

Team 3?
W?

Today: Exposure

GW report due Weds, to both FV.org and in canvas. Team First critique starts W. Will split Weds and Fri. Teams 1-5 here, Teams 6-9 in HP Breakout W, DLC Collab (1B70) on F Camera HW due tonight in Canvas.

4. EXPOSURE

For a given light intensity, exposure = Total photons hitting the sensor: (aperture area) X (time shutter is open)

Shutter speeds: 30 = 1/30th of a second etc.

5 = 1/5th of a second

30" = 30 seconds

T = time, click to open shutter and again to close

B = bulb, shutter stays open as long as button is pressed (or bulb is squeezed)

Check your camera shutter speed options. What is the range? $\frac{1}{4000}$ $\frac{1}{2000}$ $\frac{1}{8000}$ $\frac{1}{23000}$

Tv or S = Time priority; you set the shutter speed and ISO, camera AE will choose the aperture.

Av = aperture priority. You choose the aperture, camera will choose shutter speed.

Equivalent exposures: f/5.6, 1/100 sec

f/8, 1/50 sec

f/11, 1/25 sec

The effect of those photons depends on the sensor (CCD, CMOS etc) that converts photons into a number (or three, RGB) for each pixel

ISO = sensor sensitivity, gain

1 EV = 1 stop = factor of 2 in ISO

100 200 400 800 1600 3200 6400

12800 25000

What is the highest ISO your camera has?

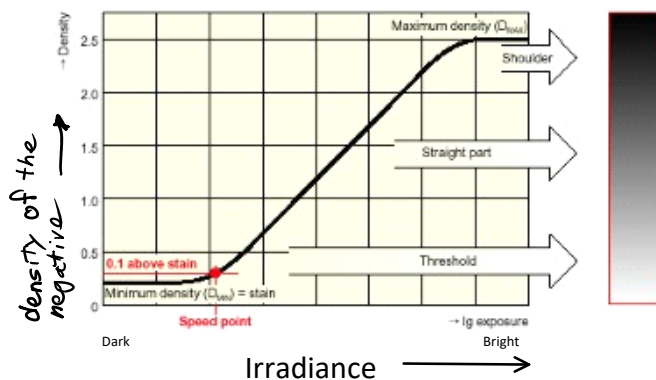
25,600 6400 H

Used to be called ASA for film.

From [American Standards Association](http://www.ansi.org/) (now named [ANSI](http://www.ansi.org/))

ISO = International Organization for Standardization

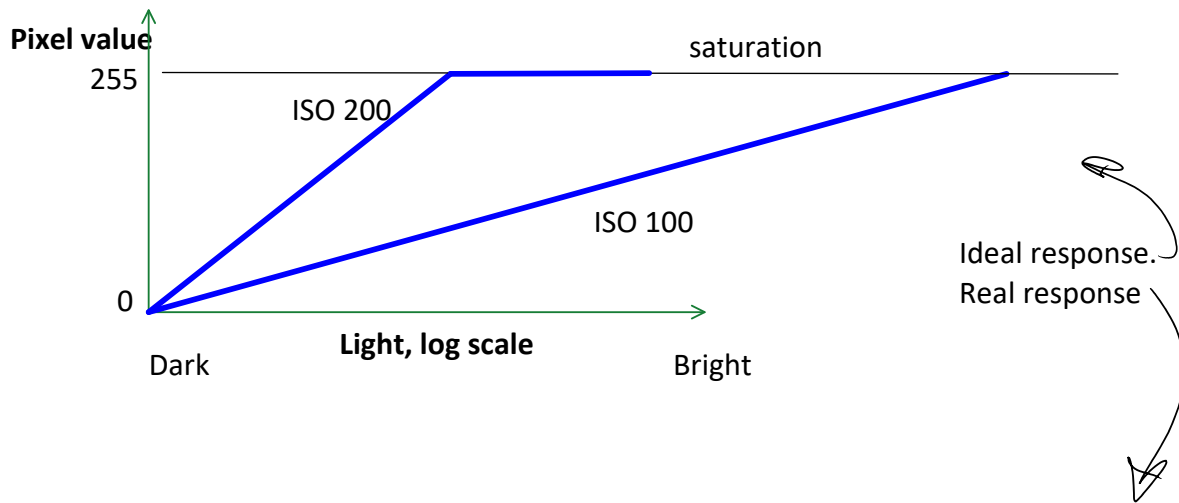
Fixing the speed (B/W)



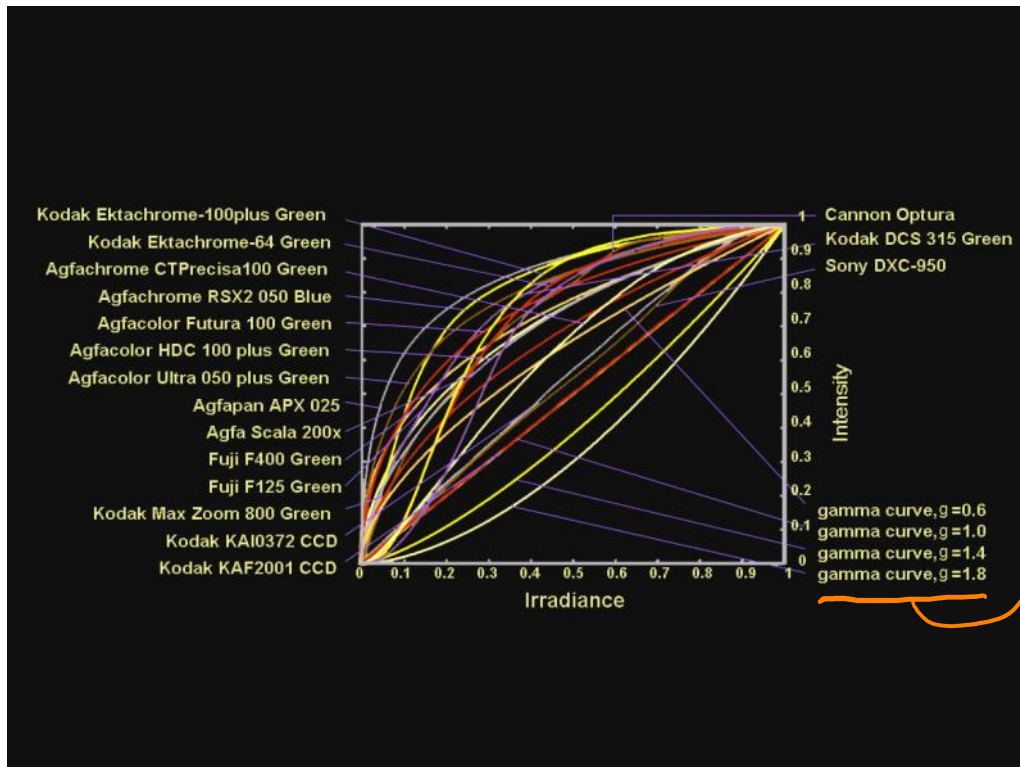
http://www.sapiens.itgo.com/documents/foto/photographic_terms8.htm

1. Have you been taught to count in binary or base 8 or 16? When?
2. What is a pixel? What is it made of (for software purposes)?

2018 18 in college
 7 in K-12
 3 never



Digital camera response database

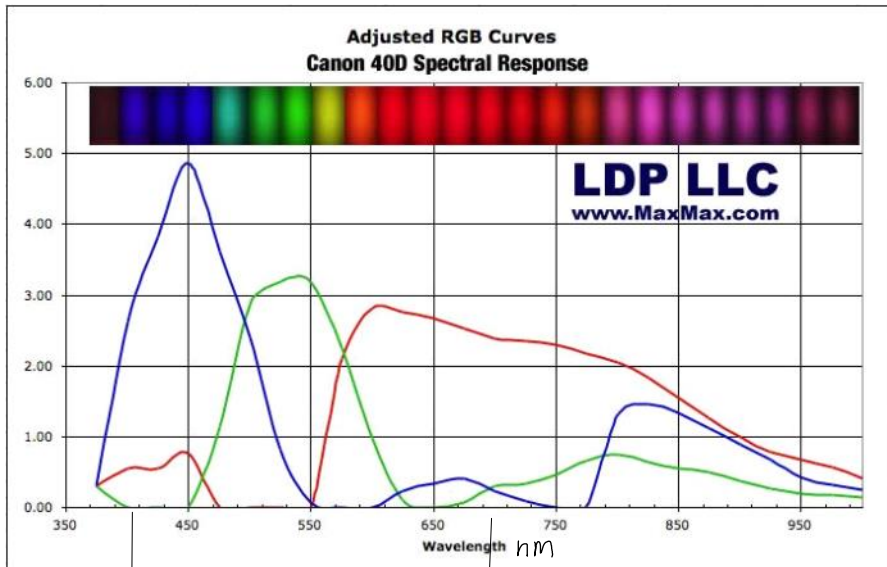


http://www.cs.columbia.edu/CAVE/projects/rad_cal/

On other end, brightness of screen for a given pixel value

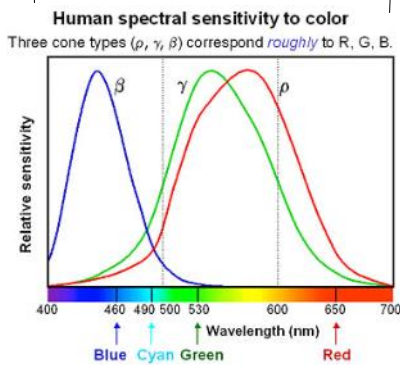
Adjusted RGB Curves
 Canon 40D Spectral Response

<http://www.maxmax.com/spe>



http://www.maxmax.com/spectral_response.htm

FLIR in ITLL
TIC



<http://pixinsight.com/forum/index.php?topic=2542.0>

Don't worry, images come from camera with compensation done automatically (mostly); color management again.

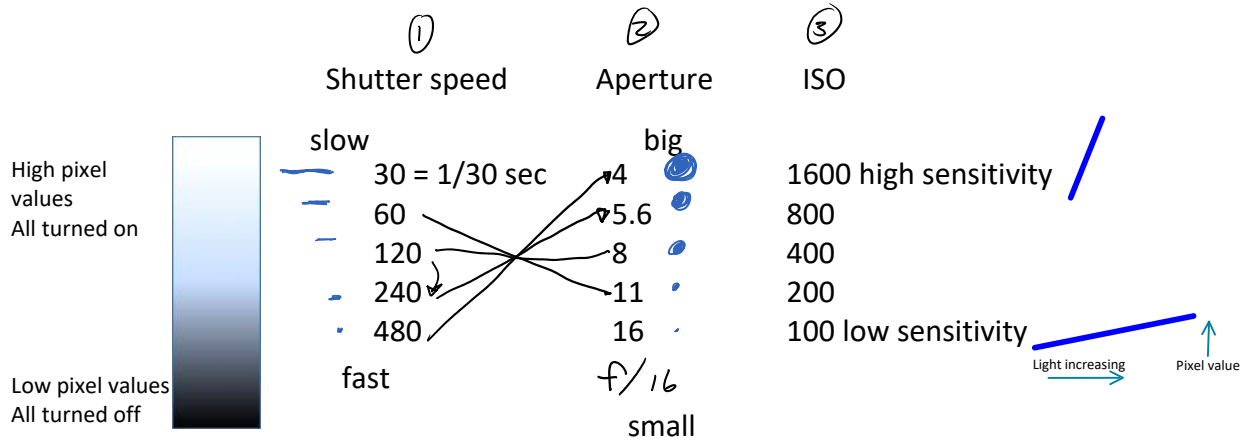
Same image density f/5.6, 1/100 sec, ISO 200
f/8, 1/100 sec, ISO 400
f/4, 1/200 sec, ISO 400

Used to be hard to change sensitivity, ISO: change film or go into menus. Now is becoming easier; single button or thumbwheel select.

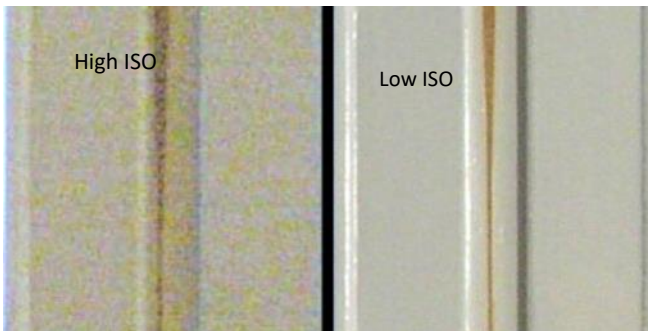
Check your camera ISO settings. How easy to change?

Proper exposure = middle value on an average pixel

3 ways to control pixel values so far



Other implication of ISO: Noise



http://en.wikipedia.org/wiki/Image_noise#Low_and_high-ISO_noise_examples

\$\$\$\$ in camera buys less noise at high ISO

Autoexposure programs (AE)

Wide variety. Stay away if you can.

Semi-automatic programs are better.

Av = aperture priority. You choose the aperture, camera will choose shutter speed. ISO might be automatic too.

Tv = Time priority; you set the shutter speed and ISO, camera AE will choose the aperture.

M = Manual (maybe). You choose both aperture and shutter speed. Meter will tell you if exposure is OK.

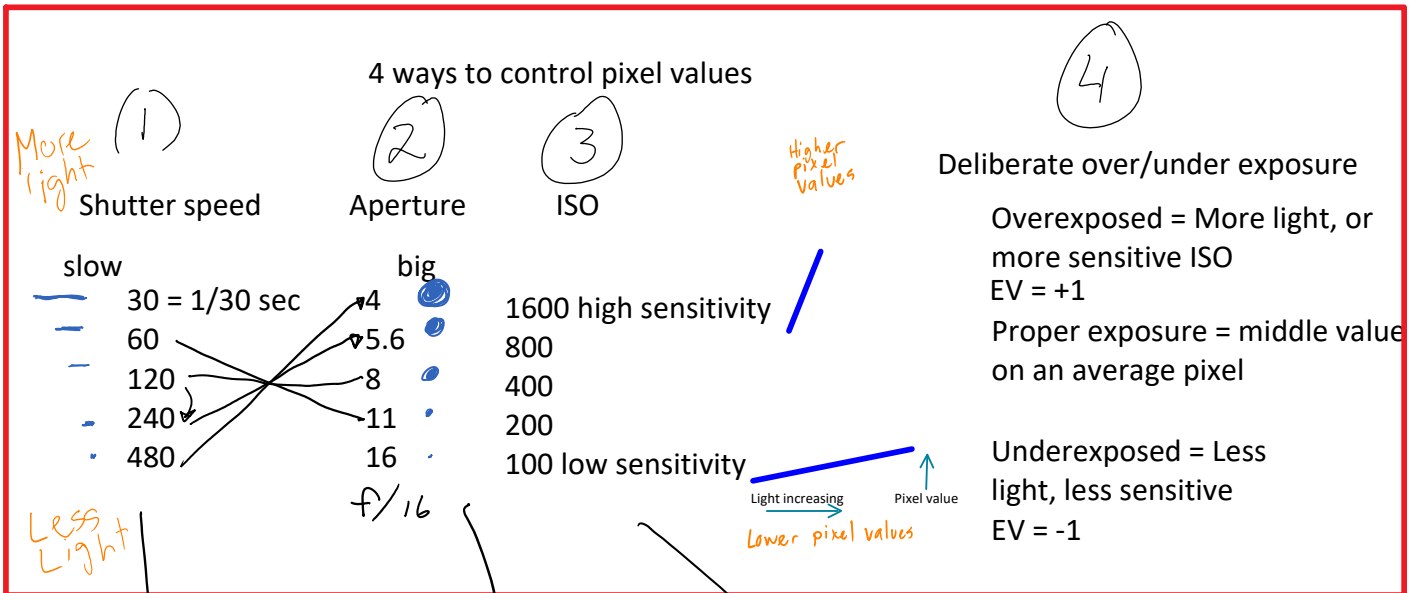


to set over/under exposure

Lighten image, overexpose compared to AE suggestion +++

Darken, underexpose compared to AE, ----

★ Does your camera have a +/- button?



Minute paper, in groups: List the side effects of each method, beyond the effect on exposure. Set a goal, want high pixel value for dim fluorescence:

Motion
Blur

DOF

NOISE

Shutter speed: motion blur at slow speeds

Aperture: low depth of field at large aperture. Diffraction will reduce sharpness at small apertures

ISO: Noise at high ISO

Deliberate under/over: Camera will change one or more of the other three settings, with attendant side effects. With underexposures, get loss of detail in shadows. Worse, at high overexposure, lose detail in highlights.