





Slow.....Fast



# Direction

- The direction and distance of the subject are important.
- If the subject moves from left to right, it will appear faster than a subject moving towards you.
- Use a faster shutter speed for a subject moving left to right. (Dog 1/125)
- Slower shutter speed for subject moving towards you. (Dog 1/60)





# Closeness

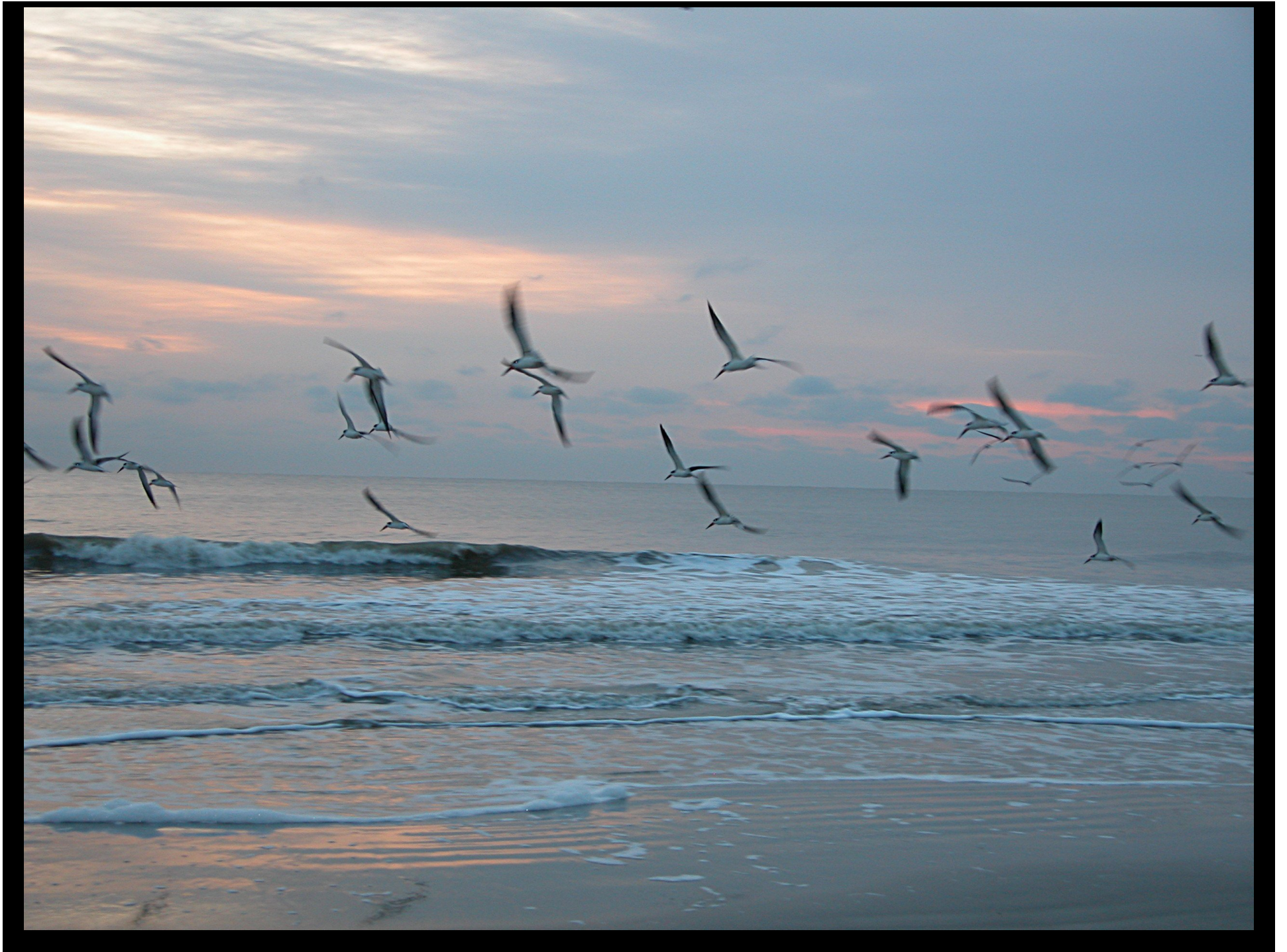
- The closer the camera is the faster the movement appears.
- Car traveling left to right 20 feet away appears faster than a car moving left to right 100 ft away.
- On a windy day use a faster shutter speed.











# Panning

- Moving the camera in the same direction as the subject.
- Bicycle riding past you, follow it with your camera and press the shutter button.
- Bicycle will be sharp, background blurred.
- The camera movement must be at the same speed as the moving subject.
- Do not have a shutter speed faster than 1/30.







# General Rule...

- To avoid the effects of camera shake don't use shutter speeds slower than 1/30.
- General rule ...when using a 50mm lens make sure your shutter speed is 50 or faster.
- Longer lenses (telephoto) require faster shutter speeds. 200mm lens use 200 shutter speed or faster.
- Read Steadying the camera...p.66



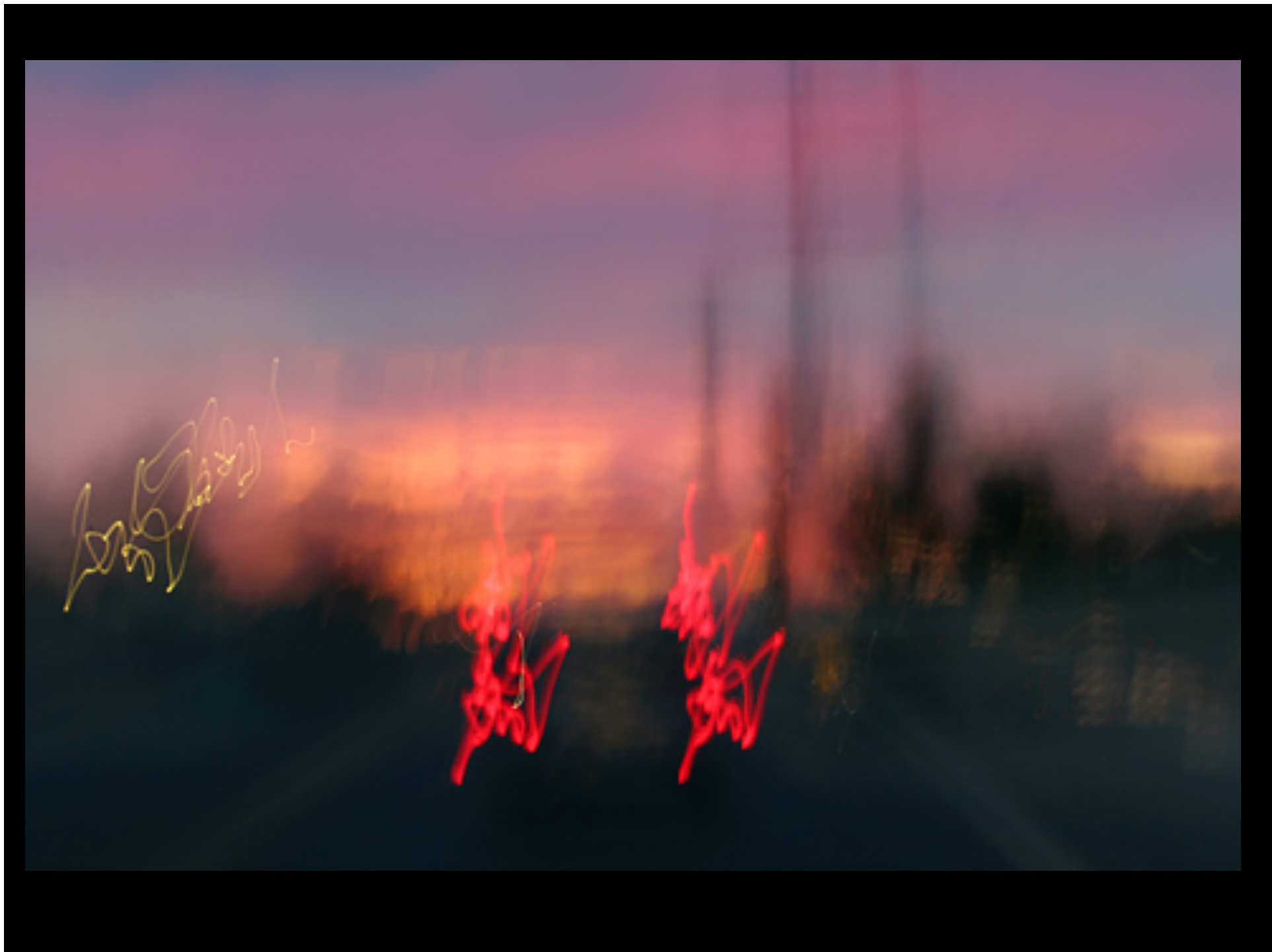
# Tripod

- If you want to use a very slow shutter speed use a tripod to avoid camera shake.
- You may also place your camera on something and set a timer.











# Homework....

- <http://www.idigitalphoto.com/blog/post/shutter-speed-explained.html>
- <http://fireflyforest.net/firefly/2005/10/02/digital-camera-fun/>
- Light writing....
- How would you do this? Find the answer and e-mail me tonight! Also include a like for your source.

# Photo Shoot #3 - Shutter

## 1. Control exposure

- Shutter speeds...
- 1,2,4,8,15,30,60,125,250,500,1000,2000,T,B
- Low light conditions=slow shutter speed
- High light conditions=fast shutter speed

## 2. Control movement

- Faster shutter speed = movement freezes
- Slower shutter speed = movement is blurred.



Use green roll of film!

We will develop on our own...

# Play with....

- Lighting/time of day
- Stop motion
- Blur
- Walking towards you vs. walking left to right
- Closeness
- Panning
- Tripod/balancing camera
- Picasso experiments

# Choose a concept or theme

- Stop motion - Fast SS – 9 shots BKT
- Blur – Slow SS – 9 shots BKT
- Panning – Move with subject – 9 shots BKT
- BT – 4 shots BKT

# Bracketing

- Bracket – when bracketing F-stop changes and shutter speed stays the same.
- Example F8 - SS500  
F16 - SS500  
F32 - SS500

It is impossible to take the same shots three times because the movement is never exactly the same, shot three times in the same scenario.

# Don't forget....

- Don't forget film logs
- DOF
- Focus
- Quantity of light reaching the film
- Use light meter
  
- Due Monday
- Monday – read and outline Hornstein chap. On developing film

The End!