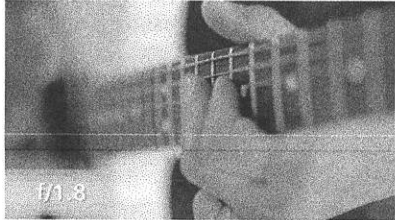
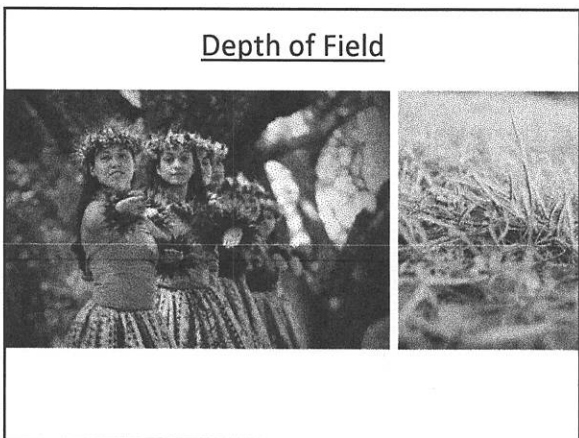
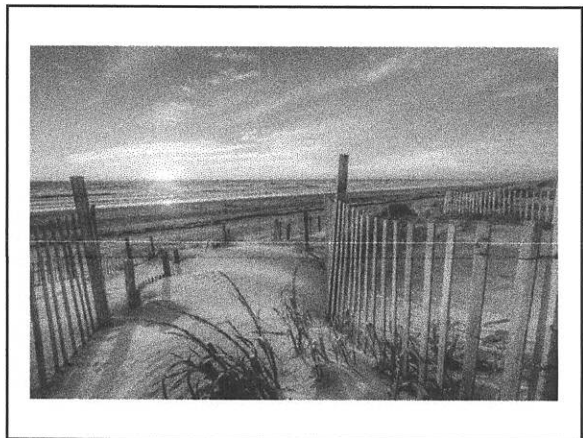
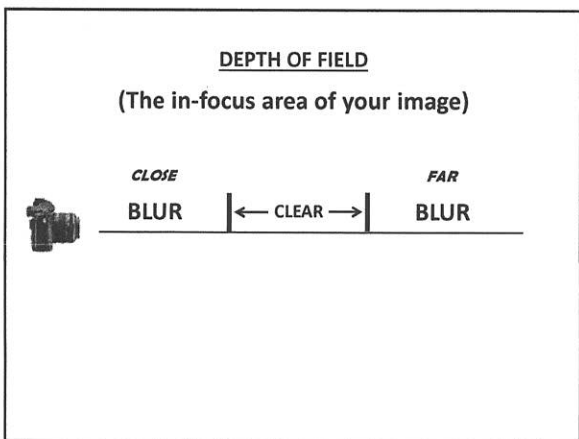



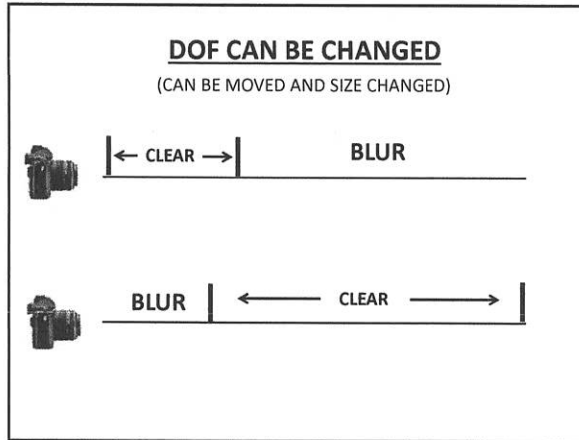
UNDERSTANDING  
**HYPERFOCAL DISTANCE**  
by Clem Wehner

**HYPERFOCAL DISTANCE**  
is all about  
**DEPTH OF FIELD**




Hyperfocal Distance:  
Where you focus the camera  
to get a clear image  
of near and far objects






**Aperture vs. Depth of Field**

(Large aperture) Small f/stop number = short Depth of Field  
(f/1.4, f/2.8, f/4.0)



(Small aperture) Large f/stop number = long Depth of Field  
(f/11, f/16, f/22)



**Short DOF**                      **Long DOF**

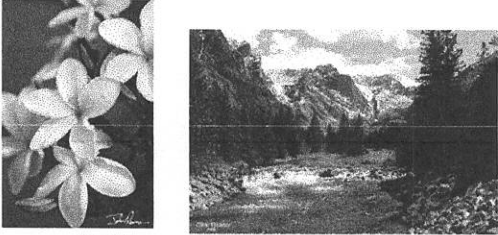




photo by John Powers                      photo by Cem Webster

**Focal Length vs. Depth of Field**

Long focal lengths (telephoto) = short Depth of Field



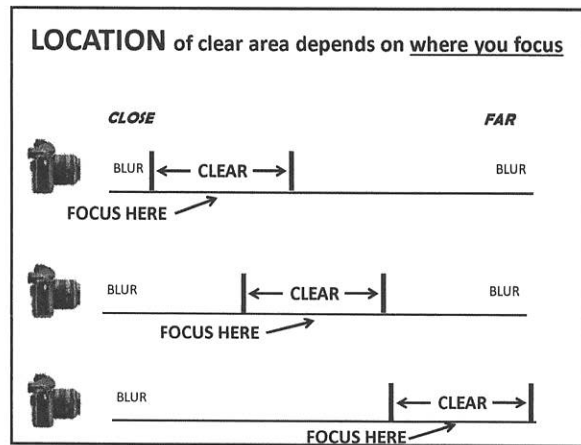
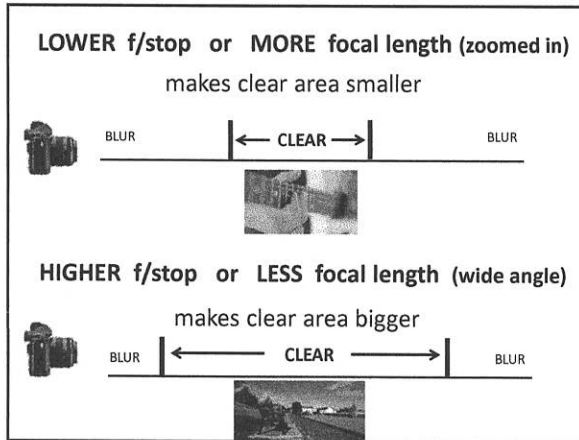
Short focal lengths (wide angle) = long Depth of Field



- Things that affect DOF**
- Aperture (f/stop)
  - Focal length (zoom)
  - Focus point (where)

**Summary**

**Size** of DOF (clear area) depends on f/stop (aperture) and focal length (zoom)



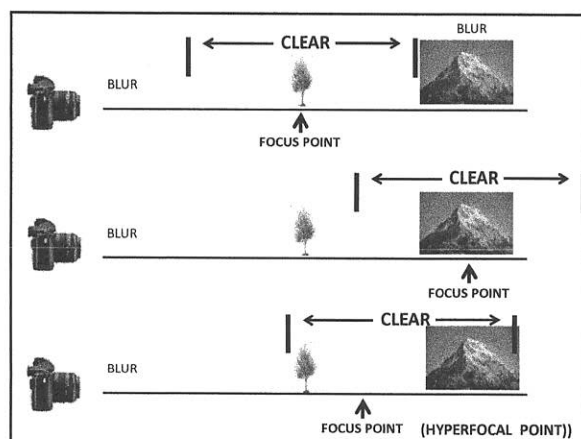
**QUIZ**

1. Changing f/stop from f/11 to f/4.0 would make the DOF :

- Shorter
- Longer
- Can't determine

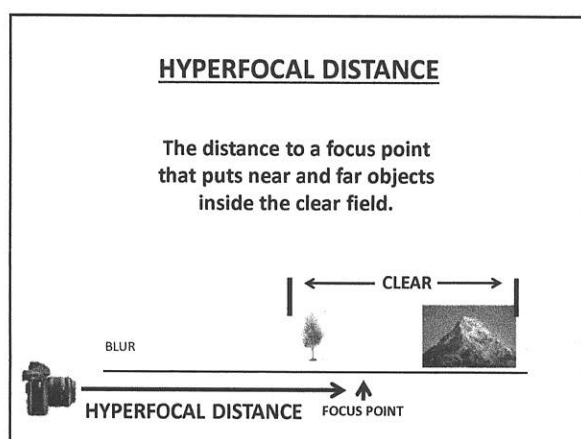
1. Zooming in closer would make the DOF :

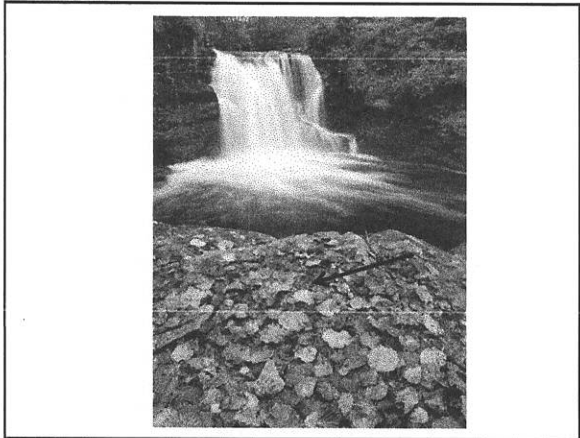
- Shorter
- Longer
- Can't determine



Size of clear area (DOF) depends on f/stop (aperture) and focal length (zoom)

LOCATION of clear area (DOF) depends on where you focus





**How to Use FOCUS LOCK**

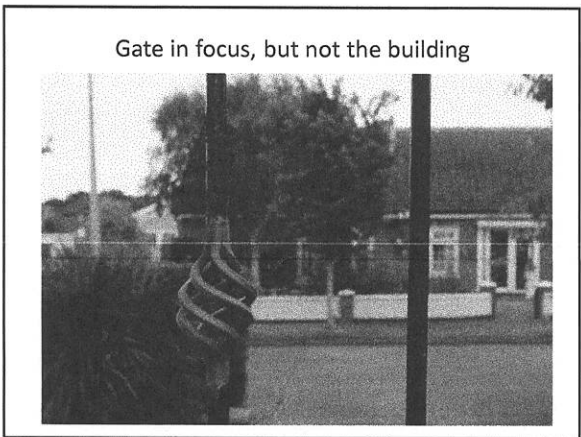
1. Point camera to the place of desired focus
2. Hold shutter halfway down (this locks the focus)
3. While holding the shutter halfway down, move the camera to recompose the scene
4. Finish pressing shutter



**Specifically,**

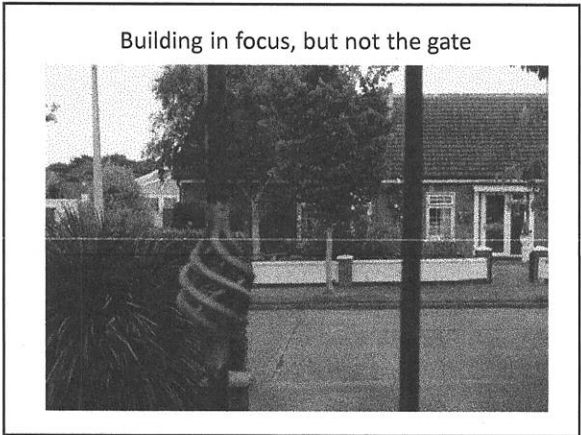
**HYPERFOCAL DISTANCE**

The distance to a focus point in which everything is clear from 1/2 of the distance in front of the hyperfocal point to infinity of the lens (the end of the DOF)

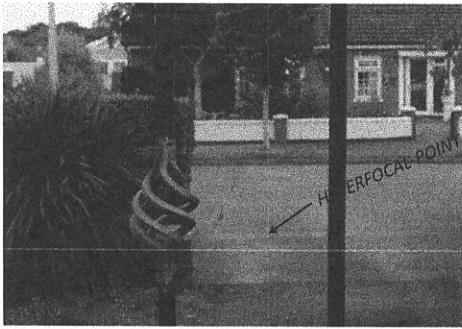


**In general,**  
**the hyperfocal point will be about 1/3<sup>rd</sup> of  
 the way into the scene**

This often works well



Both in focus



Not enough DOF to cover the whole scene



Low light and far away- (low f/stop and long zoom)

Both in focus (mostly)



**If you want to be precise:**

**How do we know where the hyperfocal point is**

HYPERFOCAL DISTANCE  
can be precisely determined using:

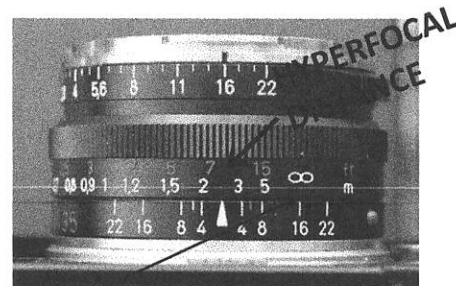
- . Markings on the lens
- . Charts
- . Computer or cell phone apps

**DOF was not quite long enough to include both gate and building**



Remember, DOF is determined by Aperture and Focal Length so, aperture and focal length affect hyperfocal distance!

**MARKINGS on older lenses**



1. Place f/stop you're using under the infinity symbol
2. Read hyperfocal distance above the triangle

### CHARTS

APS-C cameras							
Focal Length	16 mm	20 mm	24 mm	28 mm	35 mm	50 mm	
Aperture f/5.6	7.5 ft	12 ft	17 ft	23 ft	36 ft	73 ft	
f/8	5.2 ft	8.2 ft	12 ft	16 ft	25 ft	51 ft	
f/11	3.8 ft	6.0 ft	8.6 ft	12 ft	18 ft	37 ft	
f/16	2.6 ft	4.1 ft	5.9 ft	8.0 ft	13 ft	26 ft	
f/22	1.9 ft	3.0 ft	4.3 ft	5.8 ft	9.1 ft	19 ft	

Full Frame cameras							
Focal Length	16 mm	20 mm	24 mm	28 mm	35 mm	50 mm	
Aperture f/5.6	5.0 ft	7.8 ft	11 ft	15 ft	24 ft	48 ft	
f/8	3.5 ft	5.5 ft	7.9 ft	11 ft	17 ft	34 ft	
f/11	2.5 ft	4.0 ft	5.7 ft	7.8 ft	12 ft	25 ft	
f/16	1.7 ft	2.7 ft	3.9 ft	5.4 ft	8.4 ft	17 ft	
f/22	1.3 ft	2.0 ft	2.9 ft	3.9 ft	6.1 ft	12 ft	

### Rule of Thumb- no calculations

- 1/3rd technique:
  - a. Use f/11 or f/16
  - b. Focus on a point 1/3<sup>rd</sup> of the scene in viewfinder

### Cell Phone Apps

- Photo Tools
- True Dof-Pro
- OptimumCS-pro
- DoF Master
- Many others



Just Google "hyperfocal distance"

### Group photos

Focus 1/3<sup>rd</sup> of the way into the subjects



### Cell Phones

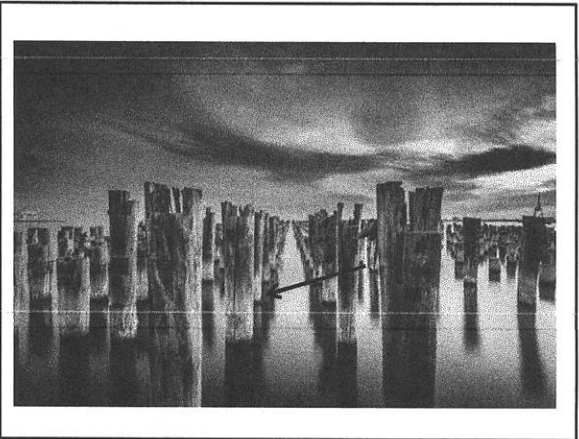
Hyperfocal distance in most cell phones is 7 feet

Everything from 3.5 feet to infinity will be clear



When to use Hyperfocal Distance

- When you want the maximum amount of scene to be in focus
- When nothing special needs to be more in focus than everything else
- For landscapes with objects in the foreground and background



Examples

