The Technical Aspects of Photography

**There are \_\_\_\_\_\_\_\_\_\_ ways to control the amount of light that reaches the film**

1. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
2. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
3. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
4. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
5. **Aperture**

Aperture works like the \_\_\_\_\_\_\_\_\_\_ in your eye

When there is a lot of light, your pupil is \_\_\_\_\_\_\_\_\_\_.

When it is dark, your pupil is \_\_\_\_\_\_\_\_\_\_.

Aperture is located \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

Aperture is measured in \_\_\_\_\_\_\_\_\_\_, and is indicated by an \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

f-stop number diagram:

A large f-stop number = a \_\_\_\_\_\_\_\_\_\_ aperture opening

A small f-stop number = a \_\_\_\_\_\_\_\_\_\_ aperture opening

Small Aperture Opening (large f-stop number)

f/\_\_\_\_, f/\_\_\_\_, f/\_\_\_\_,

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ in focus

\_\_\_\_\_\_\_\_\_\_ depth of field

Use when \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_ amount of light

Large Aperture Opening (small f-stop number)

f/\_\_\_\_, f/\_\_\_\_, f/\_\_\_\_,

Only \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ is in focus

\_\_\_\_\_\_\_\_\_\_ depth of field

Use when \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ or \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_ amount of light

1. **Shutter Speed**

Shutter speed is how fast the \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ in the \_\_\_\_\_\_\_\_ of the camera opens and closes.

Shutter Speeds:

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  |  |  |  |  |  |  |  |  |  |  |

For speeds of 1/15th of a second or under, you must use a \_\_\_\_\_\_\_\_\_\_\_\_\_\_.

The slowest shutter speed you can use when hand holding a camera is \_\_\_\_\_\_\_\_\_.

Slow shutter speeds

Use in \_\_\_\_\_\_\_\_\_\_\_\_\_ situations like in \_\_\_\_\_\_\_\_ or when \_\_\_\_\_\_\_\_\_\_

Used to \_\_\_\_\_\_\_\_ action

Fast shutter speeds

Use in \_\_\_\_\_\_\_\_\_\_ situations (when it is \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_)

Used to \_\_\_\_\_\_\_\_ action

1. **Film Speed**

There are many film speeds to choose from. We use \_\_\_\_\_\_\_\_\_\_ film in class

ISO: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

400 ISO Film:

Good \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ film

Use with or without \_\_\_\_\_\_\_\_\_\_\_\_

Use inside or outside

If used inside, you must have a good \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_!

1. **Existing Light**

Photography cannot exist without \_\_\_\_\_\_\_\_\_\_\_\_\_\_!

When the lighting in your proposed photograph is not ideal, \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

If there is too much direct sunlight, move your subject to shade.

If there isn’t enough light on your subject, move to an area with more light.

Sometimes your subject can’t be moved. If this is the case…

You can \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Or you can \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

**Light Meter**

A \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ is used to determine the \_\_\_\_\_\_\_\_\_\_\_\_\_\_ and \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ combination used to create a \_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_\_ photograph.

This is the light meter that most of our cameras have. If you ever get a camera with a different light meter, see me first!

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ - too much light

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ - not enough light

You must have the \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ to take your photograph!

**Equivalent Exposure**

There isn’t always one \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ to get the green light!