





How Much Light: **Shutter**

- Controls how long the film is exposed
 - Normally closed
 - Opens (Briefly!) when you press the button
 - How fast?
 - 1/2000 (0.0005 seconds) -> as long as you want

How Much Light: **Aperture**

- Controls how the amount of light that reaches the film
 - Like the pupil in your eye
- Not much light => Small (f/32) 
- Lots of light => Large (f/4.0) 

Equal Amounts of Total Light Energy

	Aperture	Shutter Speed	
Less Depth of Field  Greater Depth of Field	f/4.0 (Larger)	1/2000	Less Time, More Light  More Time, Less light
	f/4.5	1/1500	
	f/5.6	1/1000	
	f/6.7	1/750	
	f/8.0	1/500	
	f/9.5	1/350	
	f/11	1/250	
	f/13	1/180	
	f/16	1/125	
	f/19	1/90	
	f/22	1/60	
	f/27	1/45	
	f/32 (Smaller)	1/30	

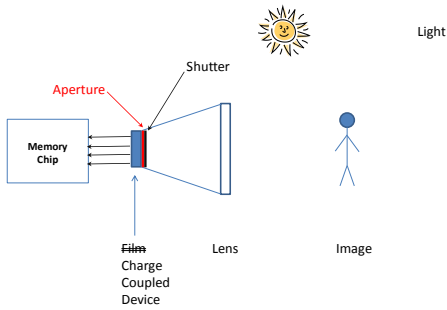
Light



- Light from the sun is actually made up of many different colors
- Film is calibrated for natural light
 - Fluorescent bulbs may make images appear green
 - Light from candescent lights (normal light bulbs) can make objects in pictures appear more red than they are
 - This can be corrected by using filters

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Digital Camera



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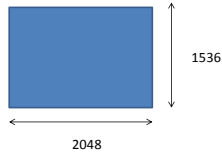
Digital Terms

- Pixel – Short for **P**ICture **E**lement
- Each digital picture is a collection of thousands of Pixels arranged in rows and columns
- Characteristics of a Pixel:
 - Location
 - Intensity (light or dark)
 - Color

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Making Sense Out Of All Those Pixels

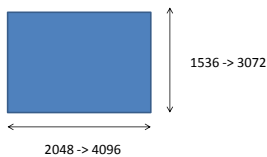
- My iPhone camera records images in a 2048 by 1536 format
 - $2048 \times 1536 = 3,145,728$ Pixels
 - 3 MegaPixels



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Twice the Resolution?

- How many more MegaPixels do I need to DOUBLE the resolution compared to a 3 MegaPixel Camera?
- $4096 \times 3072 = 12,582,912$ or 12 MegaPixels
- Four times the MegaPixels!



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Resolution vs. Size

- When you make a digital picture larger, you are actually moving the pixels further apart from each other
- For any resolution, if you make the picture big enough it will begin to appear 'fuzzy' or 'pixelated'

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How big is that picture?

- It depends on the resolution and what you are printing (or viewing) it on.
- Let's take a 3 MegaPixel example:
 - 2048 by 1536 pixels
- On your computer monitor
 - A Typical monitor has a resolution of 72 pixels per inch
 - $2048 / 28.4 =$ inches
 - $1536 / 21.3 =$ inches

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How big is that picture?

- On a Printer at 300 dots per inch
 - $2048 / 300 = 6.82$ inches
 - $1536 / 300 = 5.12$ inches

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How Big Can You Print?

- 100 to 150 dots per inch is generally acceptable
- 300 dots per inch is required for high quality pictures
- Long dimension (inches)
 - $4 \times$ (square root of your Megapixels)
 - $4 \times 1.7 = 6.92$ inches

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Why is Digital Better?

- No film!
- You get to see the pictures instantly
- The ISO speed setting can be changed for each picture
- The camera can be adjusted for different light sources (colors)
- Software tools allow you to enhance the quality of your pictures (adjust exposure and color balance)

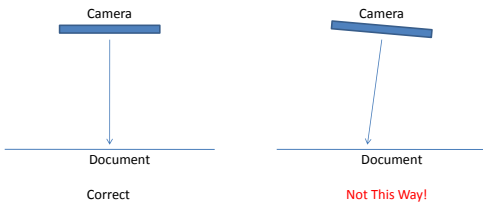
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Things you can do to improve picture quality

- Keep the camera Parallel to the image
- Fill the frame with the image
- Darken the background
- Hold the camera steady
- Get more light on the image
- Increase the ISO setting on your camera
- Specify the light source on your camera

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Hold the Camera Parallel



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Make The Background Dark

- This will allow the camera to adjust to the light on the document, not the surrounding background
- Just about anything will do as long as it is dark and non-reflective
- I have used a dark jacket, a shirt, towels, blankets...

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Hold the Camera Steady

- Holding the camera steady will improve all of your pictures
- It is vital in low light situations
 - Use a Tripod
 - Brace yourself and/or the camera against something
 - Use a Timer or a Remote control to avoid moving the camera when you take the picture
 - Get Anti-Shake software for your iPhone

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More Light

- Adding light to the image can allow your camera to take the picture at a higher shutter speed, which can minimize the effects of camera movement
 - Move the document to an area with better light
 - Better lights
 - Near a Window
 - Bring lights to the document

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Why Not Use a Flash?

- Use it if you can!
- May not be allowed
 - The light can cause damage to fragile documents
- If the image is glossy (glass covered, for example) you may get reflections

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Select a higher ISO setting

- If your camera has the ability, you can select a higher ISO setting.
- This allows you to shoot at a higher shutter speed (which reduces the effect of camera motion)
- Note that this will reduce the quality of your image...

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Specify the Light Source

- If your camera has this as an option, tell it what kind of light source you are using:
 - Natural (a.k.a. 'sunlight')
 - Incandescent (old fashioned light bulbs)
 - Fluorescent
- This will make the colors in your picture appear more natural/correct

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iPhone Apps

- Get an app that helps overcome the limitations of the camera
 - **Anti-Shake** – senses camera motion and takes the picture when it senses that the camera is not moving
 - **Timer** – allows you to place the camera on a steady surface and then set a timer to take the picture
- Applications:
 - CameraSharp
 - Darkroom

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Summary

A knowledgeable and skilled photographer who applies good technique can create better quality images than a poor photographer using a fancier camera!

- Keep the camera parallel to the image
- Fill the frame with the image
- Darken the background
- Hold the camera steady
- Get more light on the image
- Increase the ISO setting on your camera
- Specify the light source on your camera

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Technology SIG Meeting

- August 4
 - Bring your camera(s) Night
 - Practice some of what we just discussed
 - 6:30 pm
 - 8th Floor of the Dallas Public Library

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