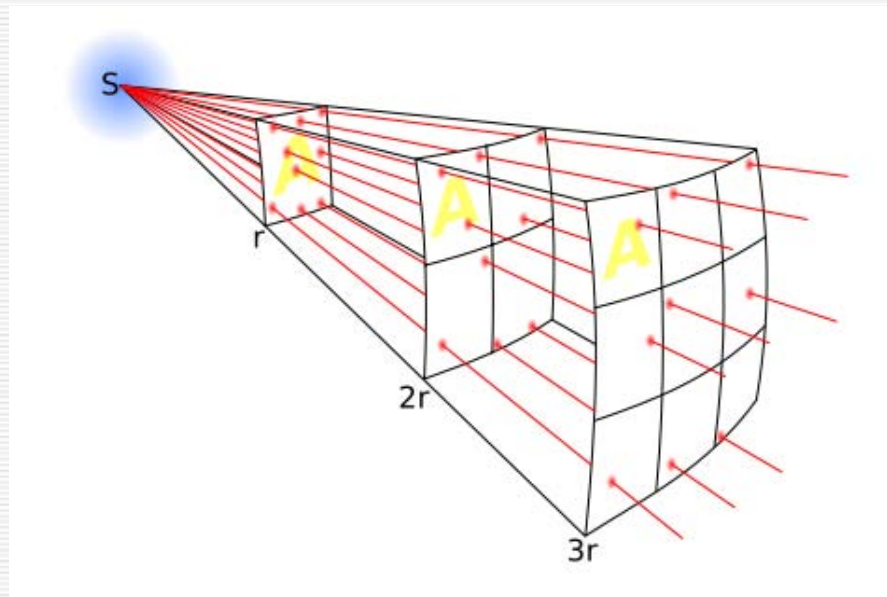
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## INVERSE SQUARE LAW

DOUBLE THE DISTANCE = OPEN 2 F-STOPS

Therefore: HALF THE DISTANCE = CLOSE 2 F-STOPS

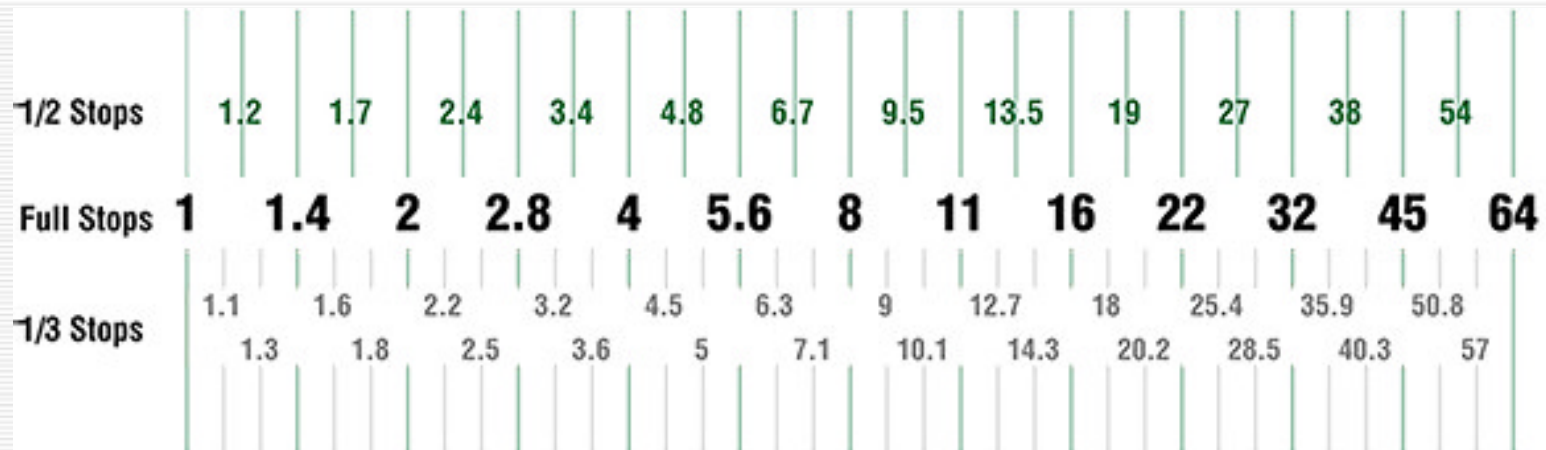
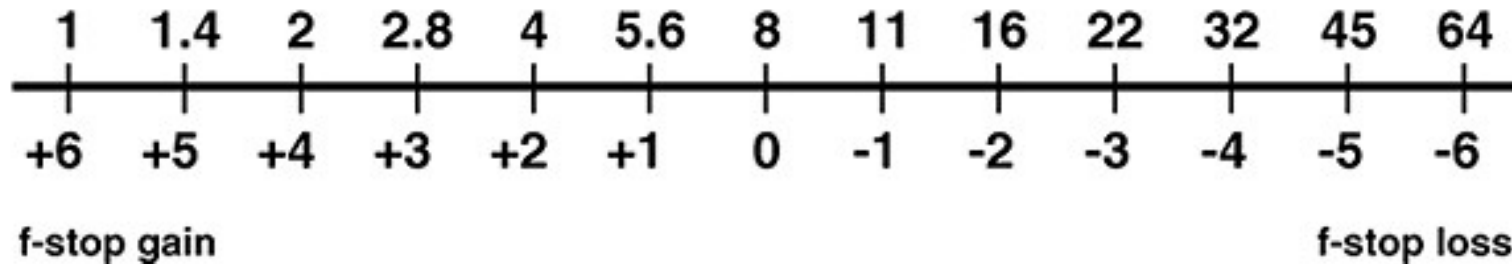
And: ONE QUARTER THE DISTANCE = CLOSE 1 F-STOP

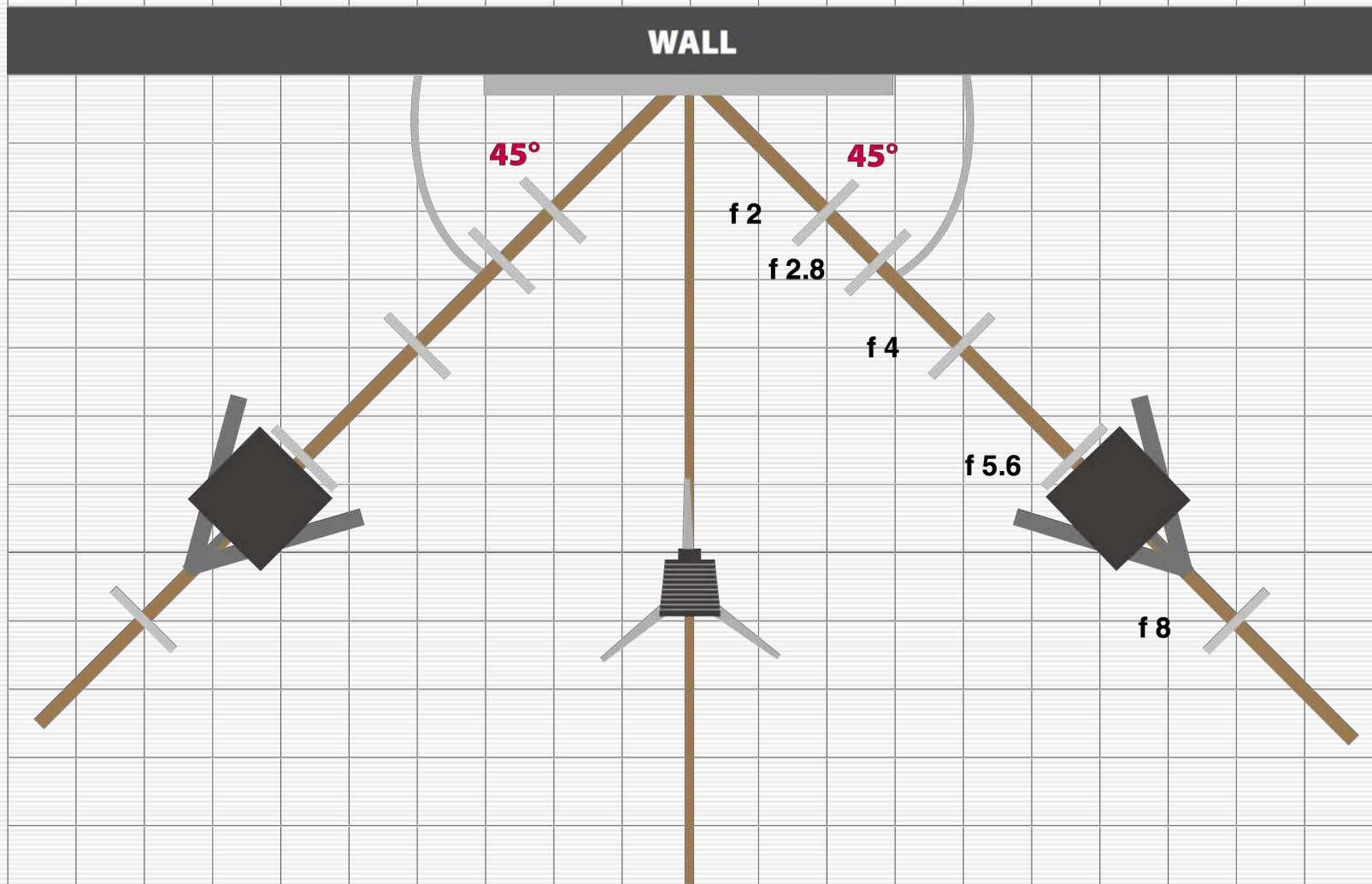


# The 2X Factor

## Light-to-Subject Distance vs. F-stop Gain / Loss

Light-to-Subject Distance in Feet

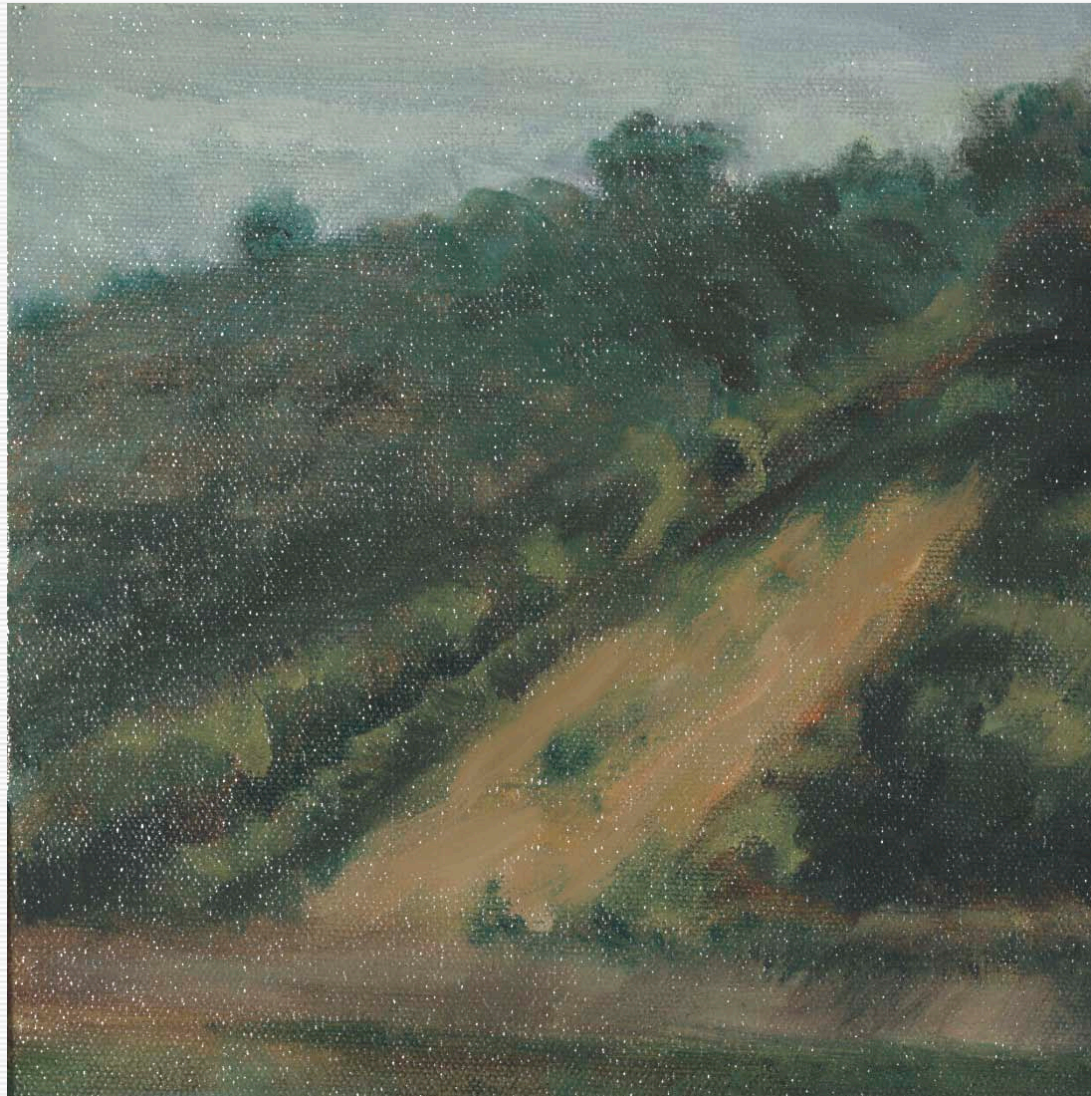




Put Lines on floor at **90°** and **45°** to have reference angle for light and camera positions and marks at **1 f-stop increments**.

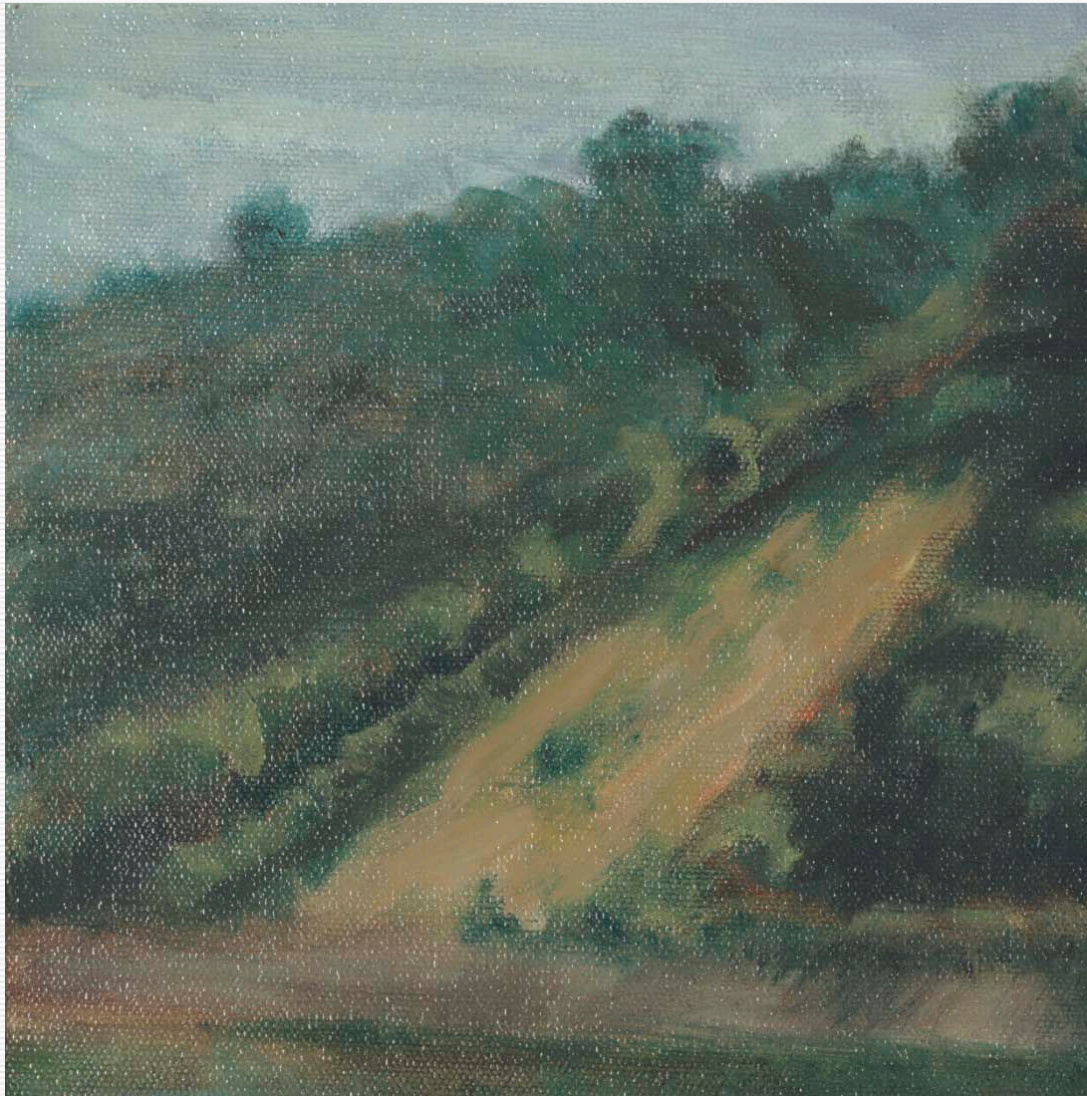
# Lighting Options – 16” Parabolic

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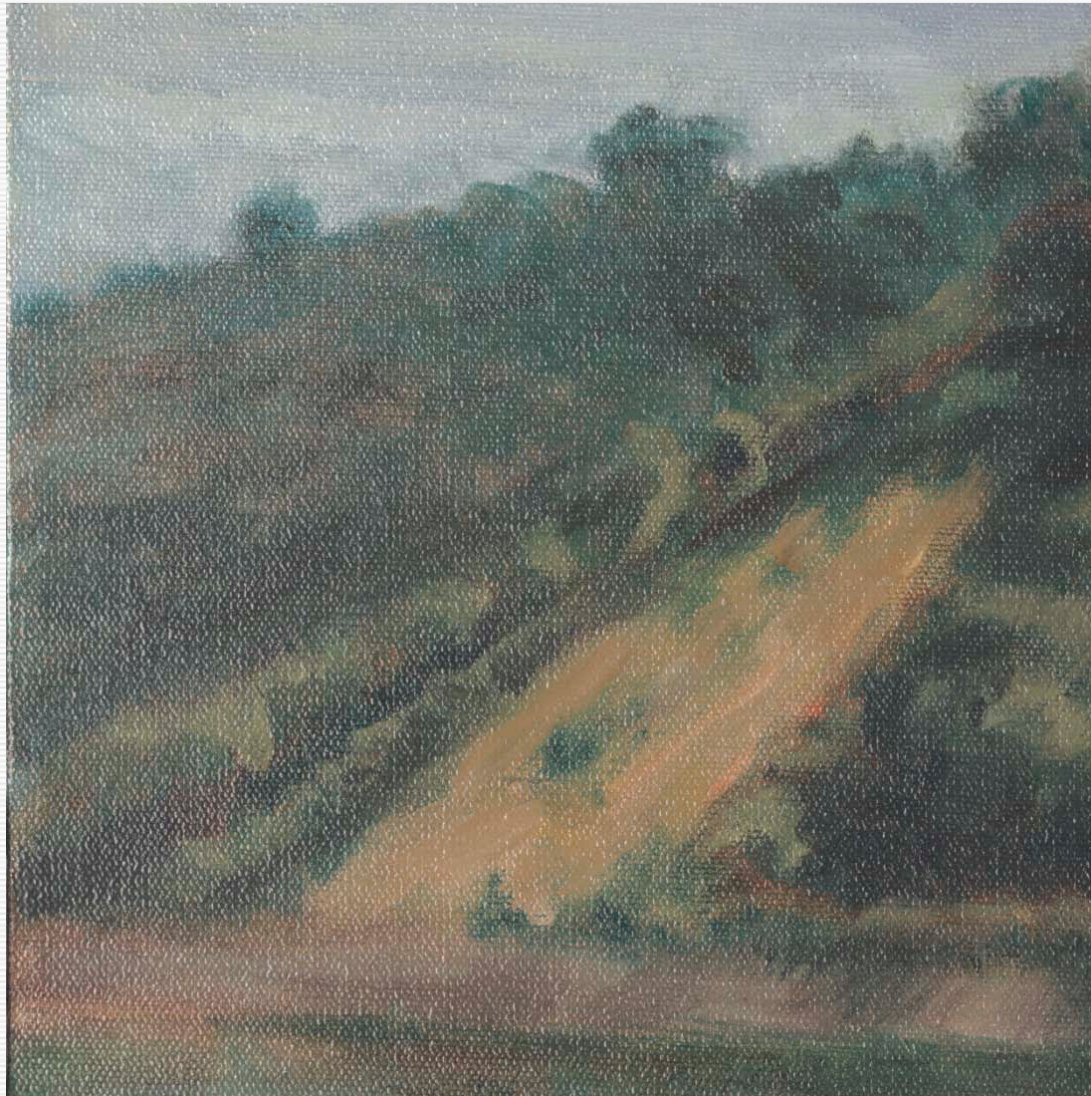
# Lighting Options – 2'x3' Fluorescent

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# Lighting Options – Diffusion Panel

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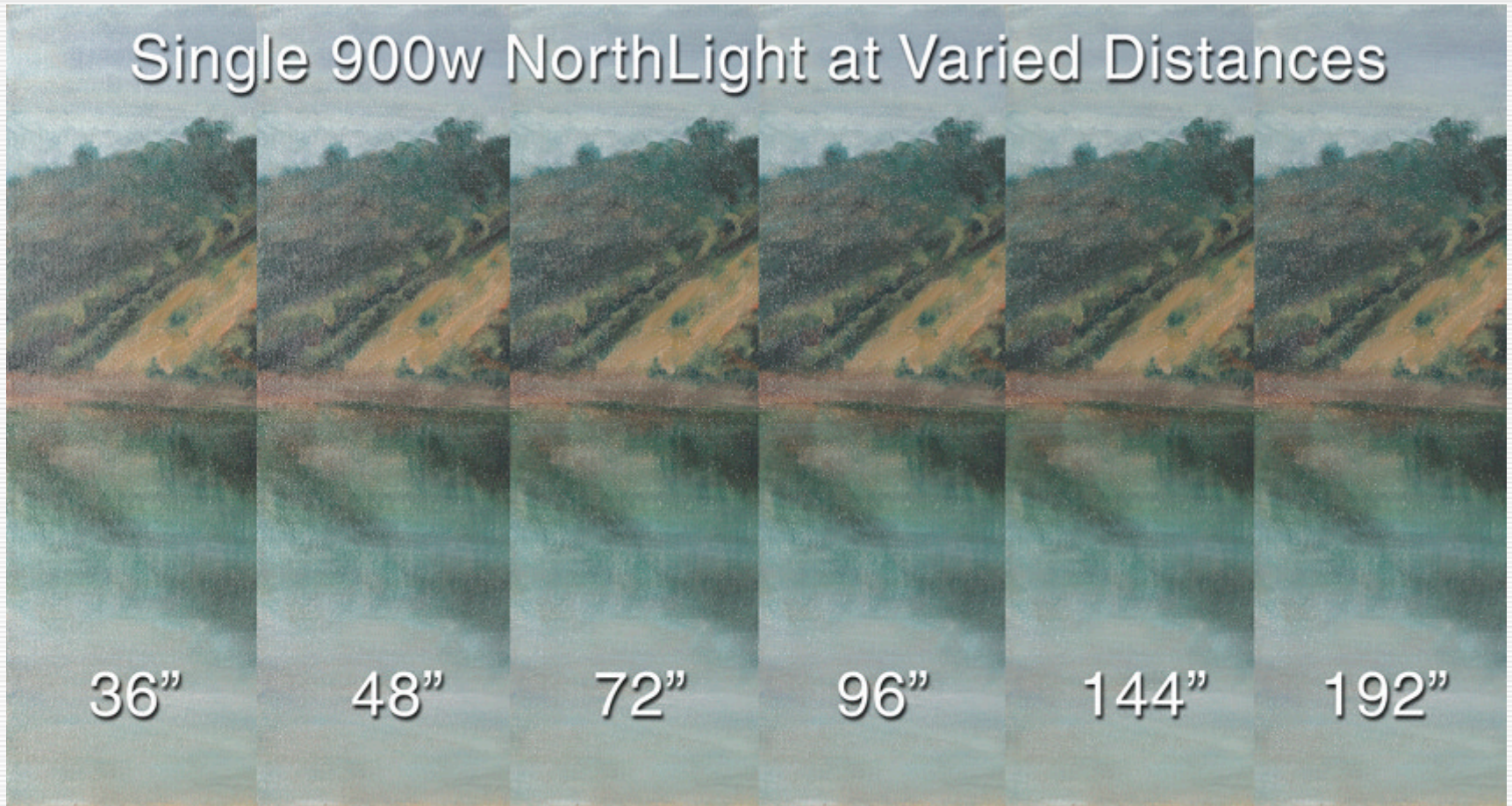




# Problems with Veiling Glare

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Single 900w NorthLight at Varied Distances



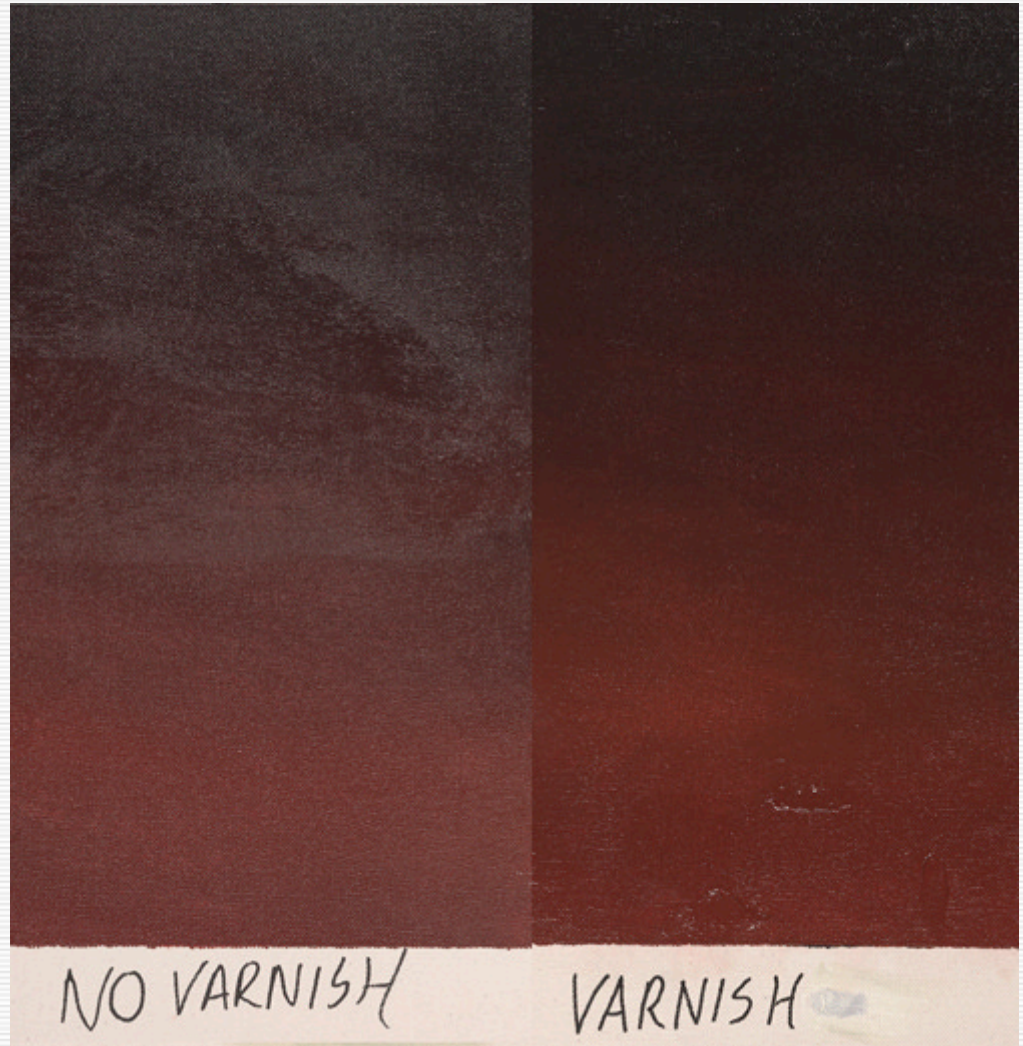
# Problems with Veiling Glare

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TO VARNISH...  
OR NOT TO VARNISH!

Contrary to what you might expect the varnished side has fewer glare problems than the side that is not varnished.

The varnish is filling the gaps in the canvas texture making a smoother surface.



# Problems with Veiling Glare

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- ✓ **Original Canvas 8 ft. x 50+ ft.**
- ✓ **13 Segments @ 450 MB 8-bit files**
- ✓ **2 – NorthLight 900 watt Copy Lights**
- ✓ **No EquaLight or Photoshop Corrections**

# Problems with Veiling Glare

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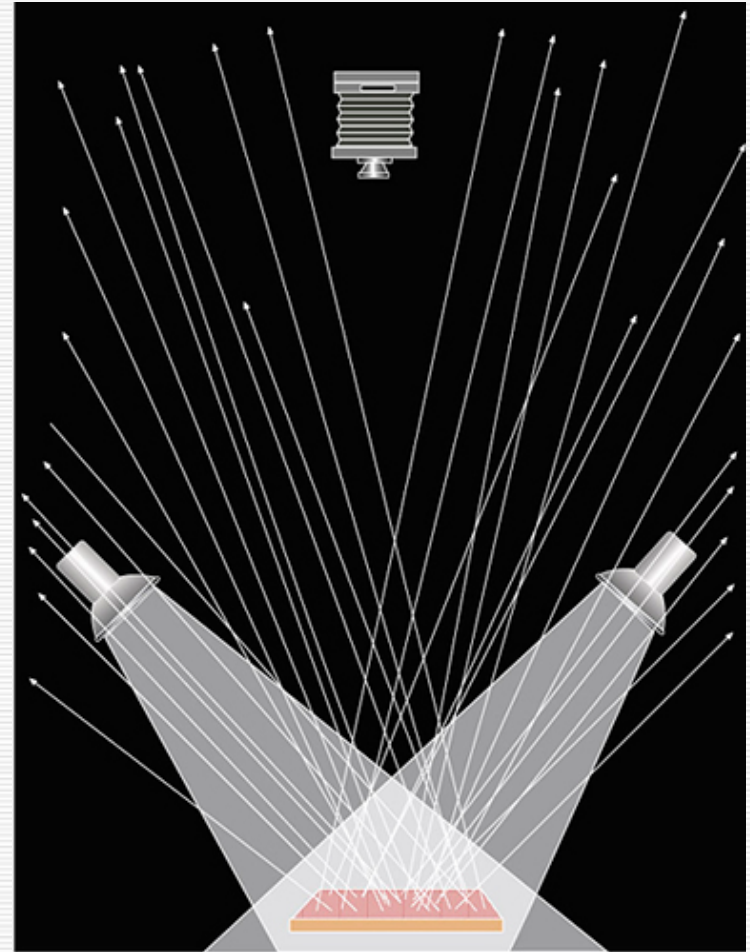
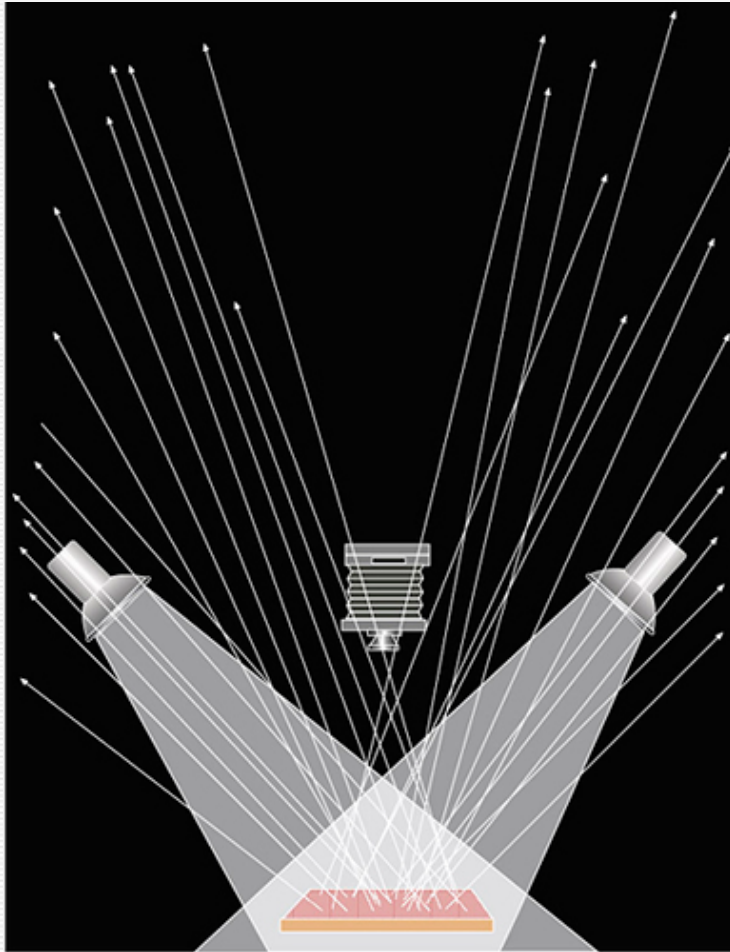
# Problems with Veiling Glare

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# The Physics of Lighting

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Short focal length lens has camera too close to subject and in path of stray reflected light. Moving back and using lens with narrow angle of view can avoid issues of veiling glare.

# Problems with Veiling Glare

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# Alternatives to Polarizing

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# Alternatives to Polarizing

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# Alternatives to Polarizing

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# Alternatives to Polarizing

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# If It Can Go Wrong...It Will Go Wrong!

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# If It Can Go Wrong...It Will Go Wrong!

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# Two Wrongs Can Make a Right!



# If It Can Go Wrong...It Will Go Wrong!

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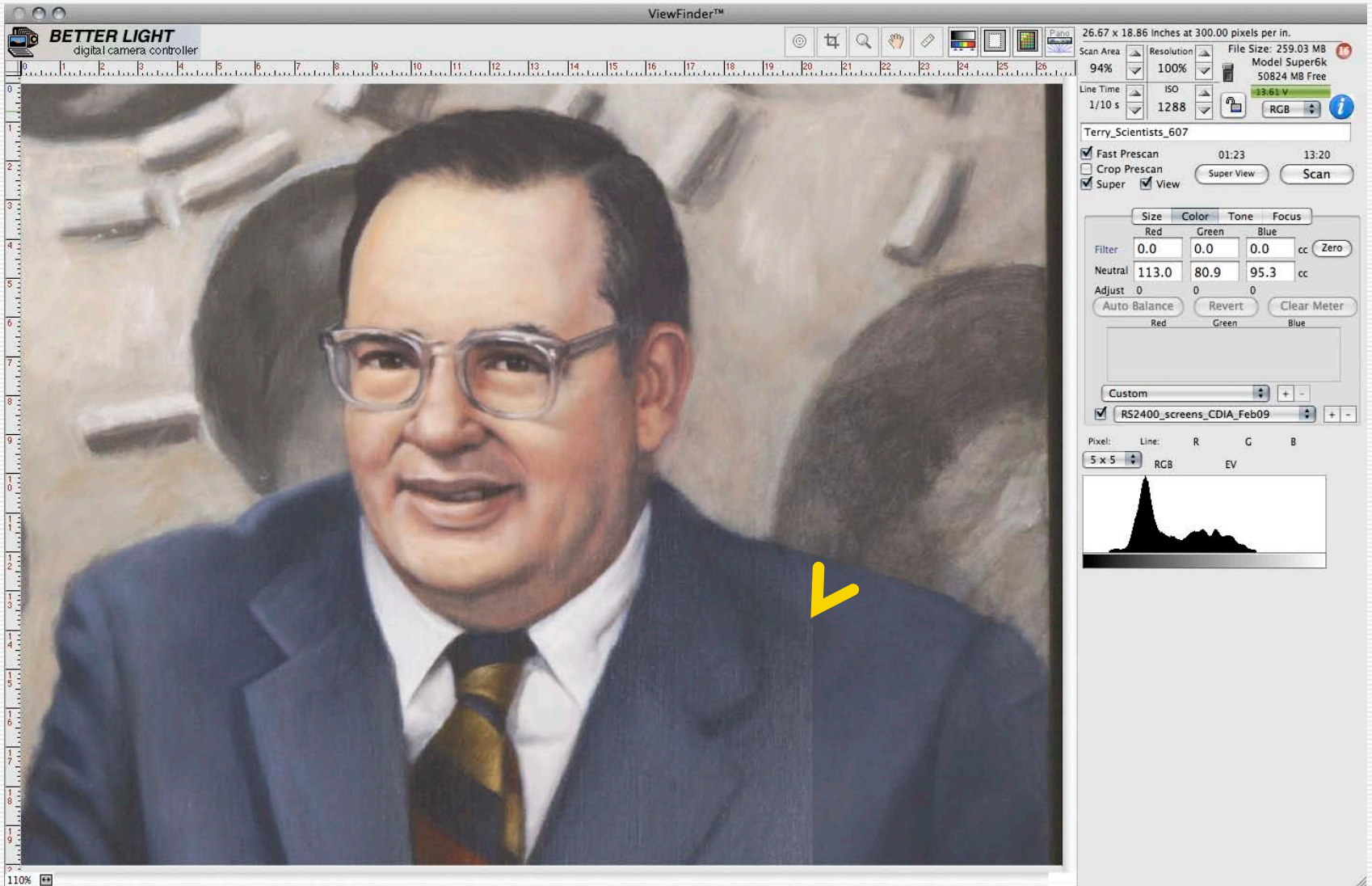
# If It Can Go Wrong...It Will Go Wrong!

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# If It Can Go Wrong...It Will Go Wrong!



# Two Wrongs Can Make a Right!

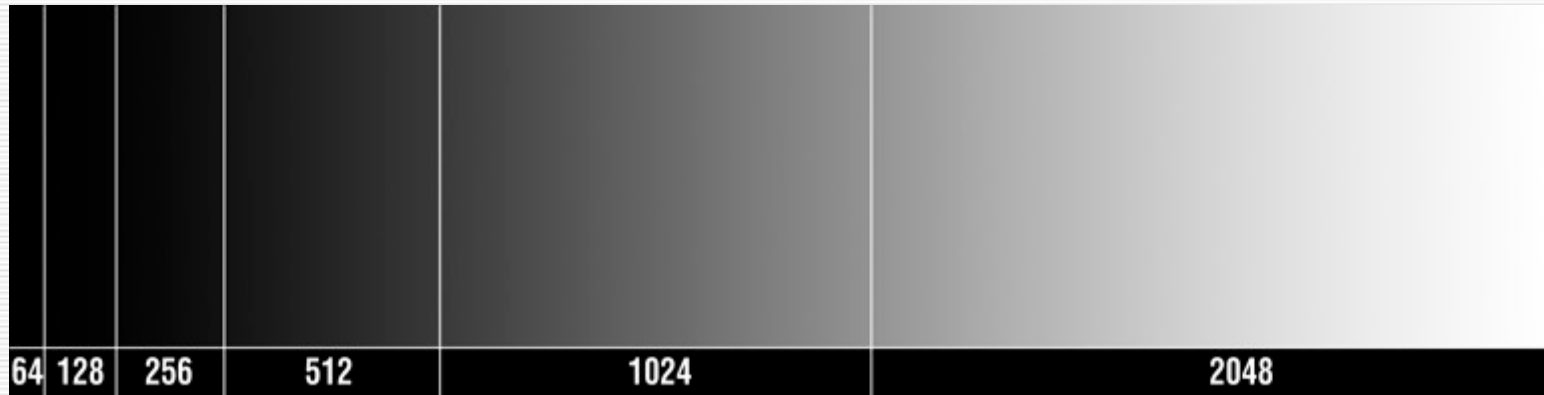
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# Elements of Quality in SCAN

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**Exposure is critical to maintain maximum detail.**

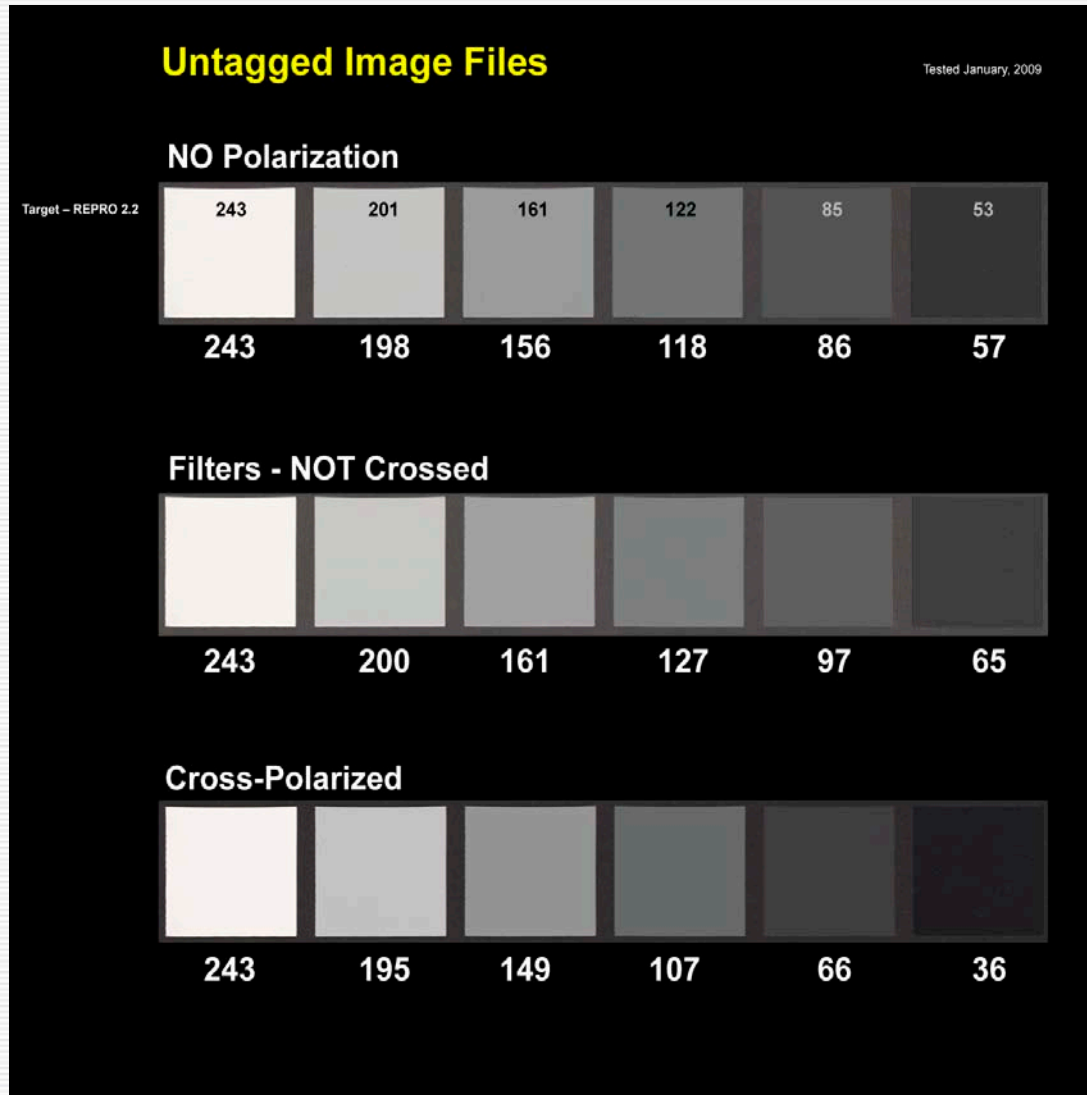


**Representation of Linear RAW file with 6 f-stops of tonal range and 4,096 bits from black (1) to white (4,096).**

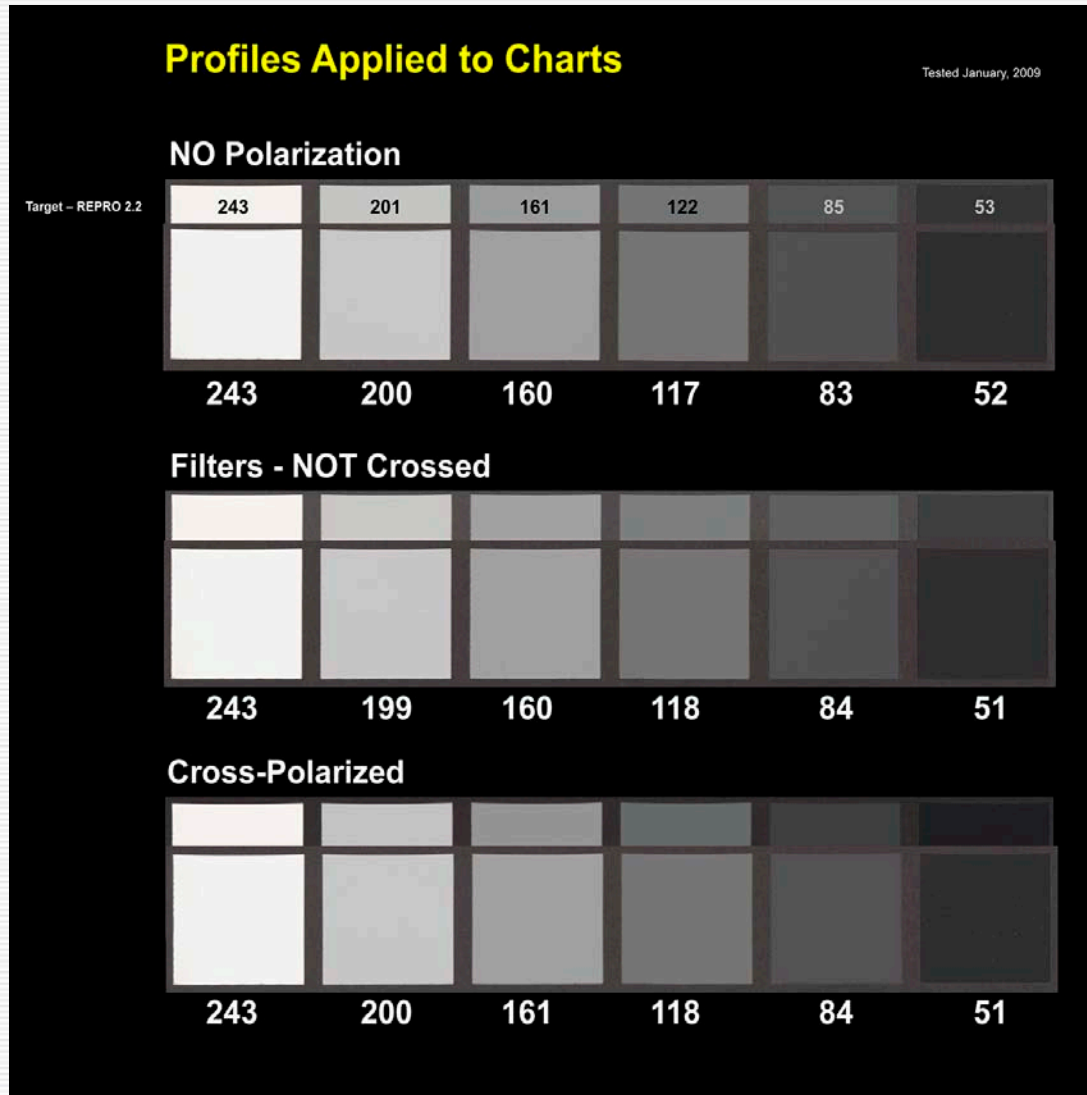
**The first stop of highlight values contains 2,048 tones – half of the data!**

**The last stop has only 64 bits of data, so the shadows will compress tones and have far more noise than usable data.**

# Profiling Polarized Images



# Profiling Polarized Images

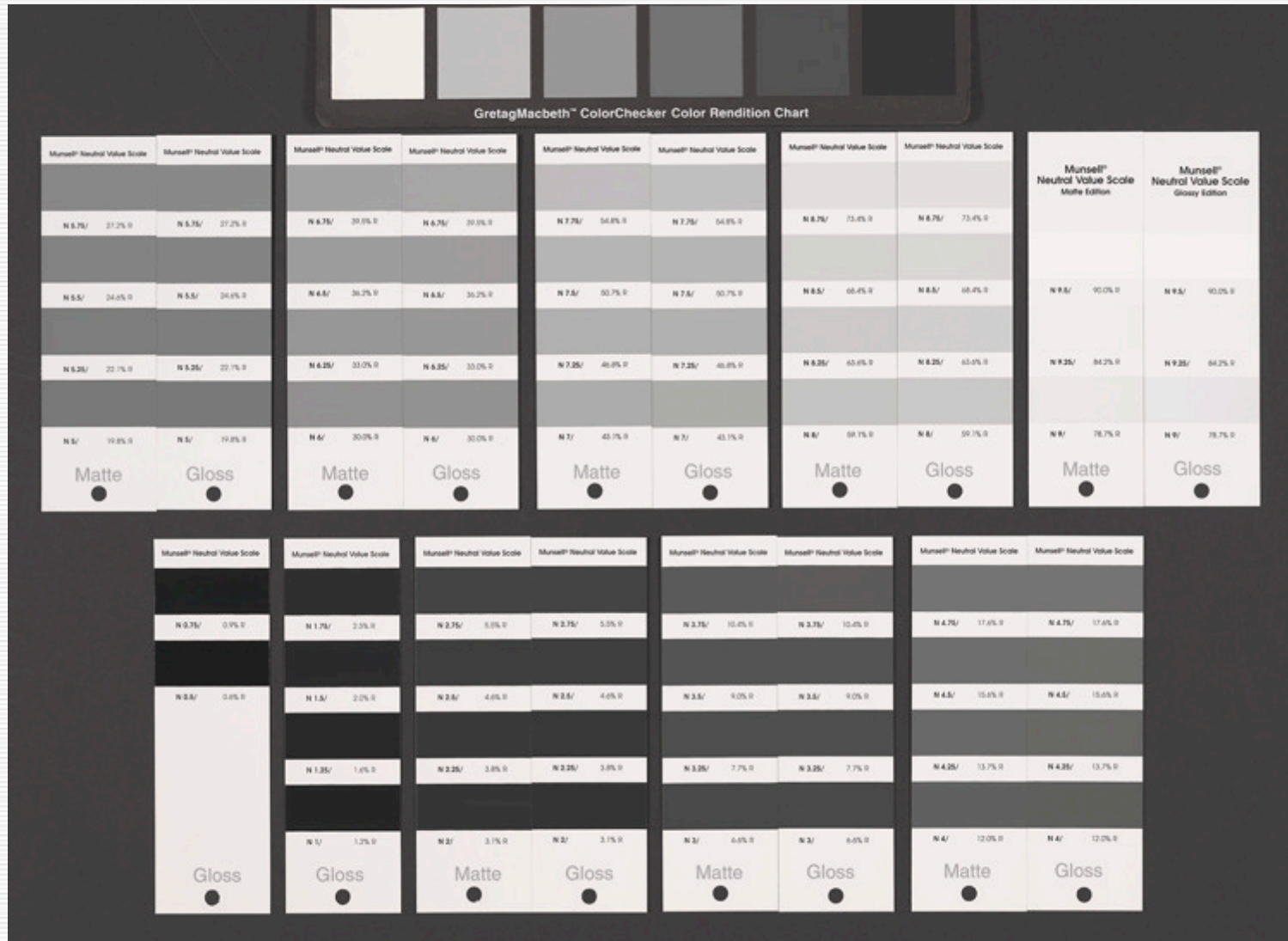


# Matte vs. Gloss Surfaces

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# Matte vs. Gloss Surfaces – No Polarizing



# Matte vs. Gloss Surfaces – Polarized





# Matte and Gloss Materials

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## Not Polarized

Very matte look with matte inks on watercolor paper.

Veiling glare washing out blacks and losing color saturation.

No profile  
Repro 2.2 tone curve



## Cross Polarized

Polarization removed veiling glare and increased saturation and contrast.

Closer to visual perception of original.

No profile  
Repro 2.2 tone curve



# Profiling Polarized Images

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## Not Polarized

Both profiles match quite closely with exception of background detail which seems a bit hazy.

No Polarizing Profile #101  
Repro 2.2 tone curve



## Cross Polarized

Polarized image seems to retain some additional subtle detail in background brush strokes.

Polarization Profile #107  
Repro 2.2 tone curve



# Profiling Polarized Images

## Matte Subject Matter - Cross Polarized

Tested January, 2009



Classic 24 Patch Chart



Color Checker SG Chart

### Cross-Polarized

Untagged



Profile Applied



243

200

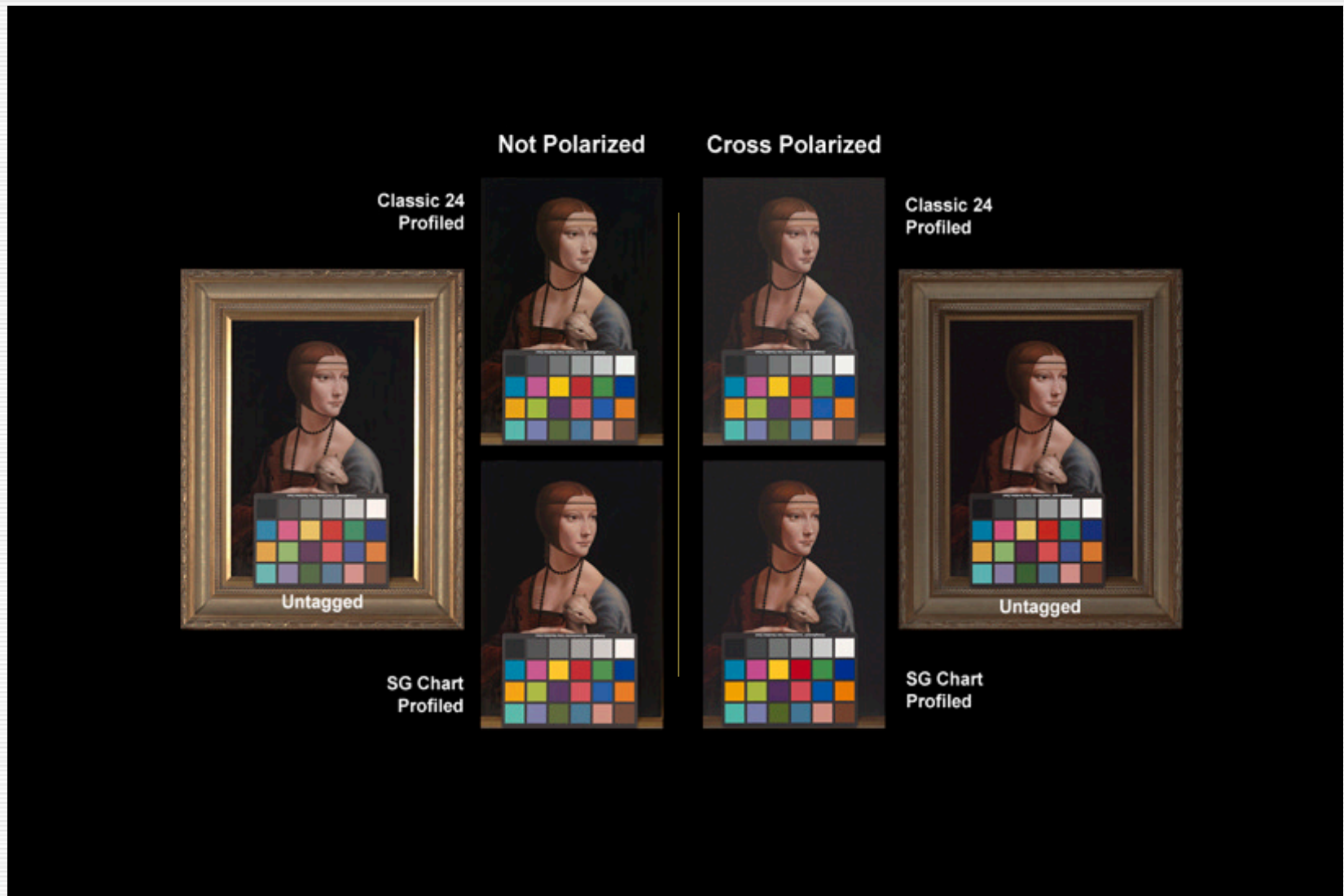
161

118

84

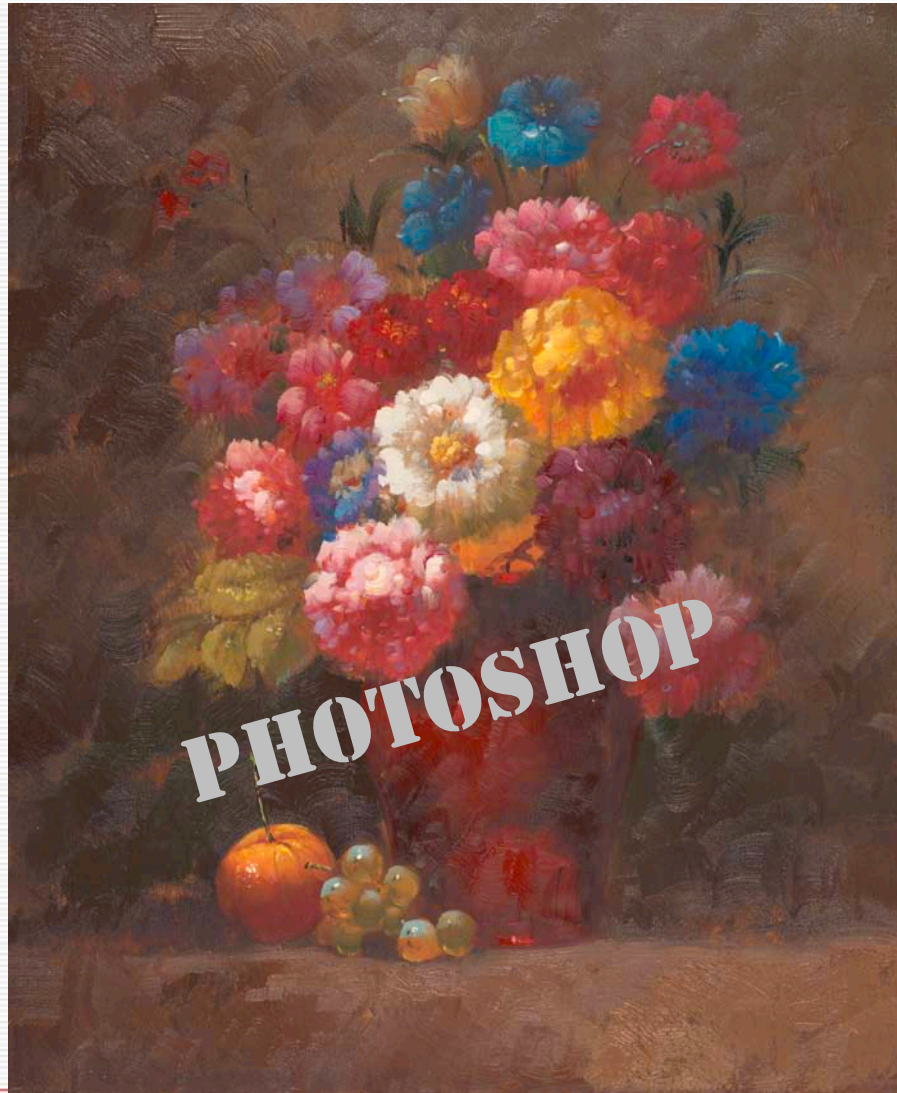
51

# Profiling Polarized Images



# Why Polarizing is Needed

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# Why Polarizing is Needed

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## Section of painting: UNPOLARIZED

Using same unpolarized profile increases contrast and saturation which a good profile can correct.

Polarization "eliminates" highlights and shadows of texture by blocking specular highlights and compression of dark tones.



## Section of painting: CROSS-POLARIZED

Profile (on both images):  
"color checker SG 9-06"



# Why Polarizing is Needed

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Section of painting:

VARIATIONS OF  
POLARIZATION

UNPOLARIZED



PARTIAL POLARIZED



CROSS-POLARIZED



PHOTOSHOP

# Why Polarizing is Needed

## Section of painting: Cross-Polarized

Top image had embedded profile of "color checker SG 9-06", and was **OPENED** and **CONVERTED** to Adobe RGB 1998 on opening.

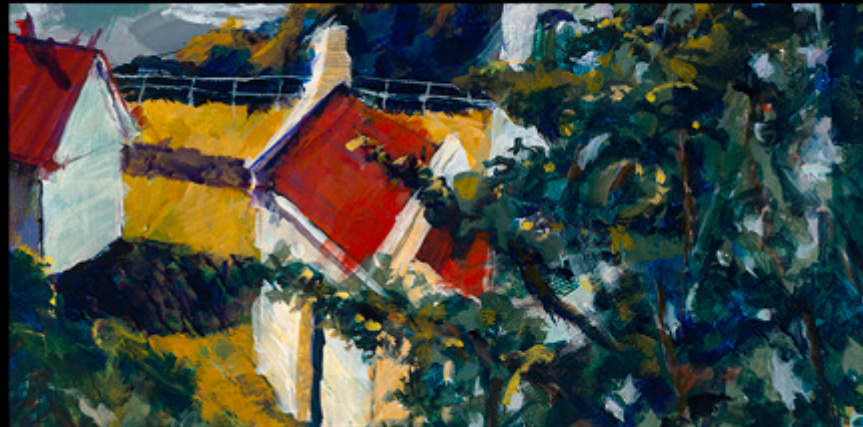
Then, the correct profile was **APPLIED** and then **CONVERTED** once again to Adobe RGB.

Bottom image was opened with the "color checker SG 9-06".

A cross-polarized profile was **APPLIED** and then **CONVERTED** to Adobe RGB 1998.

There is a noticeable color shift in grass, roof and trees resulting in some loss of detail in shadows and slight posterizing on the red roof.

**Conclusion...only CONVERT once for best results!**





# Metallics with Polarization

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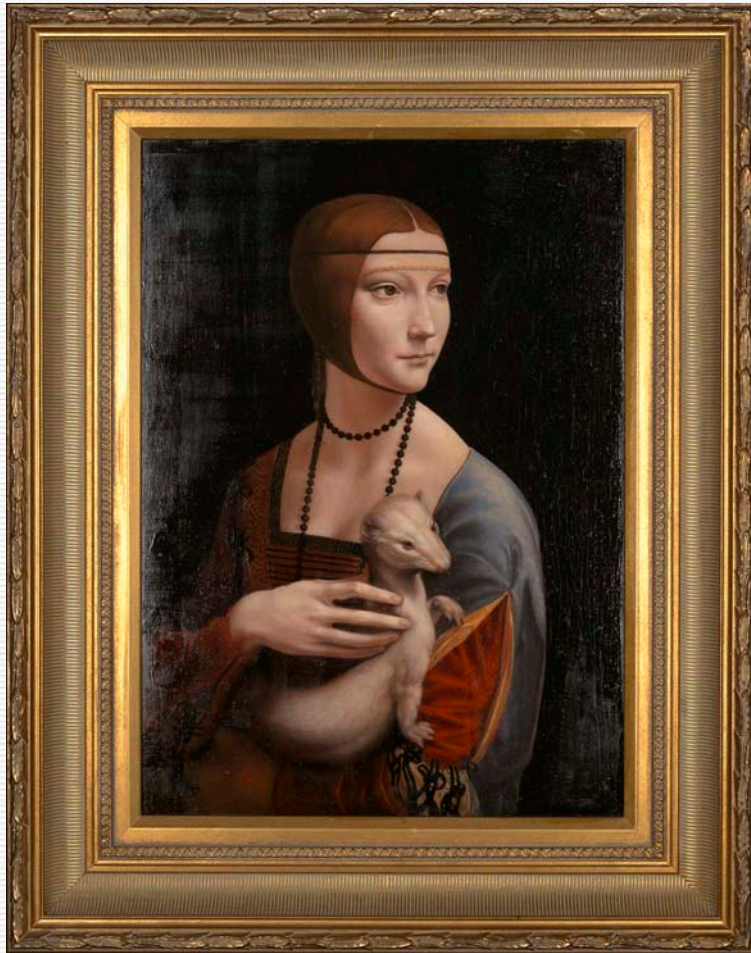
NO Polarization



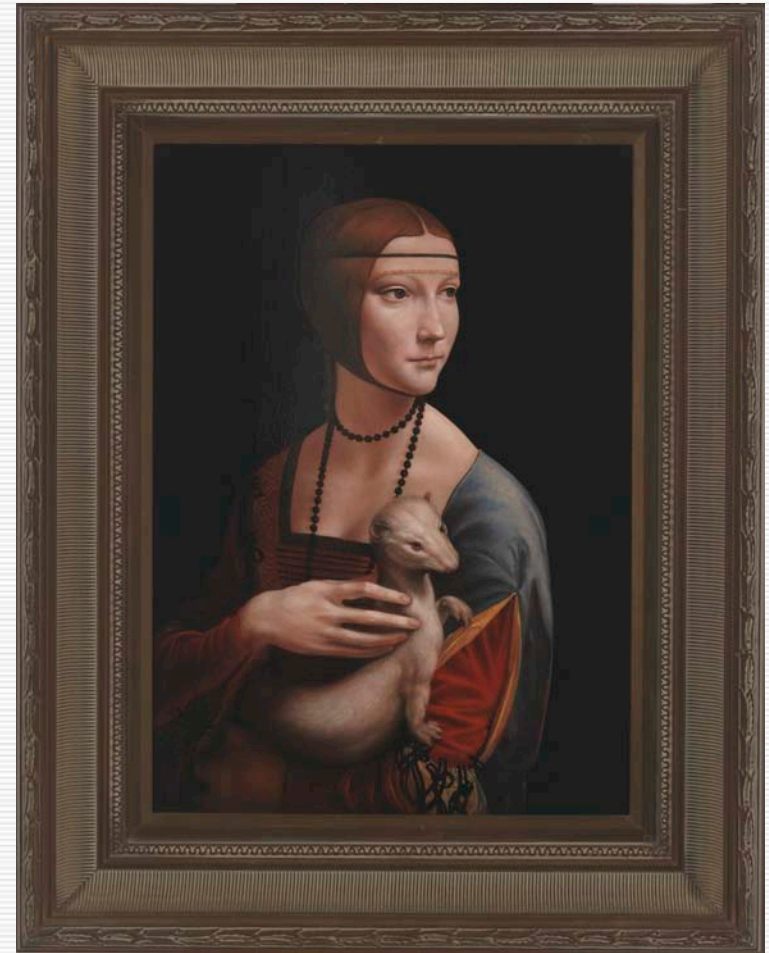
Cross-Polarized

# Metallics with Polarizations

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NO Polarization



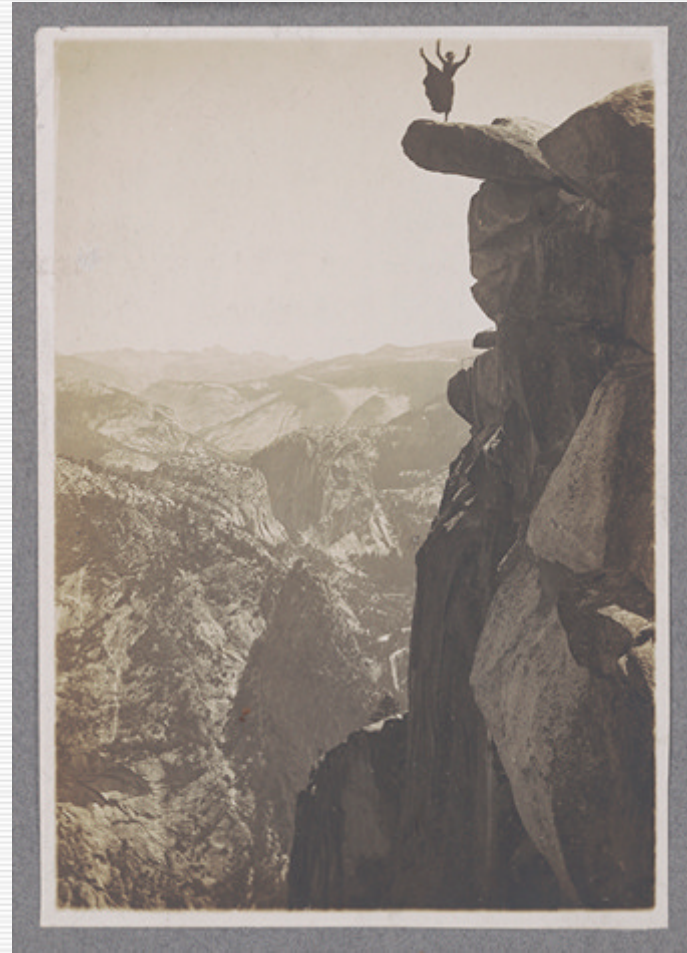
Cross-Polarized

# Metallics with Polarizations

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NO Polarization



Cross-Polarized

# Conclusions & Assumptions

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Use it when you need it...avoid it when you can!

- ❖ **Cross-polarization will reduce light by about 3 f-stops (75%)**
- ❖ **Exposure conditions greatly increase chance of noise**
- ❖ **Less tone values are in darkest shades contributing to loss of dynamic range**
- ❖ **Contrast and color saturation will be increased**
- ❖ **Visual perception without polarization effects will differ from image capture**
- ❖ **Matte tones (especially dark) will record darker than equal glossy tone**
- ❖ **Cross-polarization can cut through glare of heavily matted surfaces**
- ❖ **Good ICC Profiles can match non-polarized and polarized results**
- ❖ **Lighting and exposure remain very critical for successful imaging**
- ❖ **Lighting can be “cheated” to boost amount of lumens on subject**
- ❖ **Partial polarization is sometimes needed to maintain texture and detail**
- ❖ **Cross-polarization will kill metallic gold in art and frames**
- ❖ **Using longer lenses and large diffuse light sources can avoid polarizing**
- ❖ **There will be a strong desire to find ways around polarizing**

# Cross-Polarization

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**I'LL BE BACK!**

