

SAN BERNARDINO COUNTY SHERIFF'S DEPARTMENT
CRIME SCENE PHOTOGRAPHY

- I. Daylight Photography
 - A. Aperture
 - B. Focus
 - C. Depth of Field
 - D. Stop Motion
 - E. Show Motion
 - F. Light Metering
 - G. Exercises
 - 1. Depth-of-Field
 - a. Line of objects close together
 - b. Line of objects far apart
 - c. Objects/stains on curved surface
 - 2. Stop/Show Motion
 - a. Traffic
 - b. Object/Substance
 - 4. Bracketing
 - a. Dark stain on dark surface
 - b. Dark stain on light surface
 - c. Light stain on light surface

- II. Flash Photography
 - A. Types of Flashes
 - B. Flash Synchronization
 - C. Fill-in Flash
 - D. Bounce Flash
 - E. Off-Camera Flash
 - F. Flash Distance
 - G. Preventing Flash Failure
 - H. Exercises
 - 1. Fill-in Flash
 - a. Interior
 - b. Exterior
 - 2. Diffused Flash
 - a. Reflective object
 - b. Glass/Mirror
 - 3. Off-Camera Flash

- III. Nighttime Photography
 - A. Painting with Light
 - B. Ambient Light
 - C. Exercises
 - 1. Paint-With-Light
 - 2. Ambient Light
 - a. Auto metering
 - b. Time exposure

- IV. Impression Photography
 - A. Oblique Lighting
 - B. Shading
 - C. Tire tracks
 - D. Long trails
 - E. Exercises
 - 1. Oblique Lighting
 - a. Sync Flash
 - b. Other light sources
 - 2. Shoe impressions
 - a. Daylight
 - b. Darkness
 - c. Exterior
 - d. Interior (dust)
 - 3. Tire tracks
 - 4. Trails

- V. Alternate Light Sources
 - A. Filters
 - B. One to One
 - C. Infra-Red

- VI. Close-up Photography
 - A. Macros
 - B. 1:1
 - C. Fingerprints
 - D. Exercises
 - 1. Fingerprints in hard to access space
 - 2. Fingerprints in dust
 - 3. Oil fingerprint on glass
 - 4. Fluorescent fingerprints
 - 5. Obliterated writing
 - 6. Indented writing
 - 7. Blood spatter
 - 8. Blood spatter on mirror

- VII. Video
 - A. Uses and applications
 - B. Cameras
 - C. Videotaping
 - 1. Focus / Zooming
 - 2. Panning
 - D. Video Tapes
 - E. Video Re-enactments
 - F. Video Interviews

- VIII. Crime Scene Photography
 - A. Overalls
 - B. Mid Range
 - C. Close-ups
 - D. Photographing Homicide Victims
 - E. Photographing Injuries
 - F. Autopsy
 - G. Using Scales
 - H. Practical Exercises – Mock Crime Scene

- IX. Photoshop
 - A. Digital Policy
 - B. Enhancing – not changing
 - C. Fingerprints
 - D. Filtering Colors
 - E. Black & White