



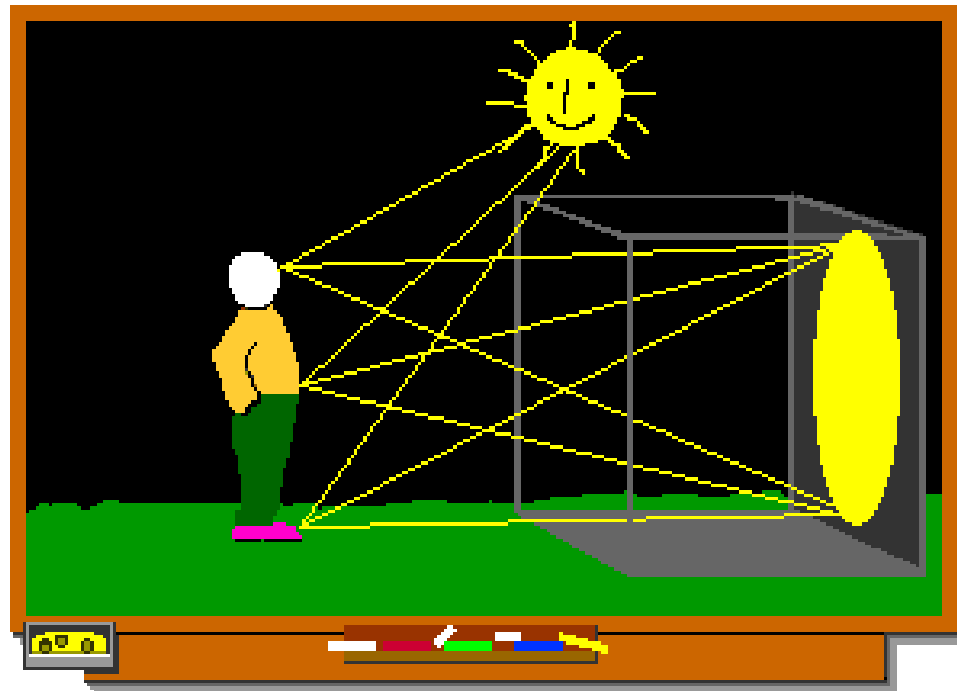
The Camera

Tsvetelina Yonova-Karbe,

23.11.10

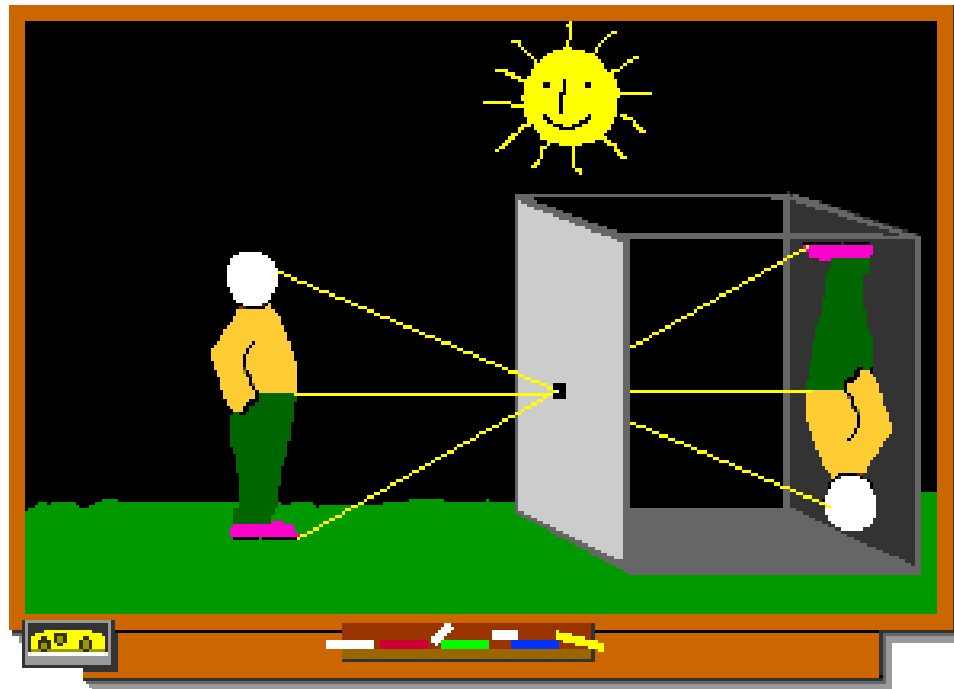
Light Reflections

- (Sun)light falling on an object is reflected by it



Build a camera

- This light is defused and needs to be ordered



Build a camera

- Small gap to avoid unsharpness

Build a camera

- Small gap to avoid unsharpness
- Problem: small gap also means very small amount of light on the film.

Build a camera

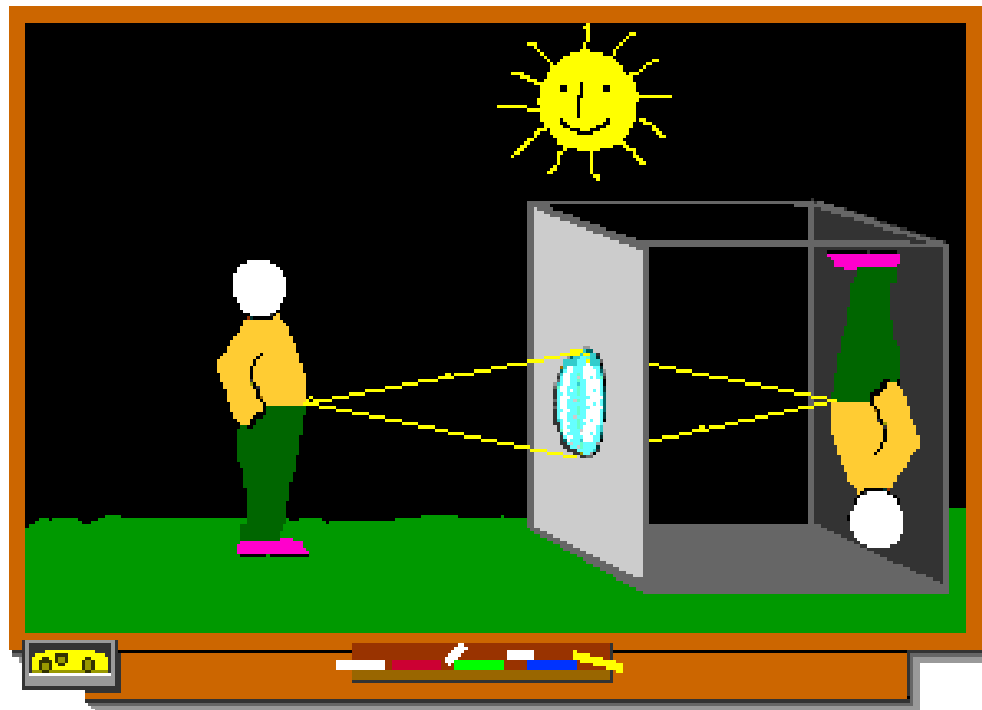
- Small gap to avoid unsharpness
- Problem: small gap also means very small amount of light on the film.
- We need to expose longer

Build a camera

- Small gap to avoid unsharpness
- Problem: small gap also means very small amount of light on the film.
- We need to expose longer
- Another problem: longer exposure time leads to unsharp images due to the movement of the object

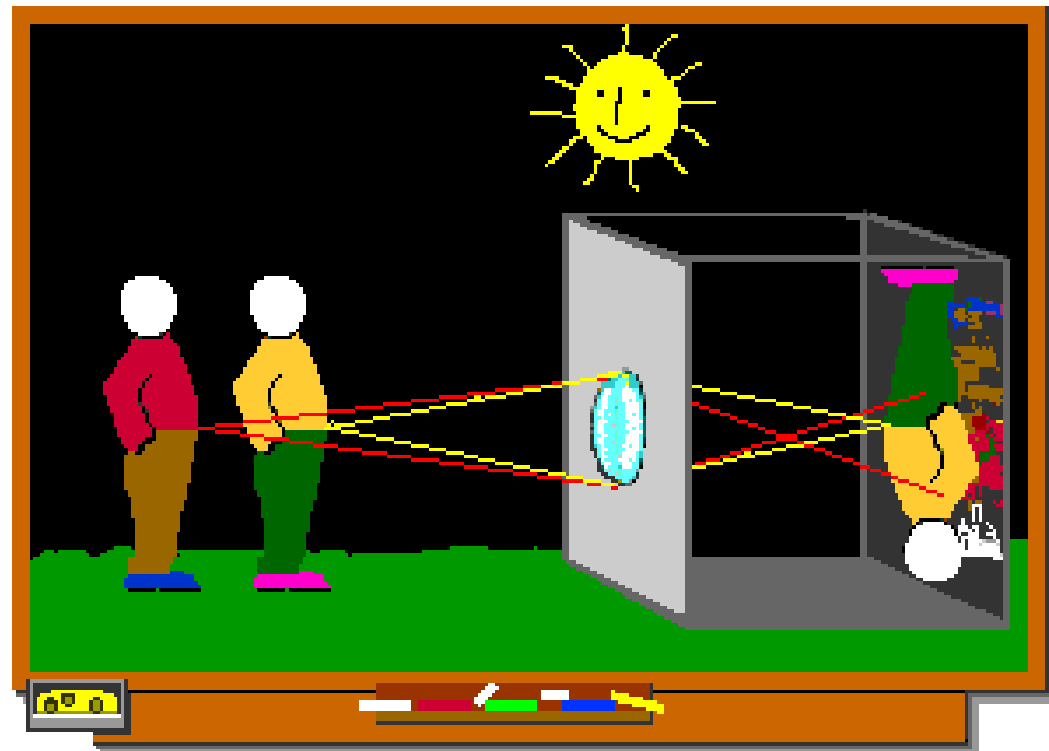
Build a camera

- Solution: use a lens!



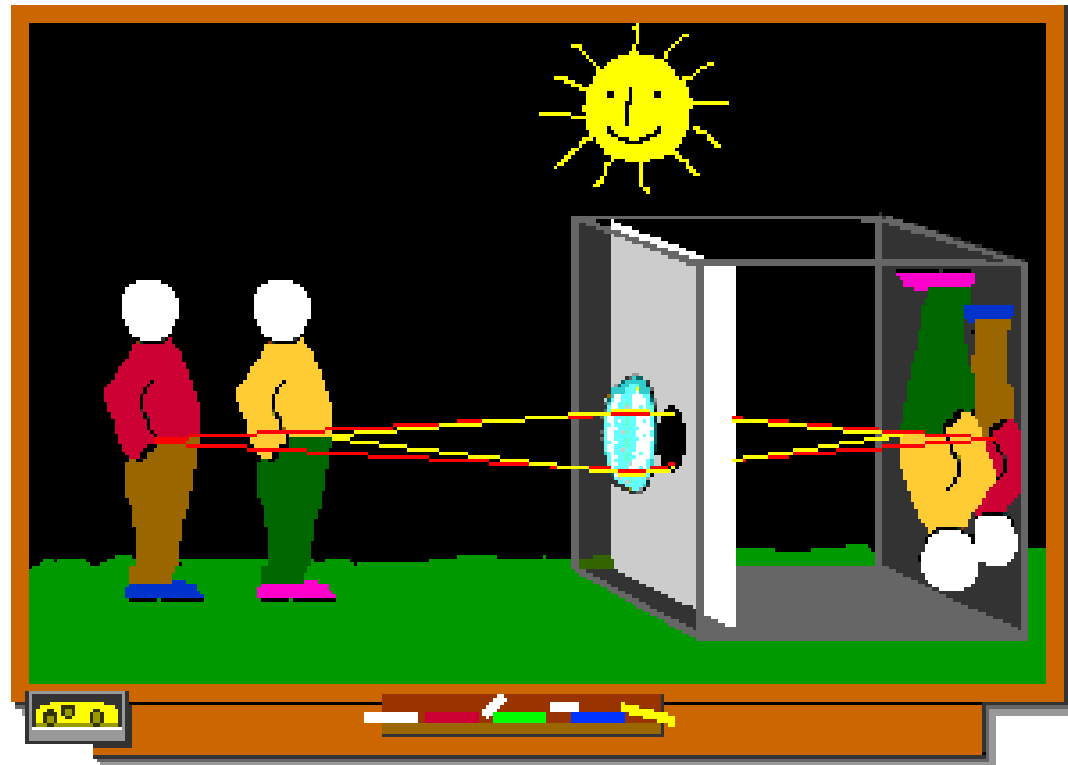
Build a camera

- Taking images from objects with different distance



Build a camera

- Solution: focus!



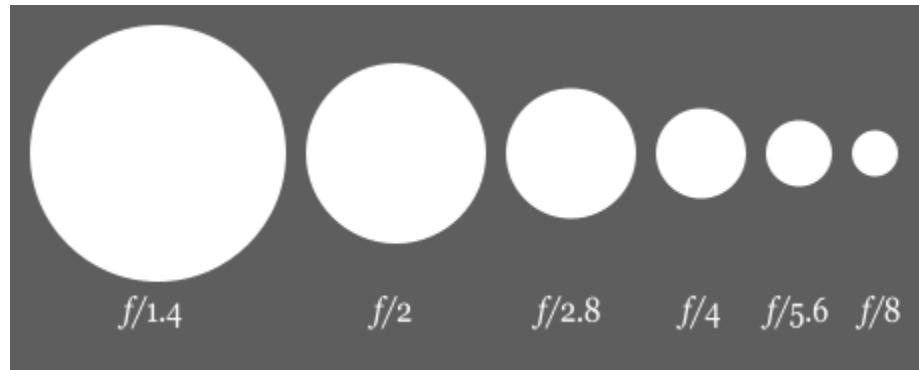
Build a camera

- Sharpness



F-stops

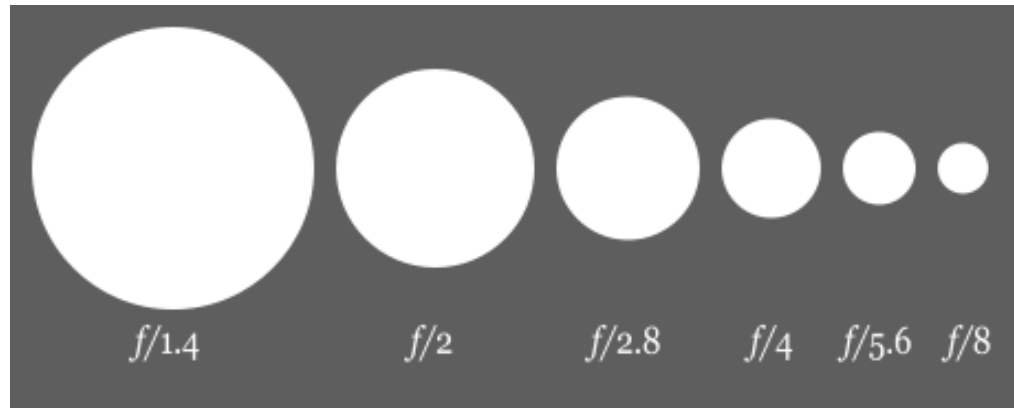
- The f-number is the *focal length* divided by the *aperture diameter*



<http://wikipedia.org>

F-stops

- The f-number is the *focal length* divided by the „*effective*” *aperture diameter*

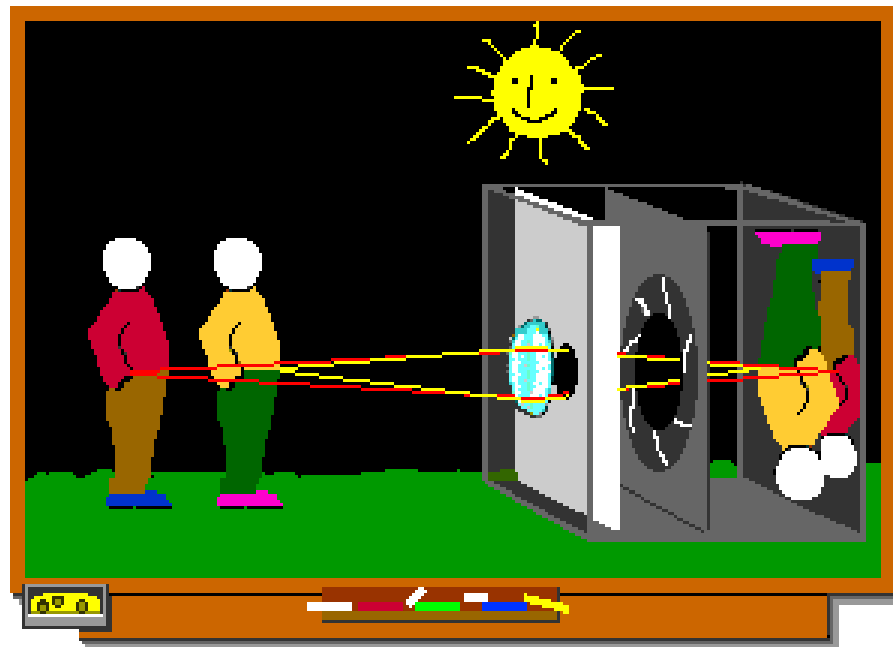


<http://wikipedia.org>

- To achieve the same light exposure:
Doubling the f-number increases the necessary exposure time by a factor of **four**.

Build a camera

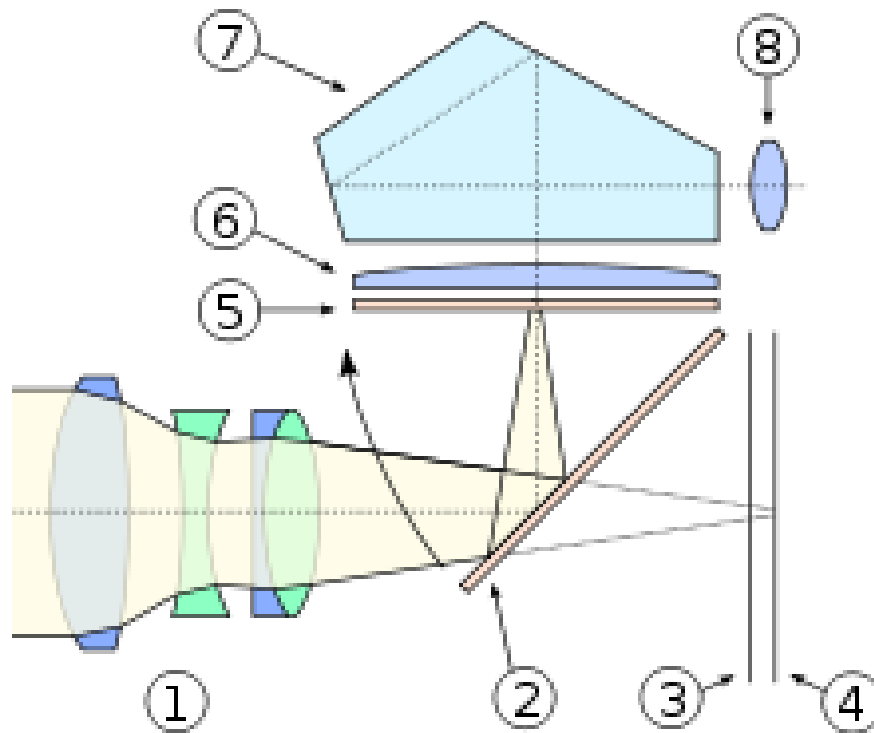
- We need also some mechanism to affect the exposure time



- Measured in fractions of a second:
 $\frac{1}{2}$, $\frac{1}{4}$, $\frac{1}{8}$, $\frac{1}{15}$, $\frac{1}{30}$, $\frac{1}{60}$, $\frac{1}{125}$, ...

The structure of an SLR

- Construction



1. Lens assembly
2. Mirror in down position
3. Focal-plane shutter
4. Sensor/Film
5. Focusing screen
6. Condensing lens
7. Pentaprism or Pentamirror
8. Eyepiece

Discussion



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