

05 Photography 1: Framing, cameras, lenses

Wednesday, January 24, 2018 12:45 PM

Admin:

- Admin
- Framing
- Cameras
- Lenses
 - Lens laws
 - Typical lenses
 - Focal lengths
 - Aperture, depth of field

JH Bring to class:

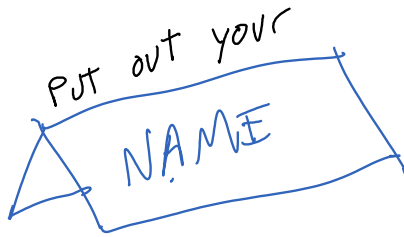
- Closeup lenses
- extension tubes
- Iris
- View camera

○ Schedule

○ Office hours: Tuesdays at 2?

← Fridays at 3? ECME 220, and by appointment.

Mostly



OVERVIEW Part 4: Image Acquisition.

We'll do this section in more depth than in the rest of our Overview.

Good digital photography references:

Thousands of books are out there. Do you have a preference? Do you want a book? Choose something recent; technology is changing rapidly. We'll cover basics here to get you started.

Lynda.com: online video tutorials for photography and video production

CU has a site license: lynda.colorado.edu

Log in with identikey

1) Framing/Composition

- a. #1 rule of photography: **Make The Subject Fill The Frame**
Yes, you can crop to achieve this, but image dimensions of less than 700 pixels won't be accepted.
- b. Know your scale. Take an **extra** image with a ruler in it.
You'll need to specify your FOV = Field of View
i.e. "top to bottom was 10 cm"
Sometimes the image will supply the scale, such as the diameter of a jet.
- c. **Work it.** Take many images, from varied POV = Points of View
 - Get close, pull back. Move around the sides.
 - Try a mirror to see the back.
 - Consider making a stereo image
 - Try video, a few seconds or minutes
 - Change the lighting.
 - Try time lapse (smartphone camera app is easy to use)
 - Consider the motion: Capture the whole track, and also zoom in on a particular moment/location
 - Plan a second try. Look at results at full resolution first, not just on camera LCD. Takes time.

2)Cameras: Roughly 4 common types, but technology is changing quickly

All have

- AE = Auto Exposure. Automatically sets shutter time, aperture, ISO (sensor sensitivity) according to varied programs
- AF = Auto Focus. May be contrast focus and/or phase detection technology. See <https://www.jmpeltier.com/2017/12/08/difference-phase-detection-contrast-detection-autofocus/>

DSLR	Mirrorless	Point and Shoot/ phone cameras	Camcorders
Digital Single Lens Reflex	Interchangeable lens but no viewfinder, just LCD	PHD Push Here Dummy	

Not yet No Film

Who has what?

1 1/2

2

5

all but 3

2

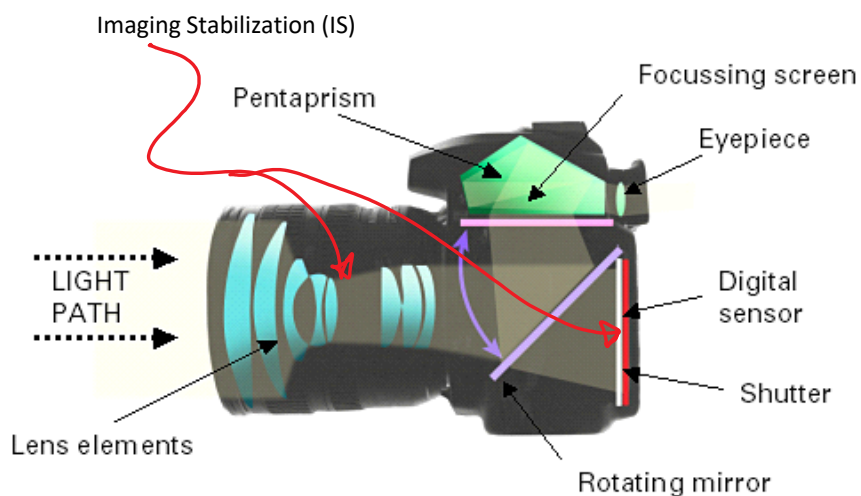
9

3

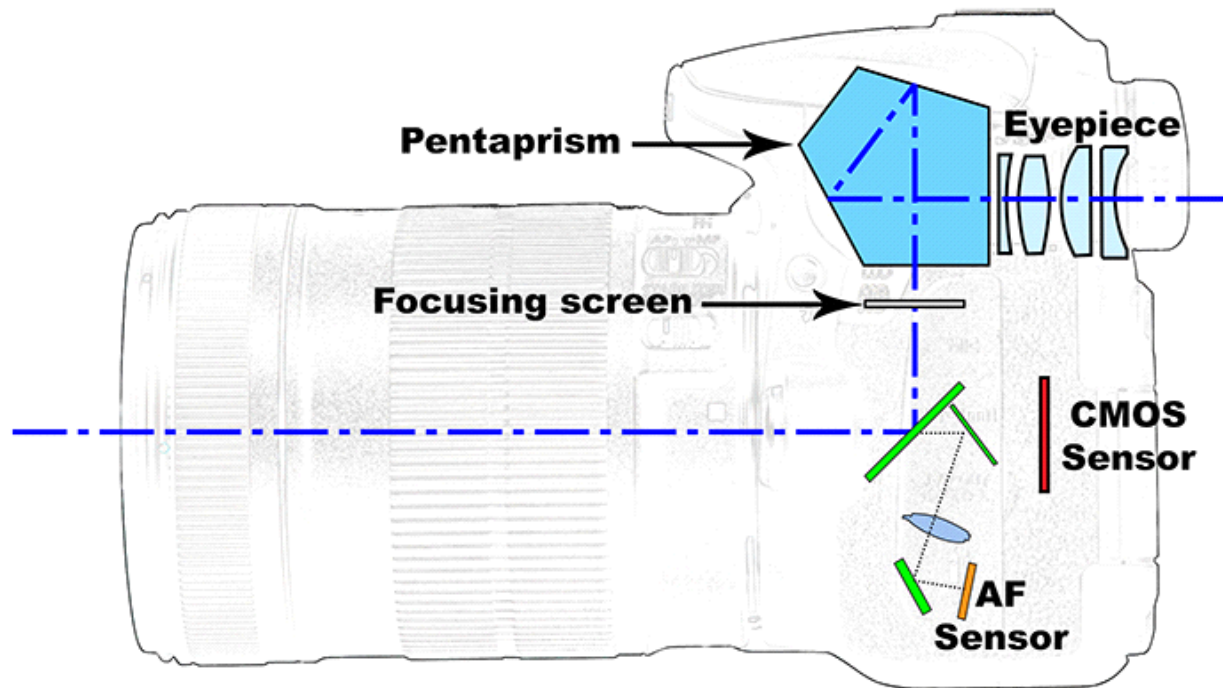
DSLR



https://www.ephotozine.com/articles/nikon-d5-dslr-hands-on-preview-28654/images/highres-Nikon-D5-Internals-Cross-Section-1_1452055157.jpg



<https://george12johnson12.files.wordpress.com/2015/03/slr02.jpg>



<https://2dhnizrxqv1awj231eodql1-wpengine.netdna-ssl.com/wp-content/uploads/2017/03/AFSensor.jpg>

Mirror flips up when shutter triggered = REFLEX.
 For long exposures, lock mirror up to prevent vibration.
 Use circular polarizers on lens front to get past partial mirrors into AF and AE sensors

Mirrorless

Same capabilities as DSLR, but no optical viewfinder; LCD display only. Image composition in varied lighting conditions can be difficult, harder for folks with glasses, less focus resolution. Maybe electronic shutter only?

PHD:

Small sensors; lower resolution even if mpx the same; diffraction limits approached?
 Often no lens choices. Can still add close-up lens.
 Composition is harder. LCD screens tough to use in sun, don't show fine focus (on low end cameras). Usually can't preview depth of field.
 Much lighter, more portable.
 Comparable performance at prosumer level.
 Often excellent macro imaging due to small sensor and short focal length lens.

Phone cameras

Very small sensors, very short focal lengths but reasonable MPx. Can add lenses. Often dirty or damaged lens surface. Fixed aperture size, electronic shutters only. Difficult to specify exposure or focus; specialized apps may help. Unknown image processing.

CAMCORDERS:

primarily for video. Records to disk or solid state memory. Usually longer record time than still cameras. Built-in effects, maybe editing, quieter mechanisms, set white balance, better microphones

Camera technology is changing rapidly. Lines between designs are shifting. Superzooms,

for example.

3) LENSES

Minute paper. What are the numbers on your lens? What do they mean?