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| **/ A Premier Camera / / Body /**  * Your choice of plastic or metal chassis. * Carbon fiber dual leaf shutter. * Pneumatic operation for enhanced durability. * Six interchangeable modules for added functionality. * Endless customization choices so you can make the perfect camera for the perfect photograph. |  |  | |  | | --- | | / Who We Are /About Us Camera One is an experiment that can bring together the open-source hardware and software communities, machining experts, tinkerers, professional photographers and digital Debbie's alike to build a world class scalable product. This camera is designed to fit firmly in the Medium Format class of cameras but not be afraid to venture into the Large or Small format ecosystems by creating ample room for 4x5 film and 35mm mechanisms alike. The Initial release has been slated to be released as a 35mm film camera but in the future, digital backs are coming! Contact Us Phone: 336.682.5892 Email: creative515.justin@gmail.com Web: www.creative515.com | | |  |  |  | | --- | --- | --- | |  |  | Camera One  1600 E Hillside Drive APT2  Bloomington, IN 47401 | | |  |  | |  | | --- | |  | |  | | Camera One | | Open-Source Modular Camera System | |

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| / Goals /The Initial Design The initial v1.0 release milestone will mark the completion of several key conditions. Camera One v1.0 will be a functional 35mm film camera with M42 lens mounting system and pneumatically driven bulb and/or time shutter based on the Packard design. |  |  | Camera One is an Open-Source Modular Camera System designed for still photography. The idea behind this camera is to make a truly customizable experience, one where you can build the camera for the photograph, not the other way around. *Designed in Solidworks to work right the first time and every time.* / How The Project / / Works / Currently this project is being developed in Solidworks using STereoLithography files for GitHub support and feature tracking, as well as 3D Manufacturing Format to allow support for easy prototyping.  To contribute to this project just edit the Solidworks part files (.SLDPRT) save that file to .SLDPRT, .STL and .3MF and submit. As always thank you for contributing! |  |  |  |