

Complex Anatomy of a Camera

The Lens is made up of many fragile, delicate, dainty parts. At the front end is a hunk of glass. Light passes through it and then will pass through one or more other hunks of glass that focus the light into a point. At the very end of this chain of lenses lies the Aperture. It looks like a cat's butt-hole and how wide open or narrow it is will affect the focus of the image. Additionally, some lenses allow you to zoom in and out by twisting it. This twisting action moves the hunks of melted sand material towards and away from another, thus creating the zooming effect.



Pressing the Shutter Button on the Body of the photo-taking-device will engage the shutter, opening it up, and allowing light to pass through and expose an image onto the Censor. The shutter can be open for a very very very short amount of time or until the end of the concept of time itself.



Once the light has made its journey through the perils of the Lens and bribed the guards at the Shutter, it finally lands upon the Censor. The Censor has a grid of light sensitive pixels that record the wavelength of light that struck it. The onboard computer then takes all the information collected and translates it to an image file which can be viewed and/or edited by a human being.



The Exposure Triangle

I can't and won't tell you what camera is best for you. I'm not you and that's fine. I can't predict all your needs. What I can say is that 95% of cameras (*yes including film AND digital*) that you'll encounter will follow at some point the same basic principle behind the "Exposure Triangle." There are three main vectors to this triangle:



Film Speed

The Film Speed (or ISO or ASA - these terms are practicially interchangeable) indicates how sensitive your medium is to light. The higher the number, the more sensitive to light it is and the more that can be seen in less light. One drawback of increasing the ISO is that your photos will get more grainy as they are picking up more light "noise" in the image. An ISO of 100 has very little noise while an ISO of 640,000 being "Ahh! Help! It burns! It burnes!"



Shutter Speed

Shutter Speed is how long the shutter is open. The longer it is open the more light is let through and vice versa for shorter periods of time. Shutter speed is measured in fractions of a second to literal years (*I'm lookin at you, solarigraphy*).





Aperture

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This is how wide the Aperture inside of the lens opens up and how much light it lets through. This should not be confused with the Shutter as the Aperture never fully closes. Apertures are measured in F-Stops and they have something to do with logarithms and are measured backwards. This means that it's extra fancy math(*s you're welcome brits*). I don't understand extra fancy math. You (*statistically*) don't understand it. Nobody understands it. Just know that the photo-wizards decreed that F22 is "tiny babies hole" and F1.8 is "very open hole". This will affect what's called the "depth of field".

F22 being a wide DoF (Things both within the camera focus and outside of are just as sharp) and F1.8 being more narrow or shallow DoF

(Things outside of the camera focus are blurry and have what's called 'Bokeh' or 'Blur').





This guide was made by this dingus, Emily Szabó. She has been doing photography since the late 1990's when her late grandfather gave her his old Minolta SRT-200 35mm film camera. Since then photography has been a life long passion of hers and can be seen carrying at least one camera everywhere she goes. She's had experience constructing dark rooms, developing her own film, dark room post processing film, printing enlargements, constructing pinhole cameras, DIYing infrared digital cameras, and digital post processing in a variety of editors.

She has been on the professional side of the art taking product photos for local businesses, portraiture, and even wedding photography. Although, she spends her photography time in recent years more as a landscape/ nature photo hobbyist.

> She can be found online in the fediverse: @jadedtwin@corteximplant.com

> > Or contacted at: torbergson@gmail.com



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and most of all my loving husband <3



I have more zines available here!

