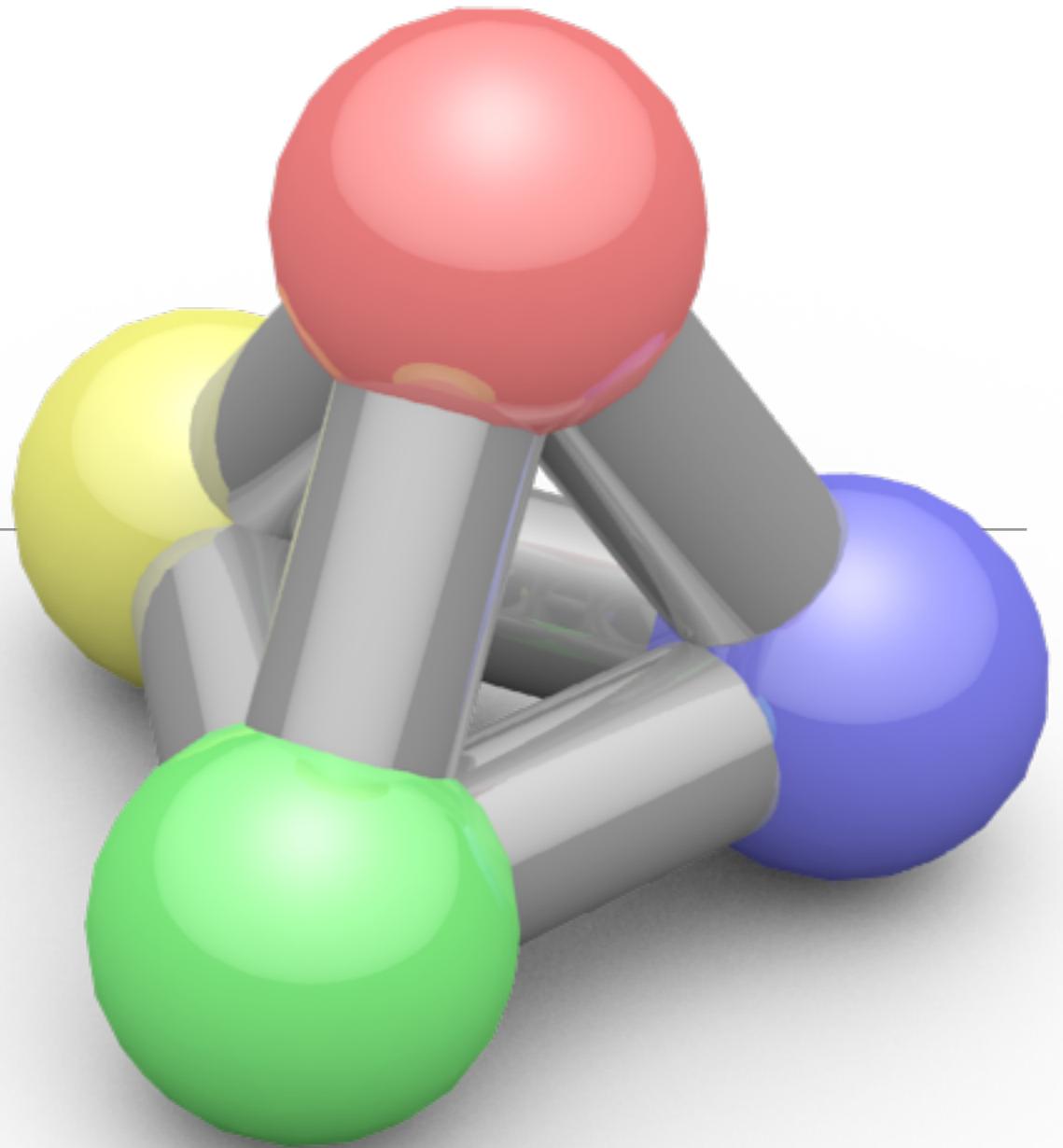


# Image Formation

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CPSC 453 – Fall 2016

Sonny Chan



# Outline for Today

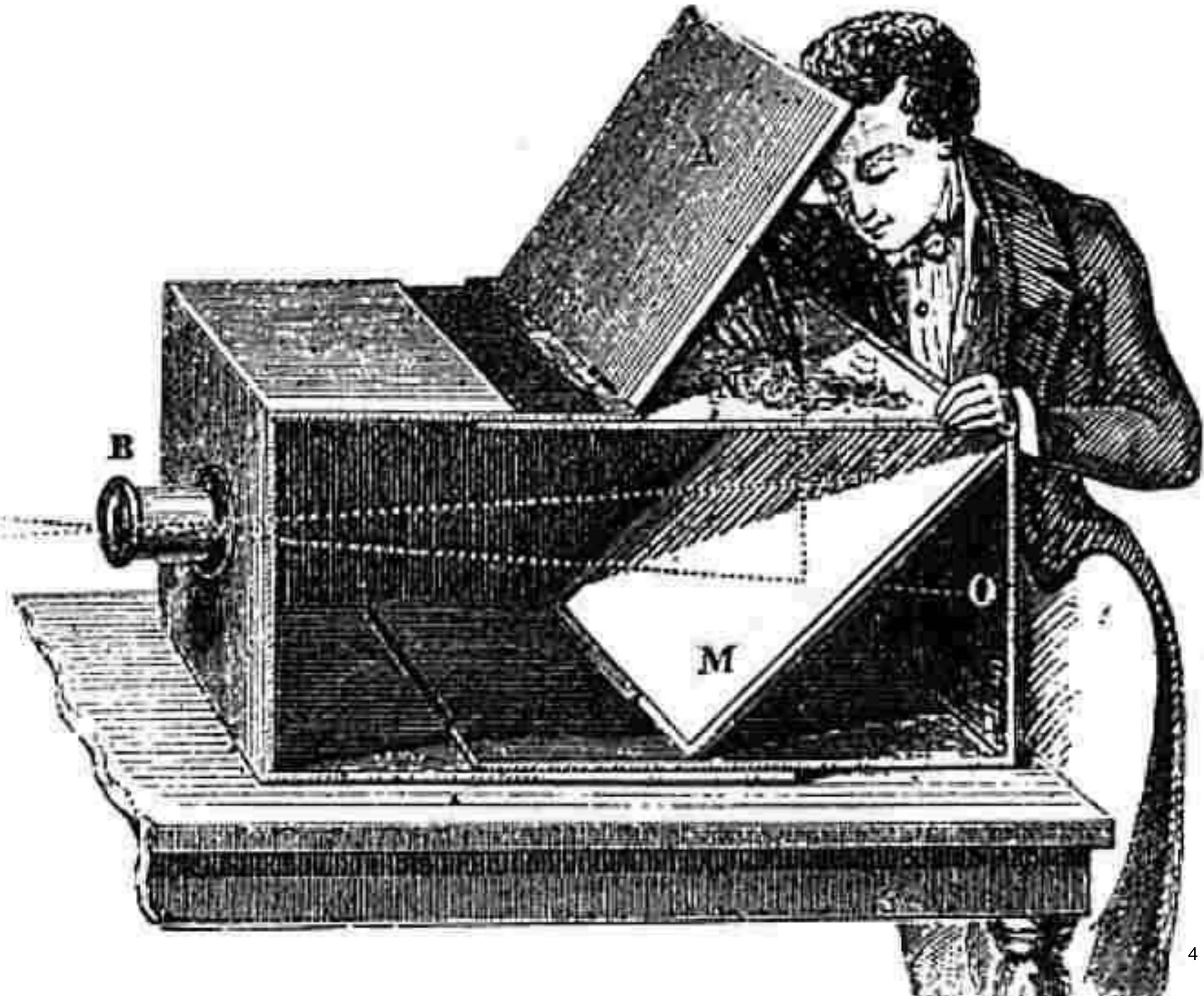
---

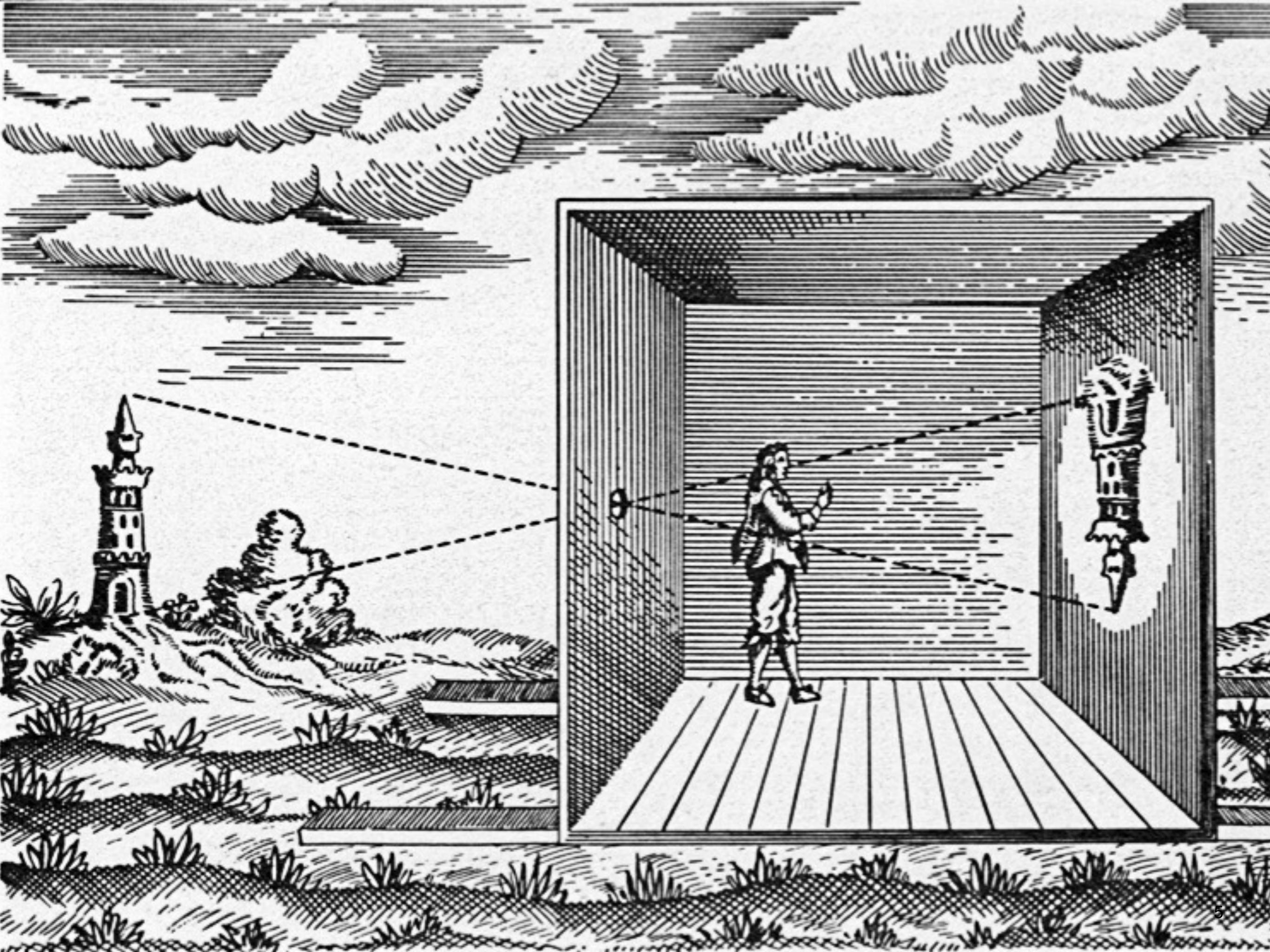
- The Camera Obscura
- The modern camera
- Digital image formation



The Camera Obscura

ca. 4th century BC







**Camera Obscura, 1946**  
San Francisco, California



**Camera Obscura, 2012**  
Cheverie, Nova Scotia





**Why is the projected image  
upside down?**

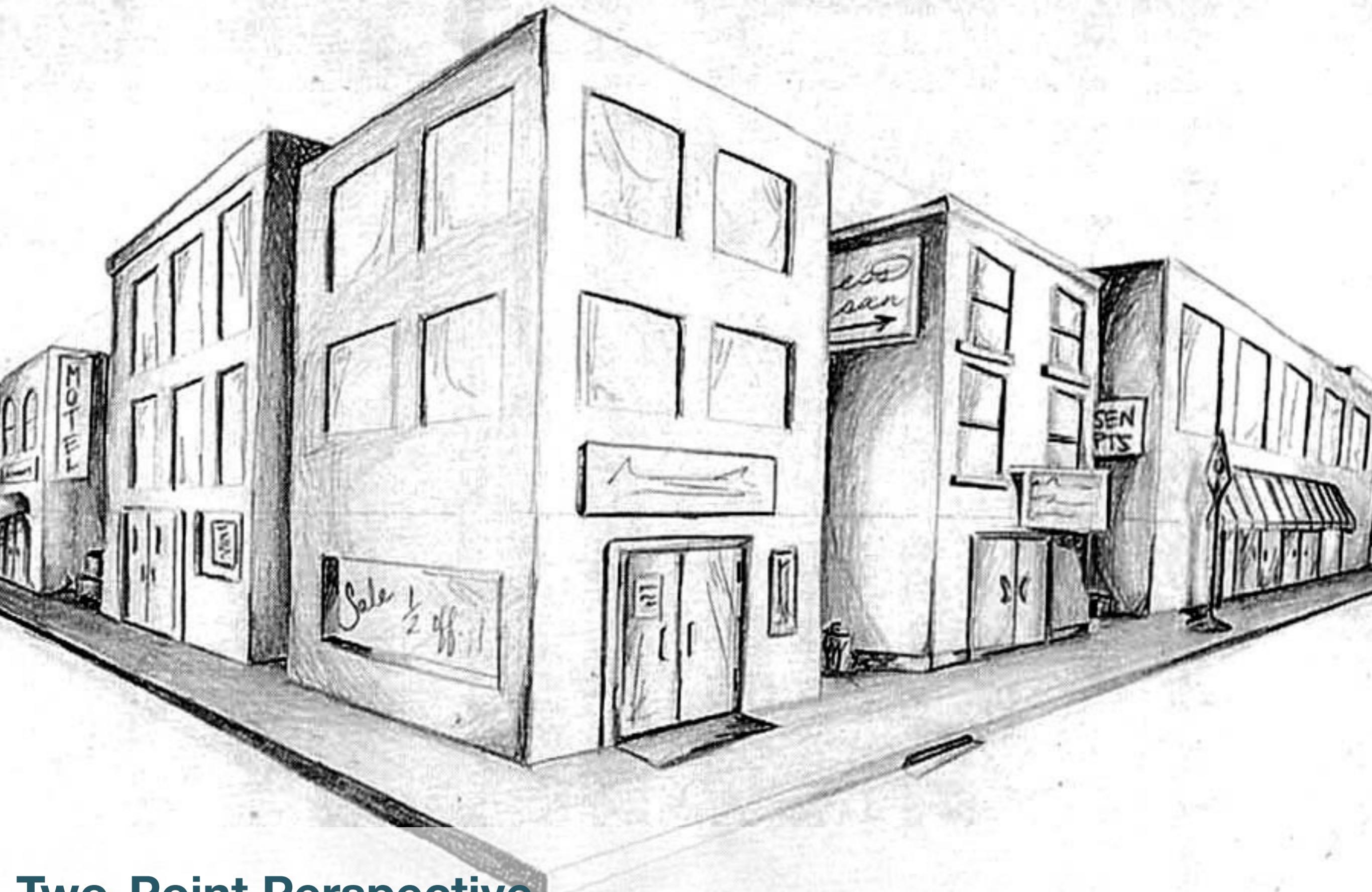


# Perspective

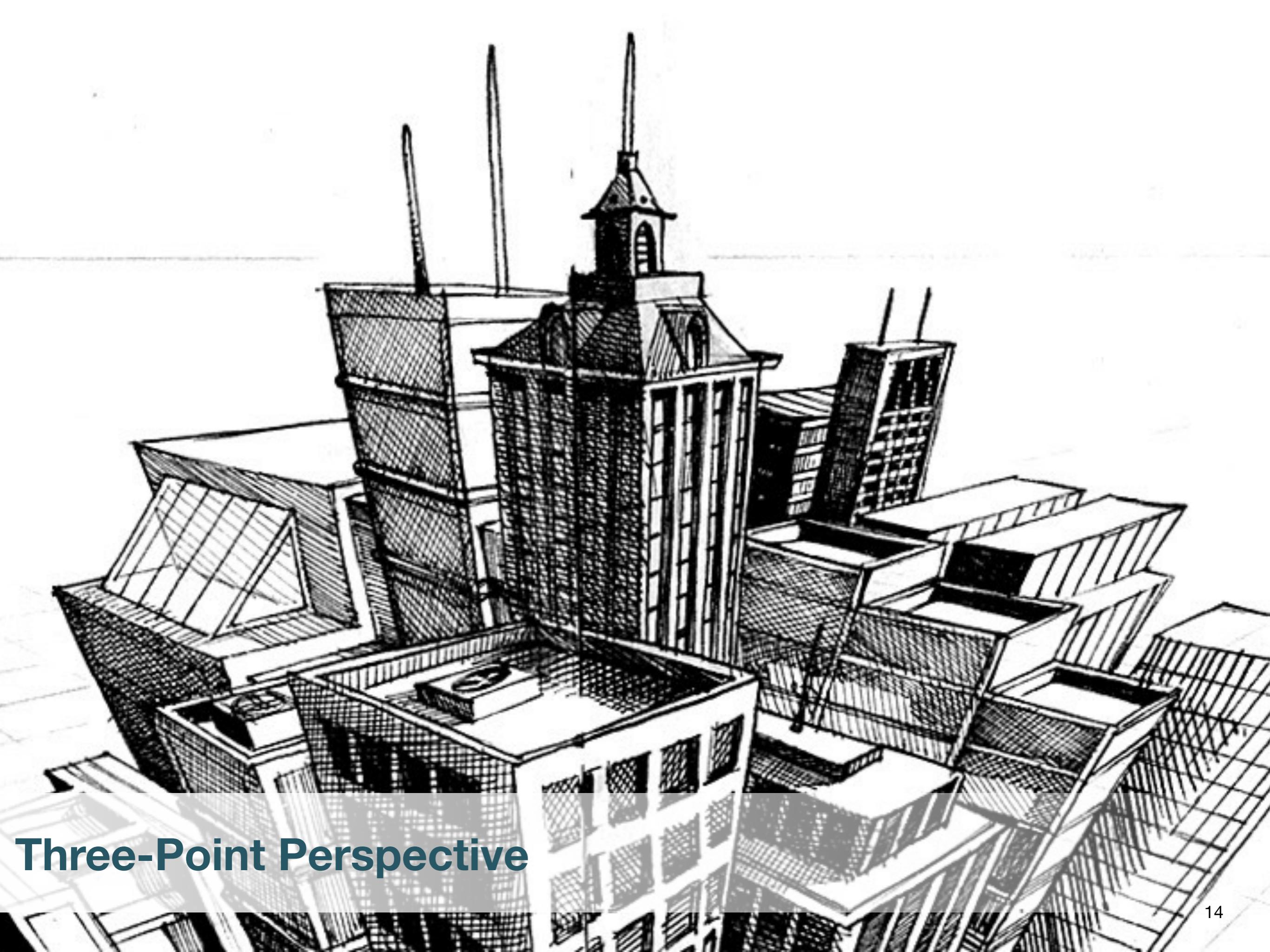
a geometric explanation



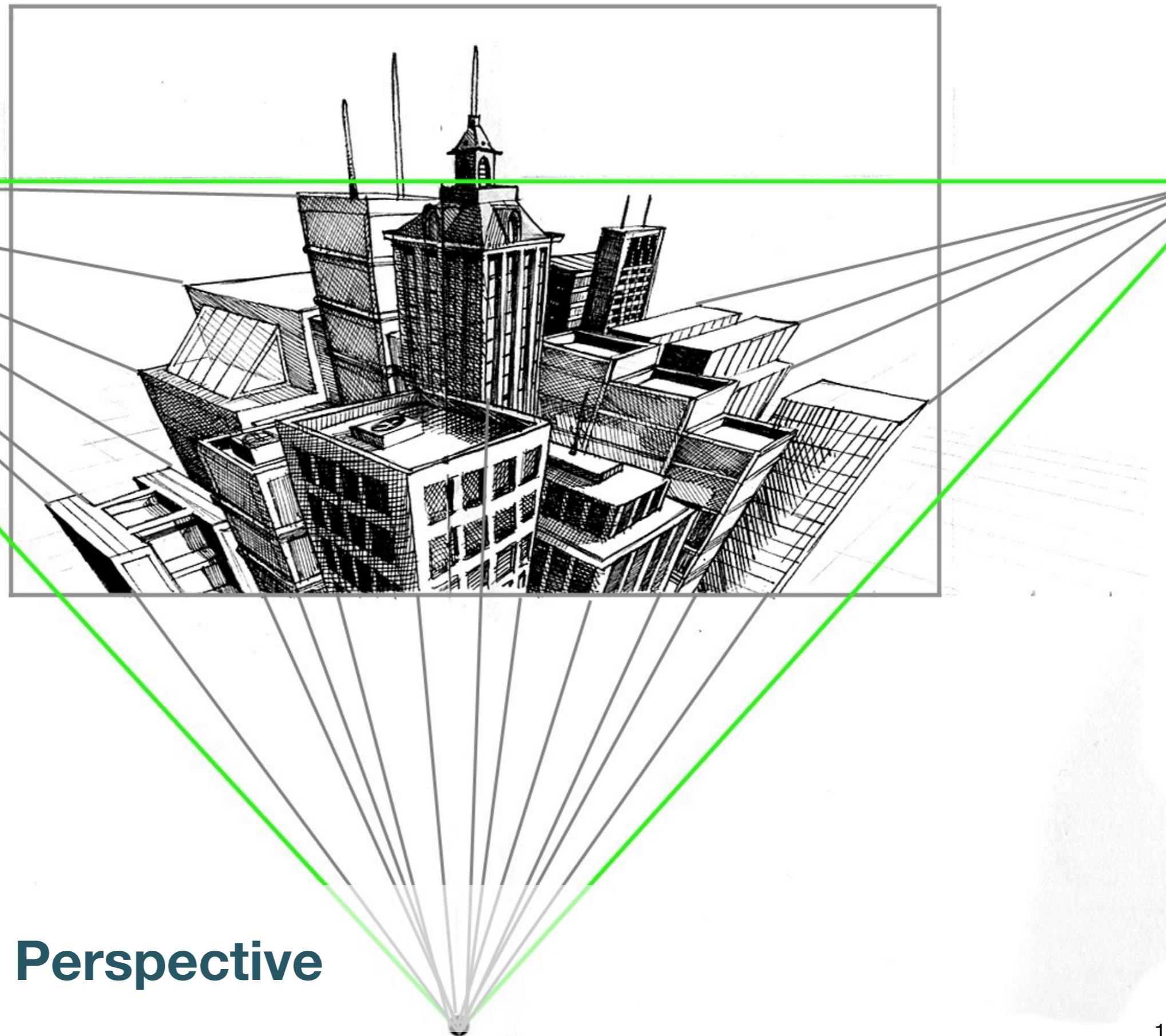
## One-Point Perspective



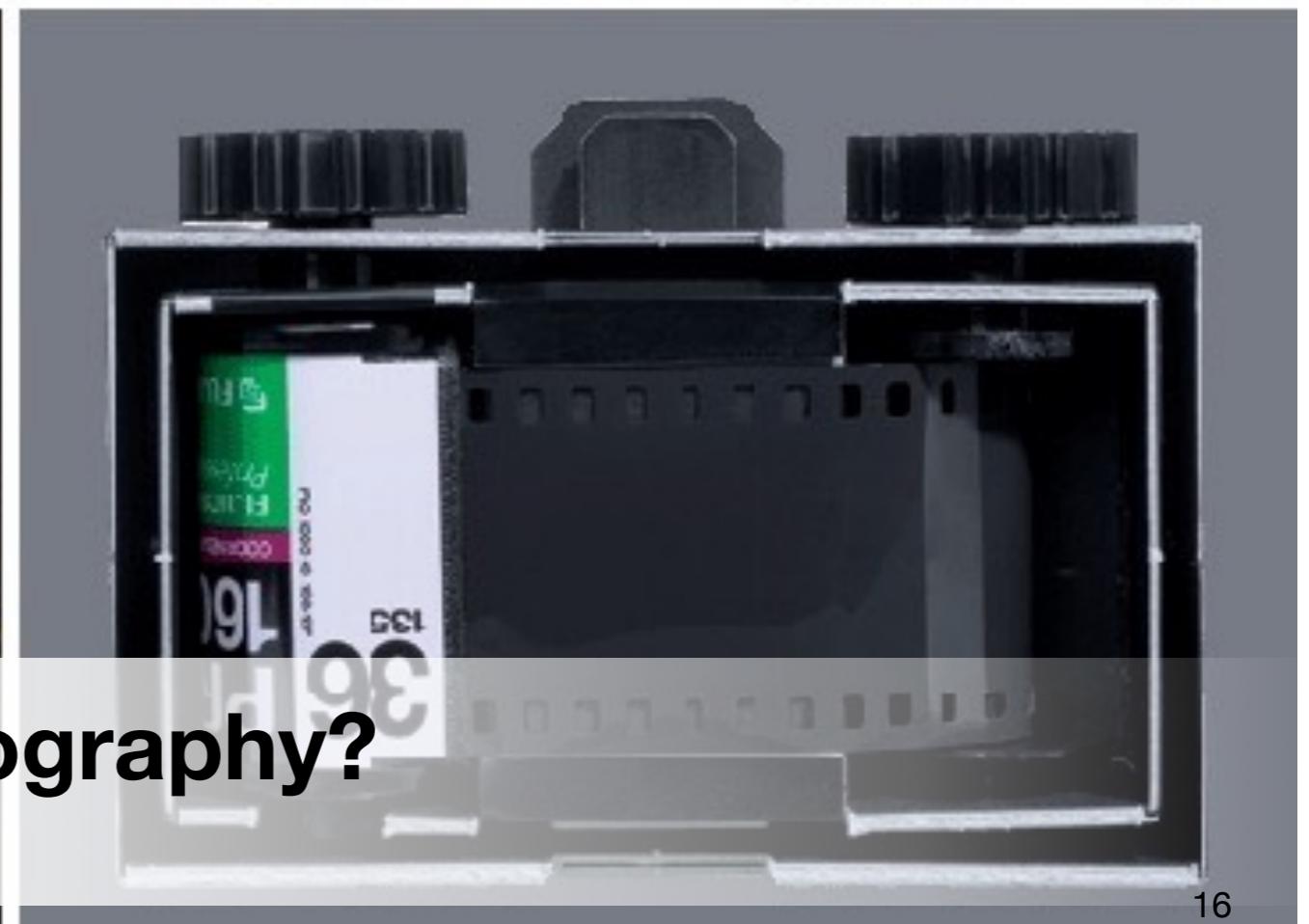
## Two-Point Perspective



## Three-Point Perspective



## Three-Point Perspective



**A Camera Obscura for photography?**  
Sharan Pinhole Cameras, Japan

# The Pinhole Camera

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What are its key advantages and disadvantages?

[from [civilwar150pinholeproject.com](http://civilwar150pinholeproject.com)]





# The Modern Camera

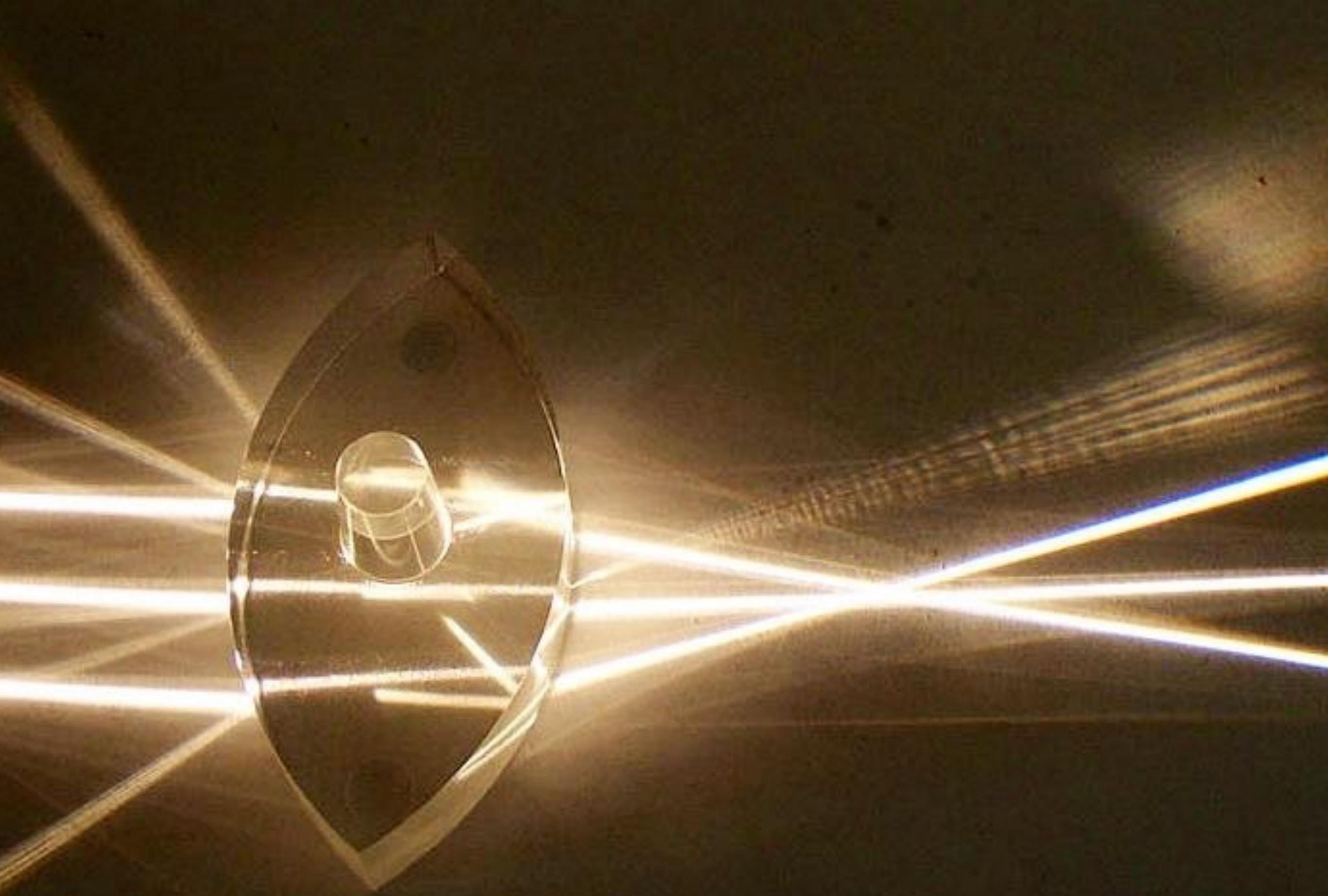
Pentax Spotmatic, ca. 1960s

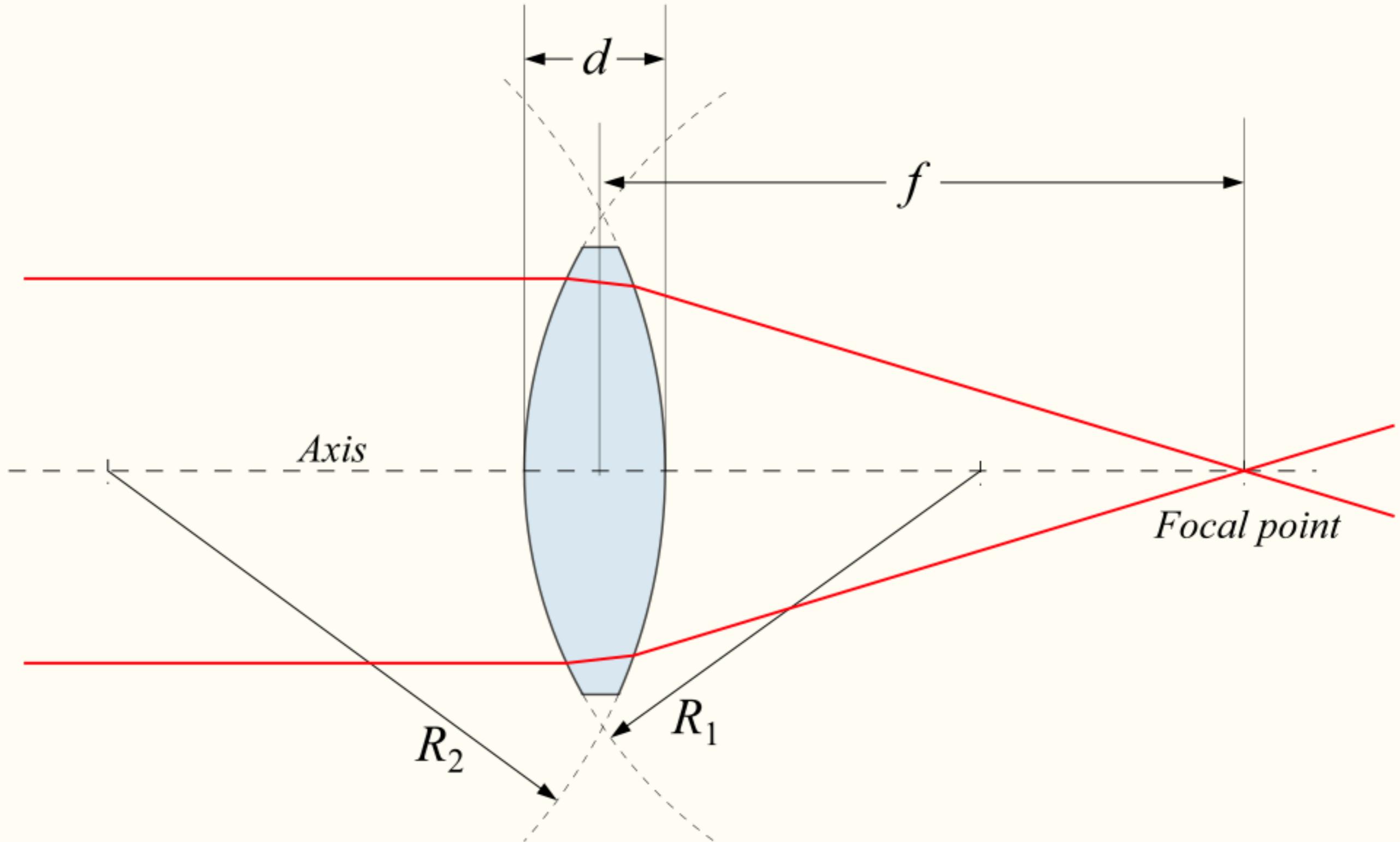
# Lenses

---

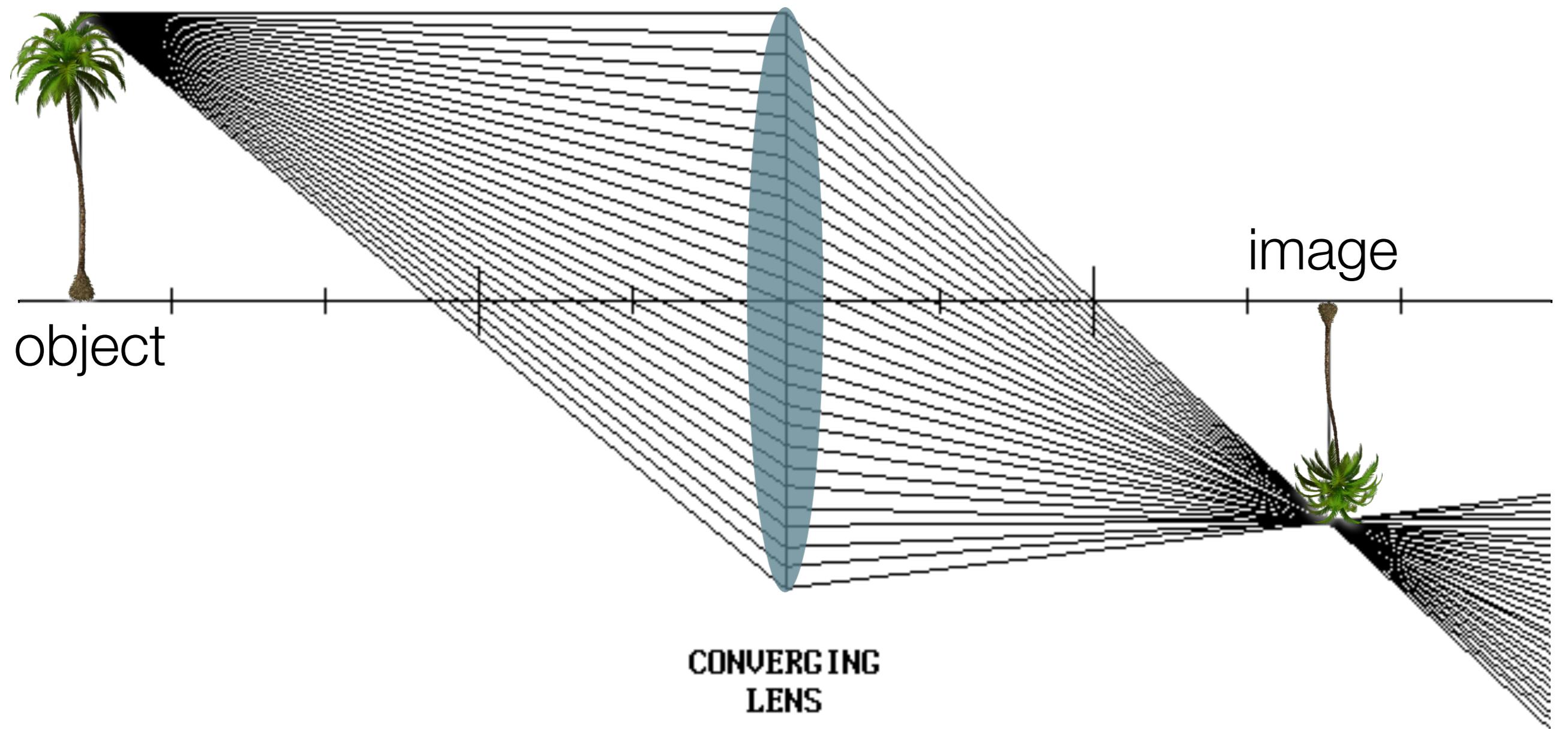
They let us get more light!!!







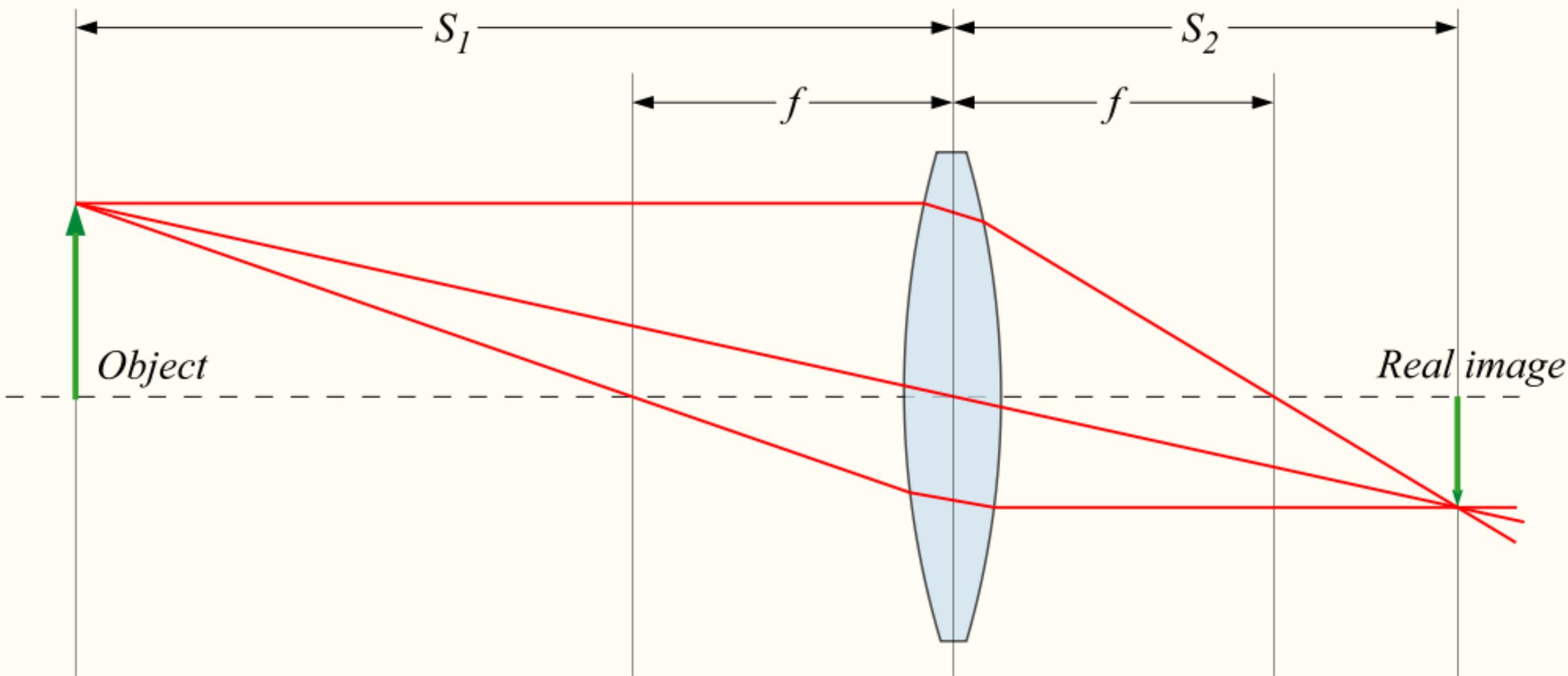
*Positive (converging) lens*





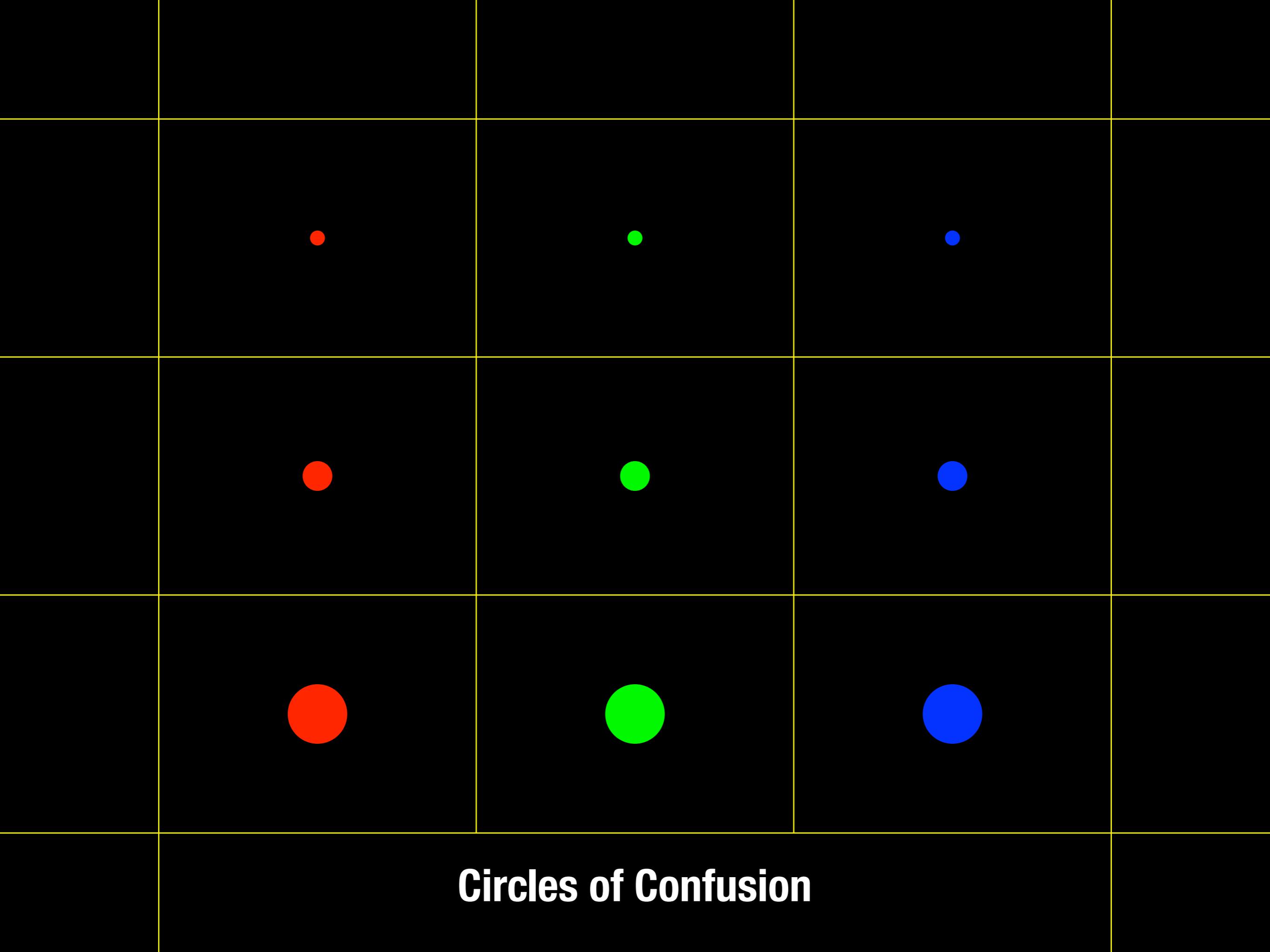
Try taking a picture...

of this “Prairie Chicken”



Thin Lens Equation

$$\frac{1}{S_1} + \frac{1}{S_2} = \frac{1}{f}$$

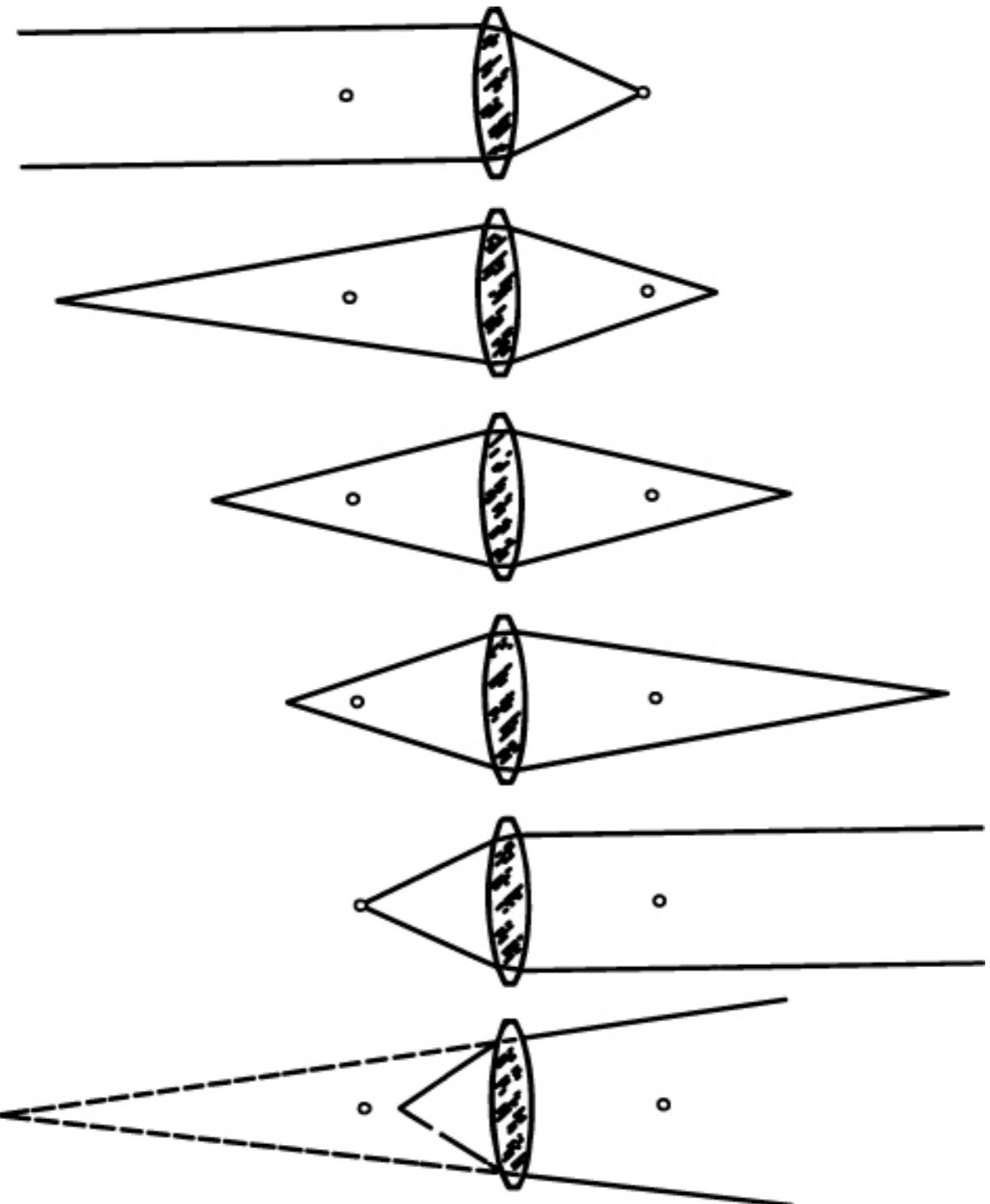


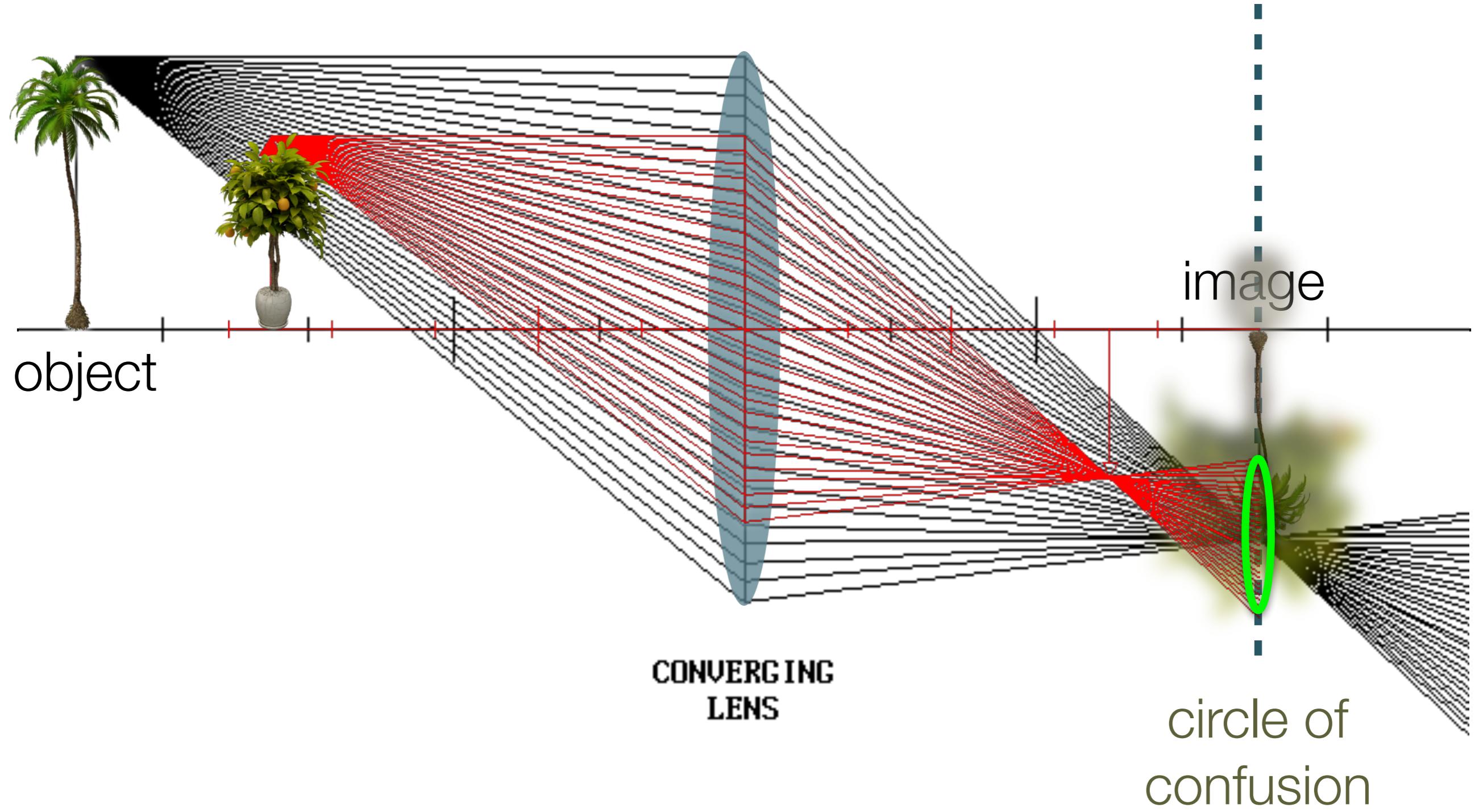
Circles of Confusion

# Focusing

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To focus on objects at various distances, move the lens relative to the image/film plane.

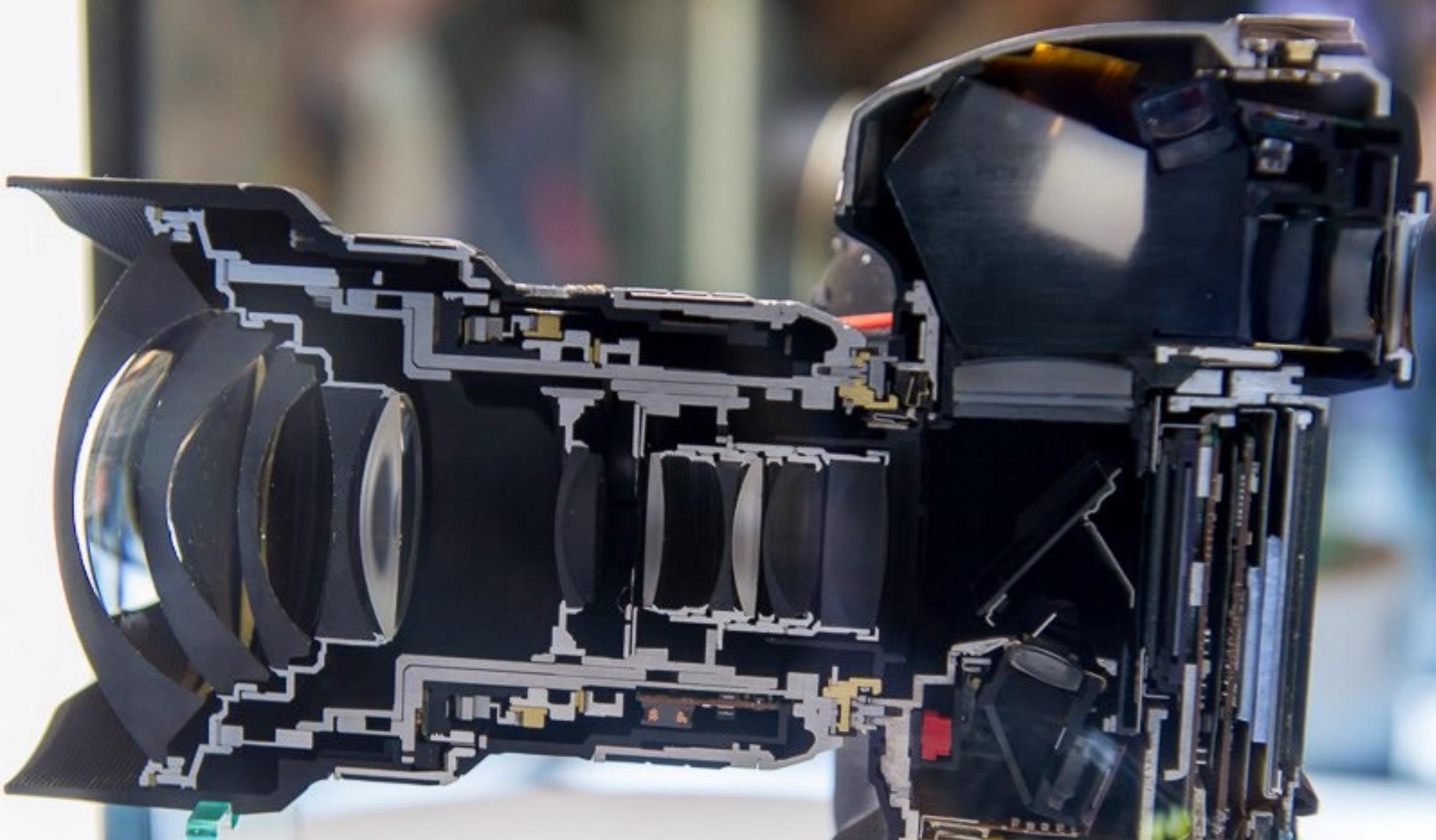




# How big is your picture?

$$\frac{1}{S_1} + \frac{1}{S_2} = \frac{1}{f}$$

**What determines your  
field of view?**

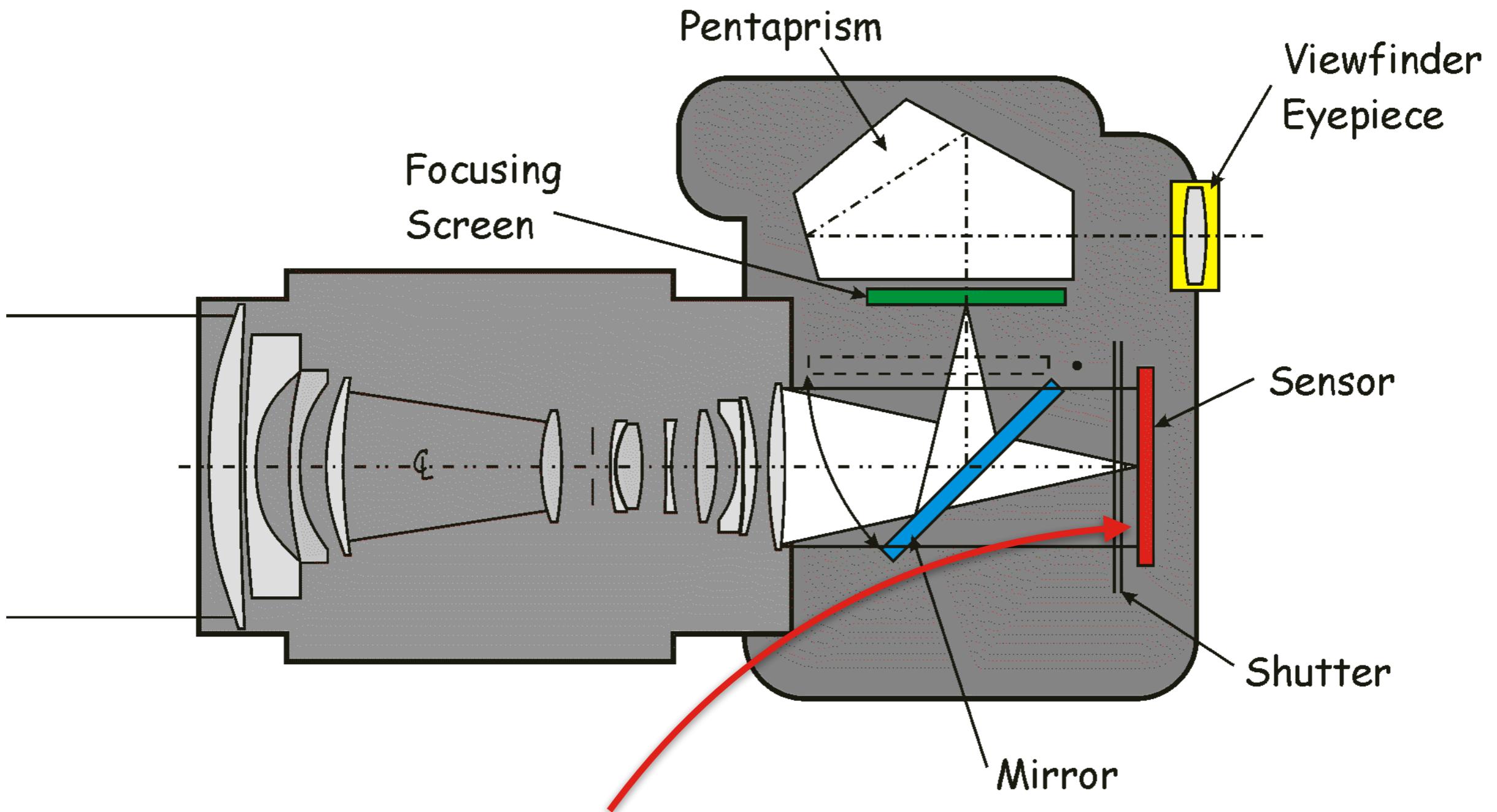


Putting it all together...

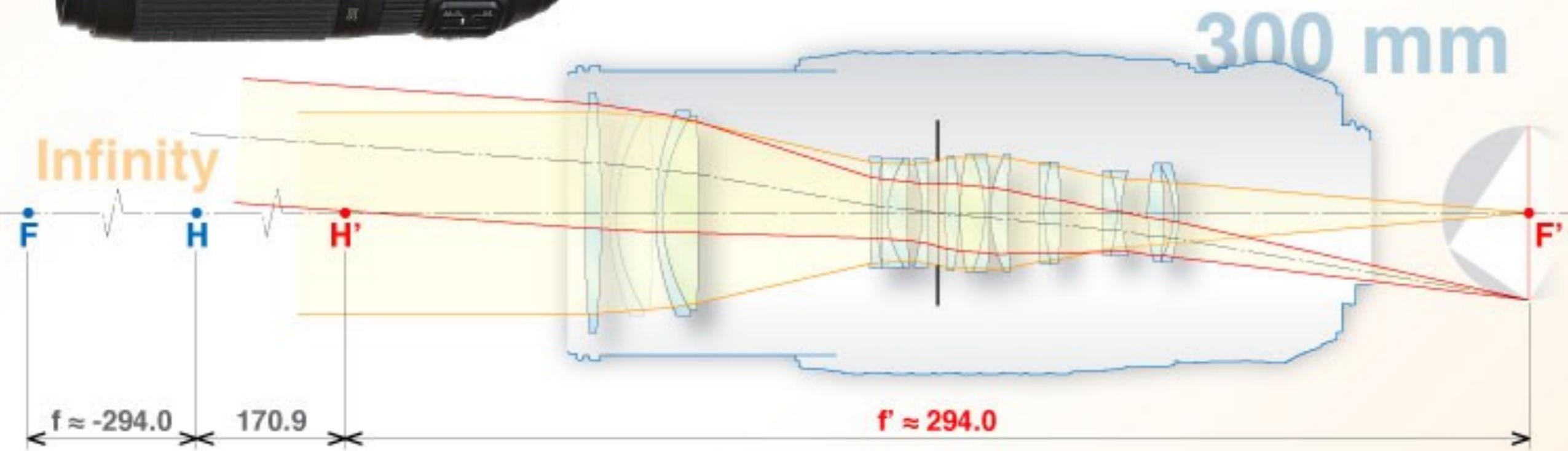
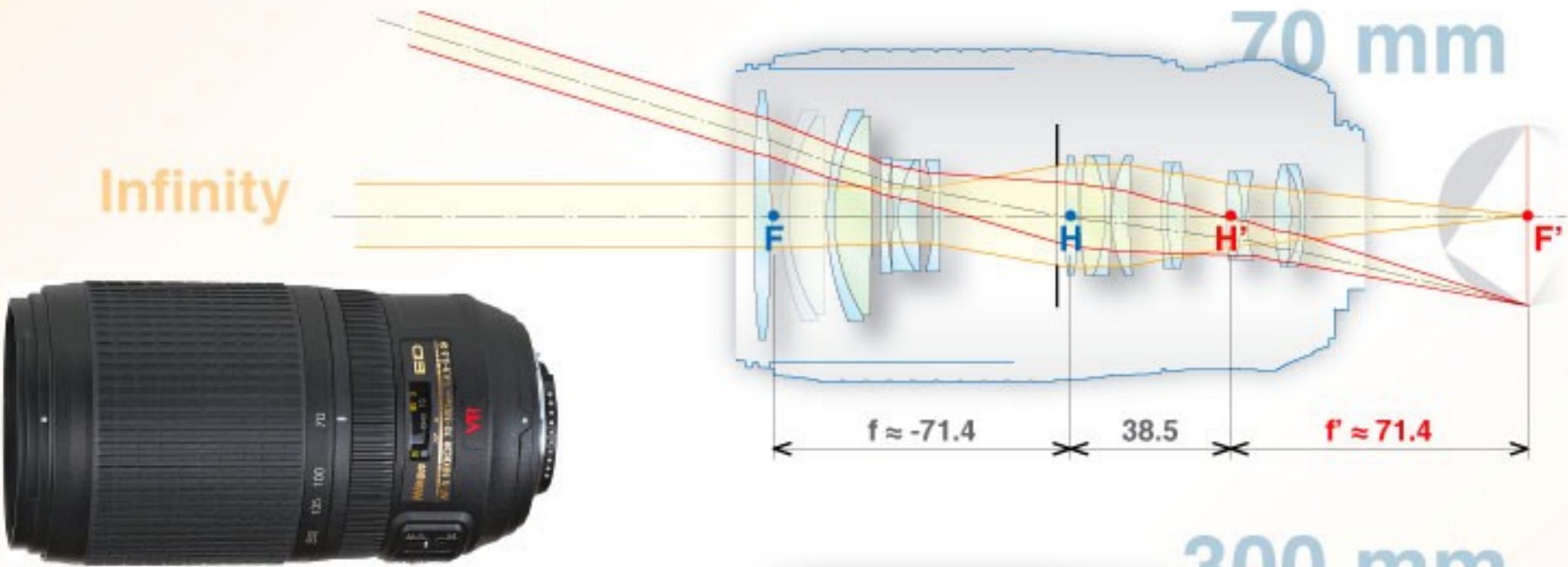
Nikon D3 cutaway

# The Goal

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**Get as much light onto here as possible!**



The image is controlled by

**focal length**

**aperture**

**shutter speed**

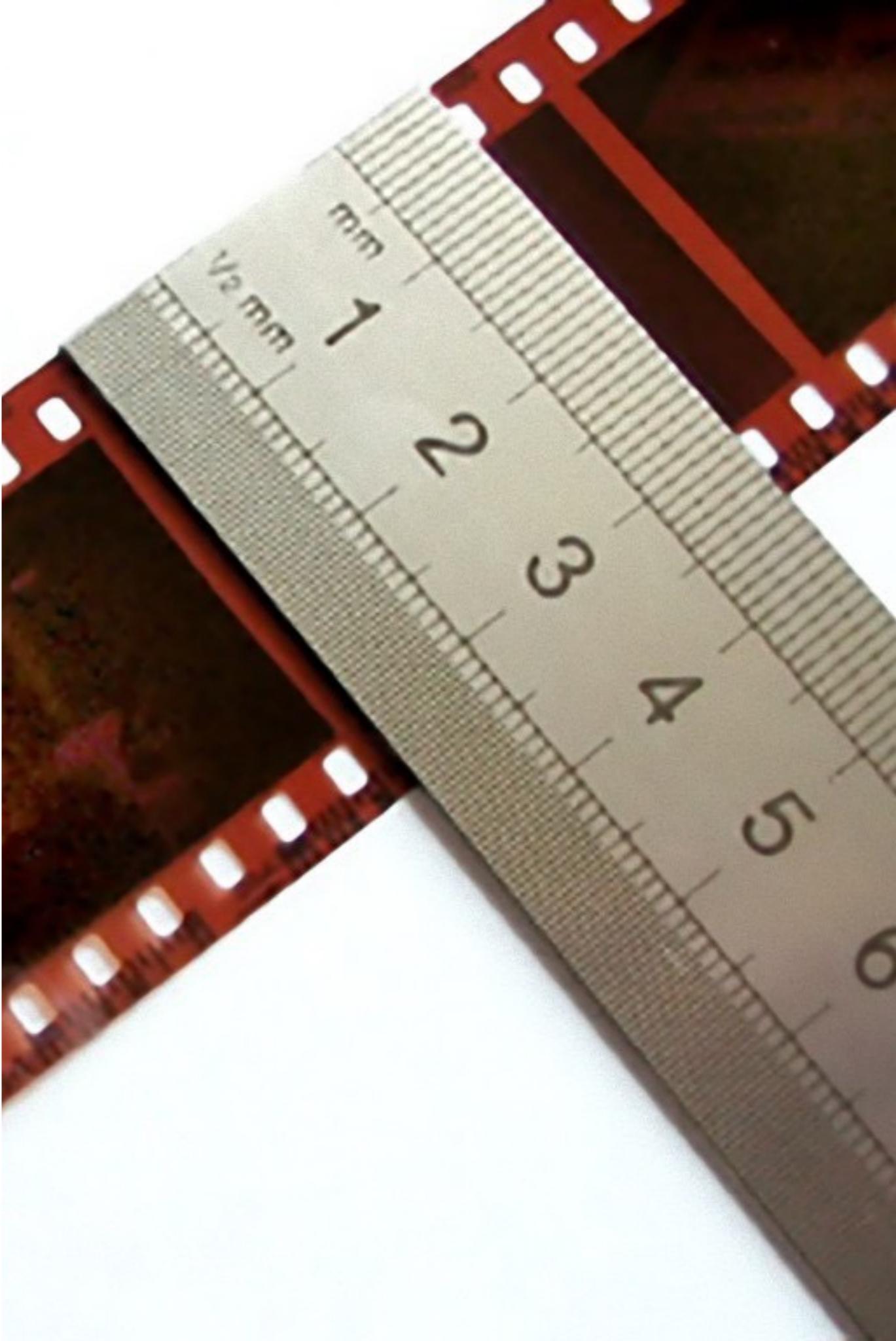
**film sensitivity**

**lens characteristics**

# Focal Length

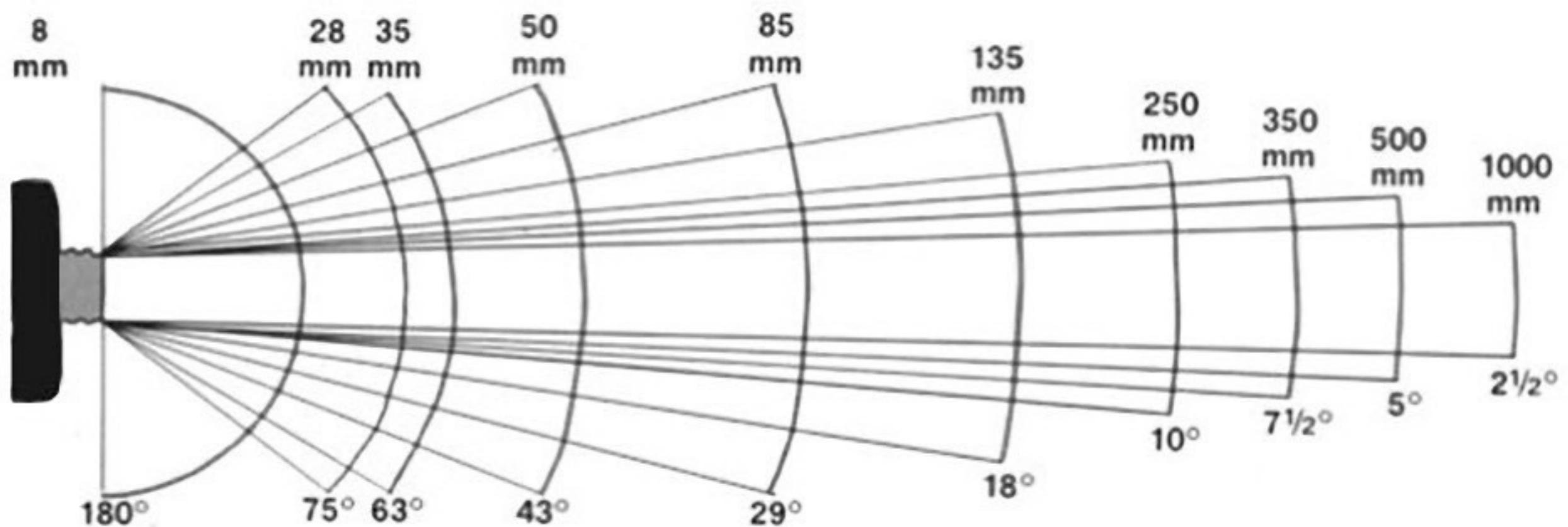
---

- You can't change the size of your film!
  - nor your image sensor
- Longer focal length means moving the film back more
- Lens pupil gets smaller
- Longer focal length = smaller field of view

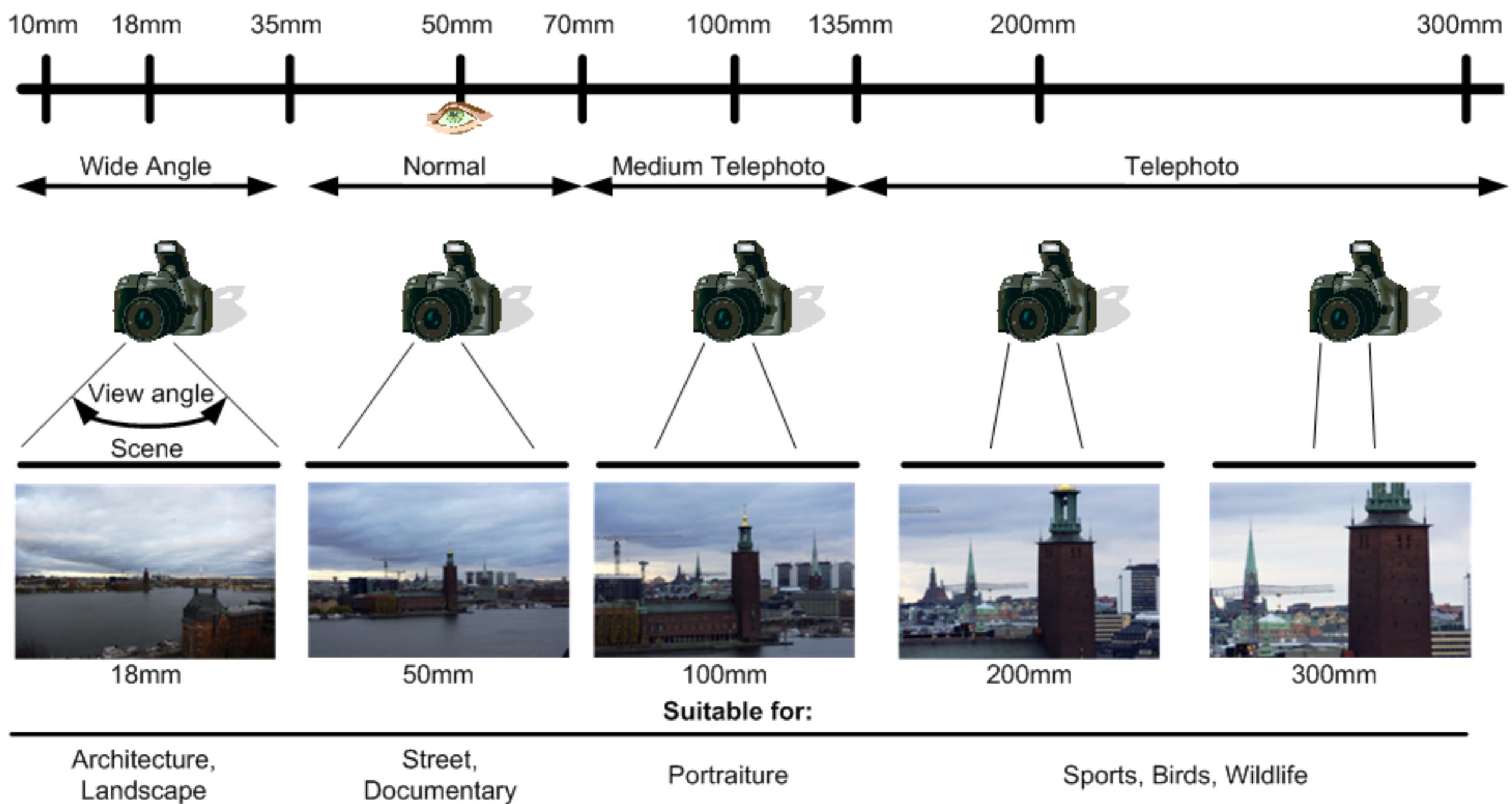


# Focal Length on a 35mm Frame

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## Focal length



# Aperture

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- Measured in *f-number*:
  - ratio of lens focal length to diameter of lens aperture
- Larger aperture lets more light in, but circle gets bigger
  - result is “depth of field” effect



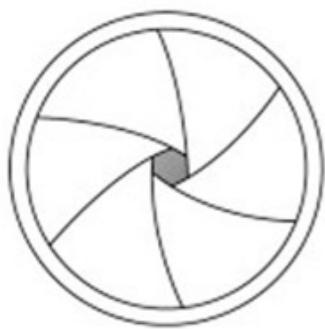
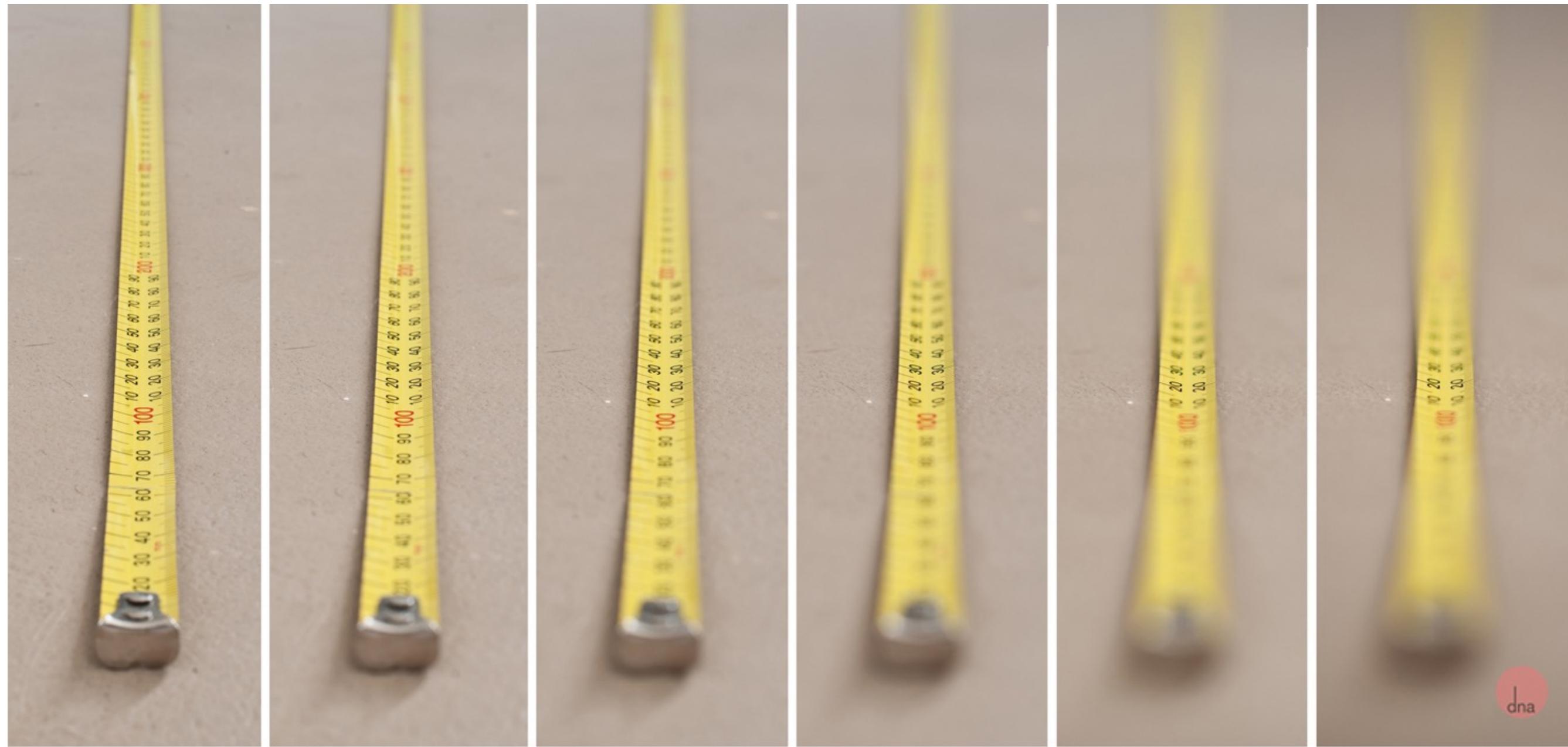
*f/2*



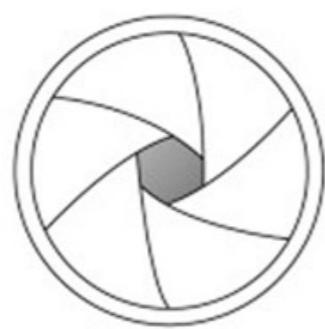
*f/8*



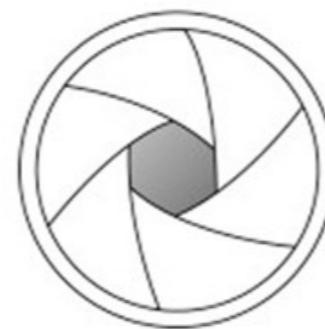
*f/16*



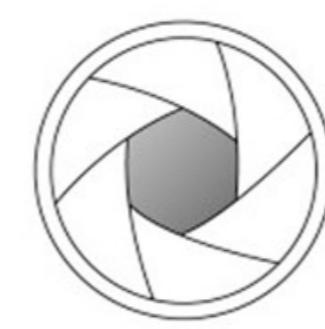
F16



F10



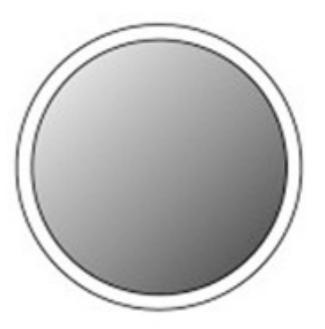
F6.3



F3.5



F2

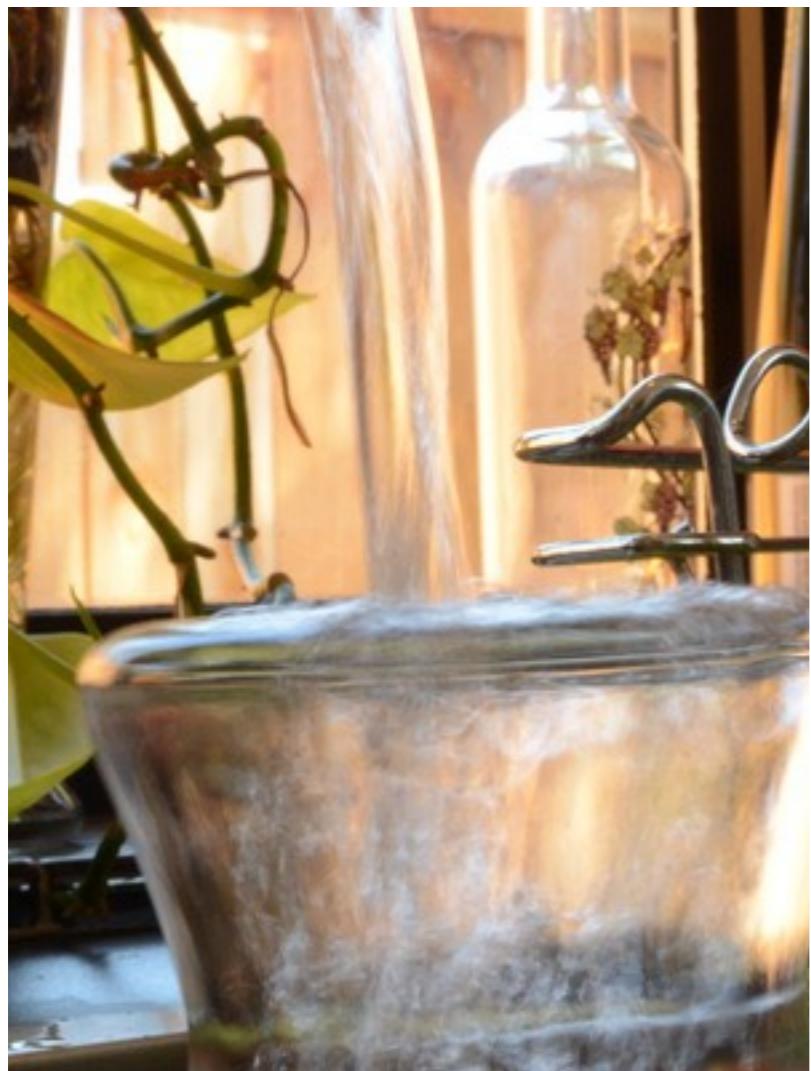


F1.4

[from [ormsdirect.co.za](http://ormsdirect.co.za)] 38

# Shutter Speed

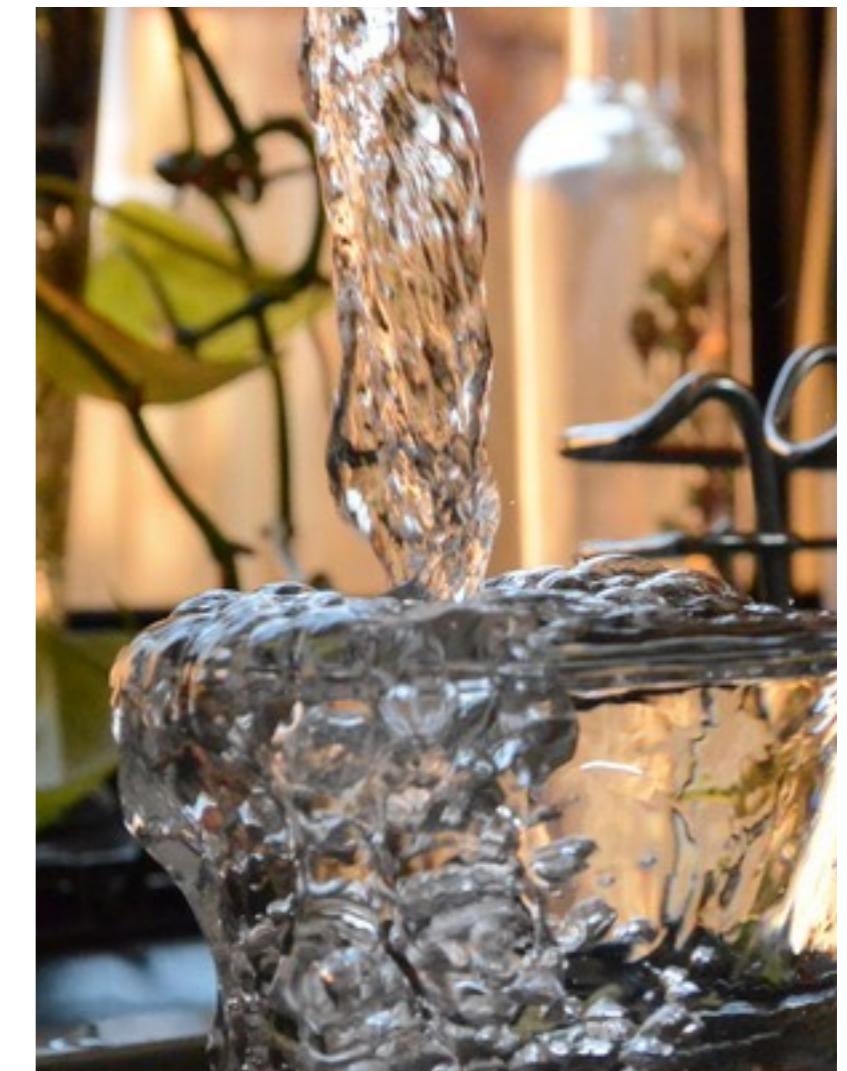
---



1/10 s



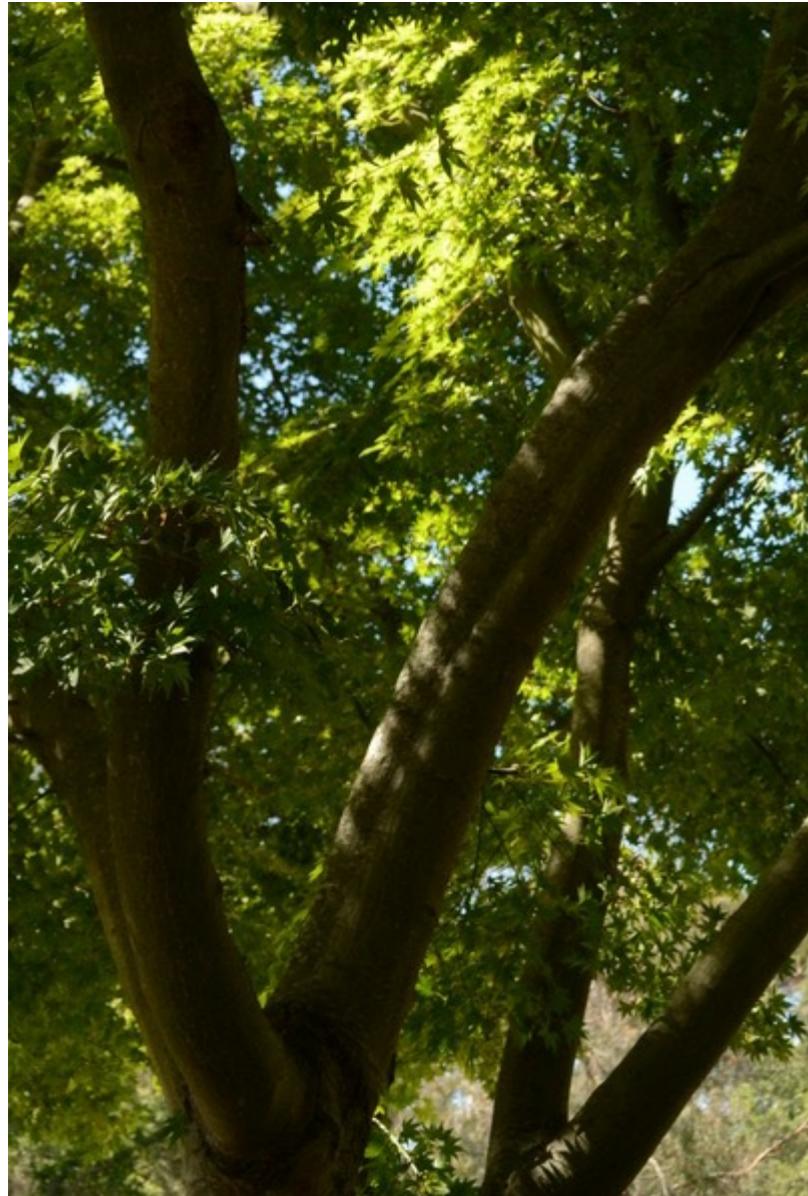
1/125 s



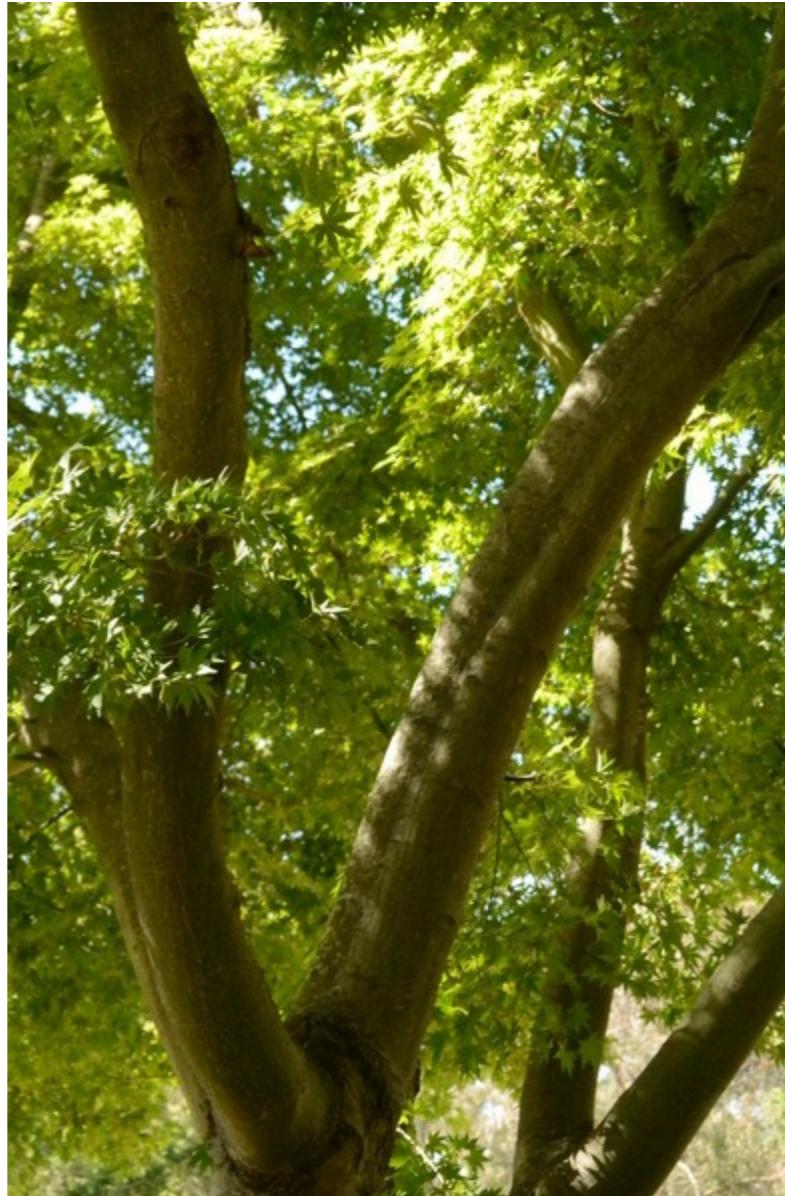
1/1000 s

# Film Sensitivity

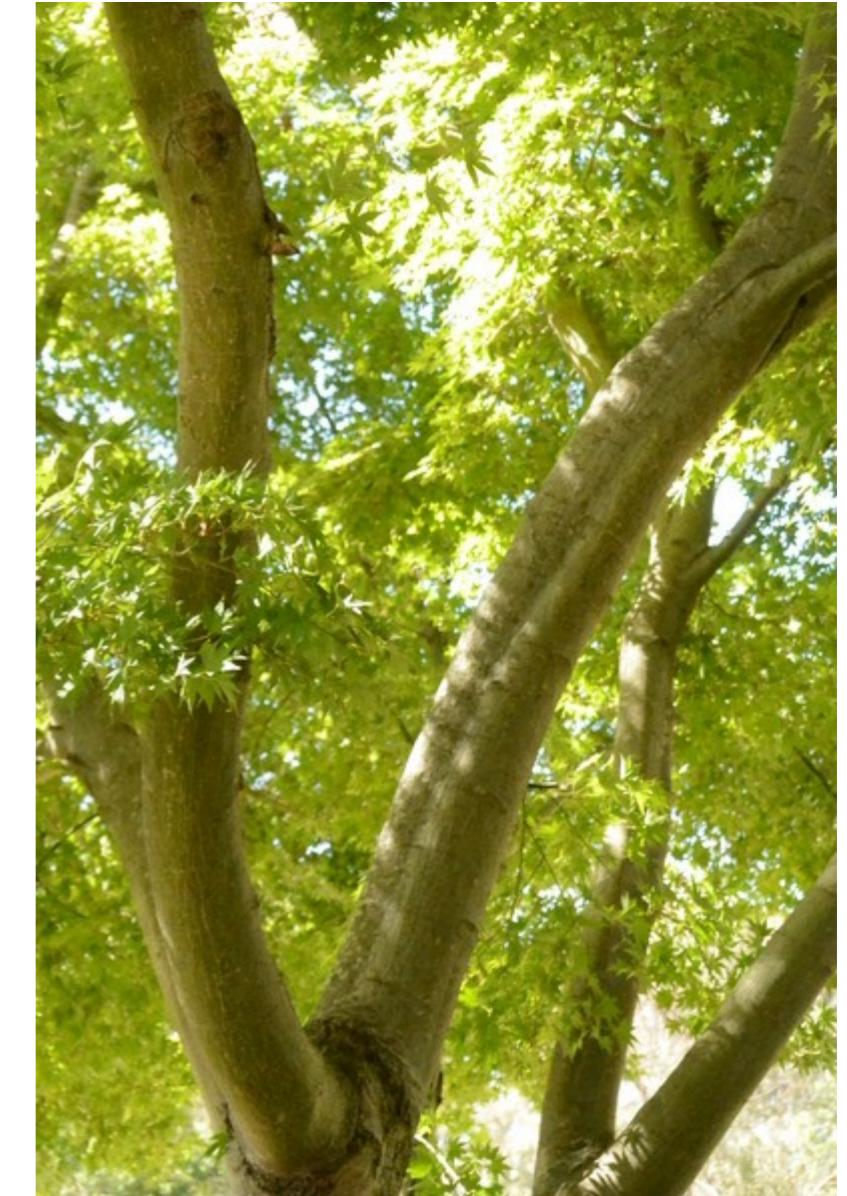
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ISO 800



ISO 1600



ISO 3200

[courtesy of K. Breeden, Stanford University] 40

# Lens Characteristics

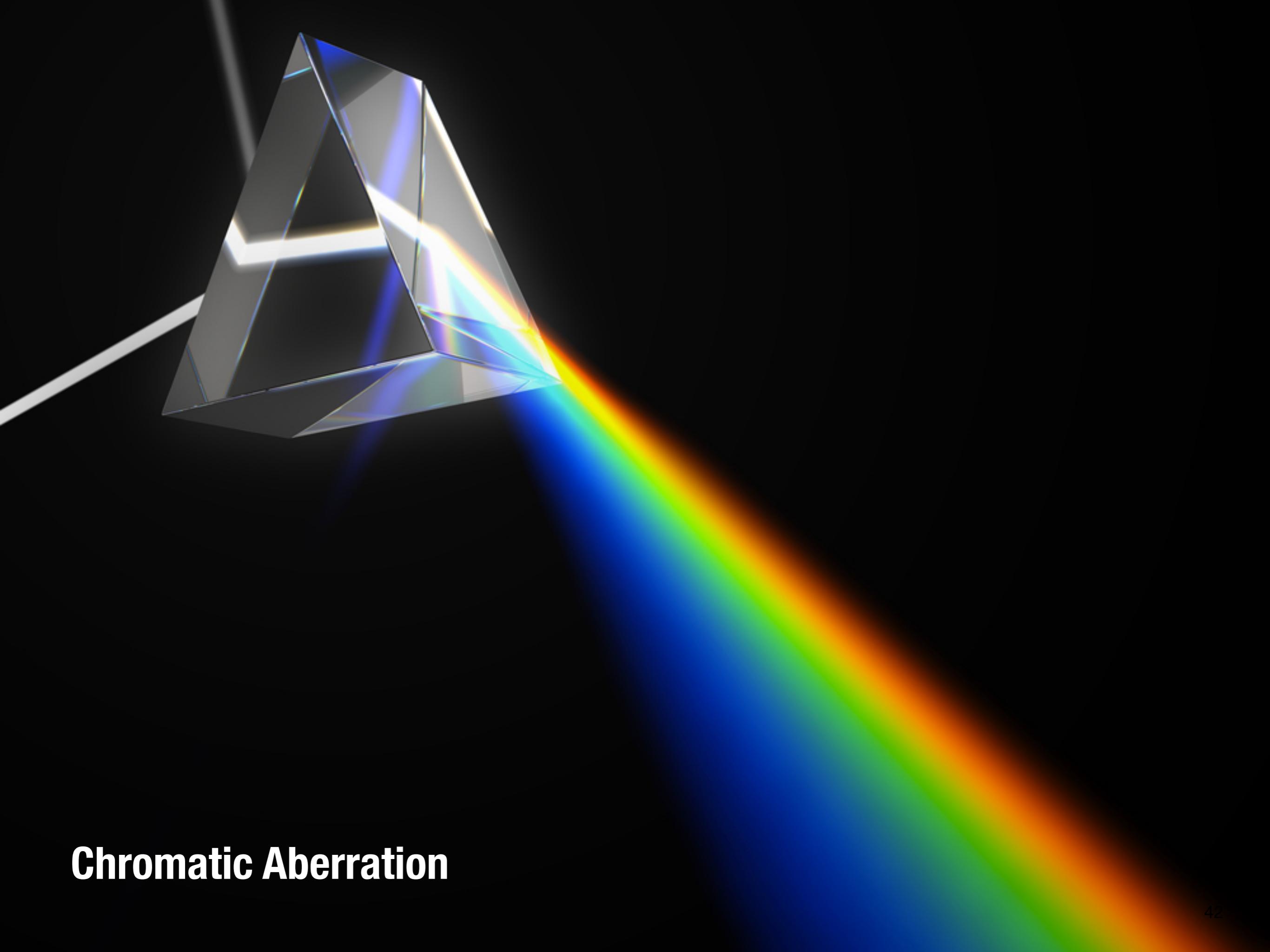
---



**good lens**



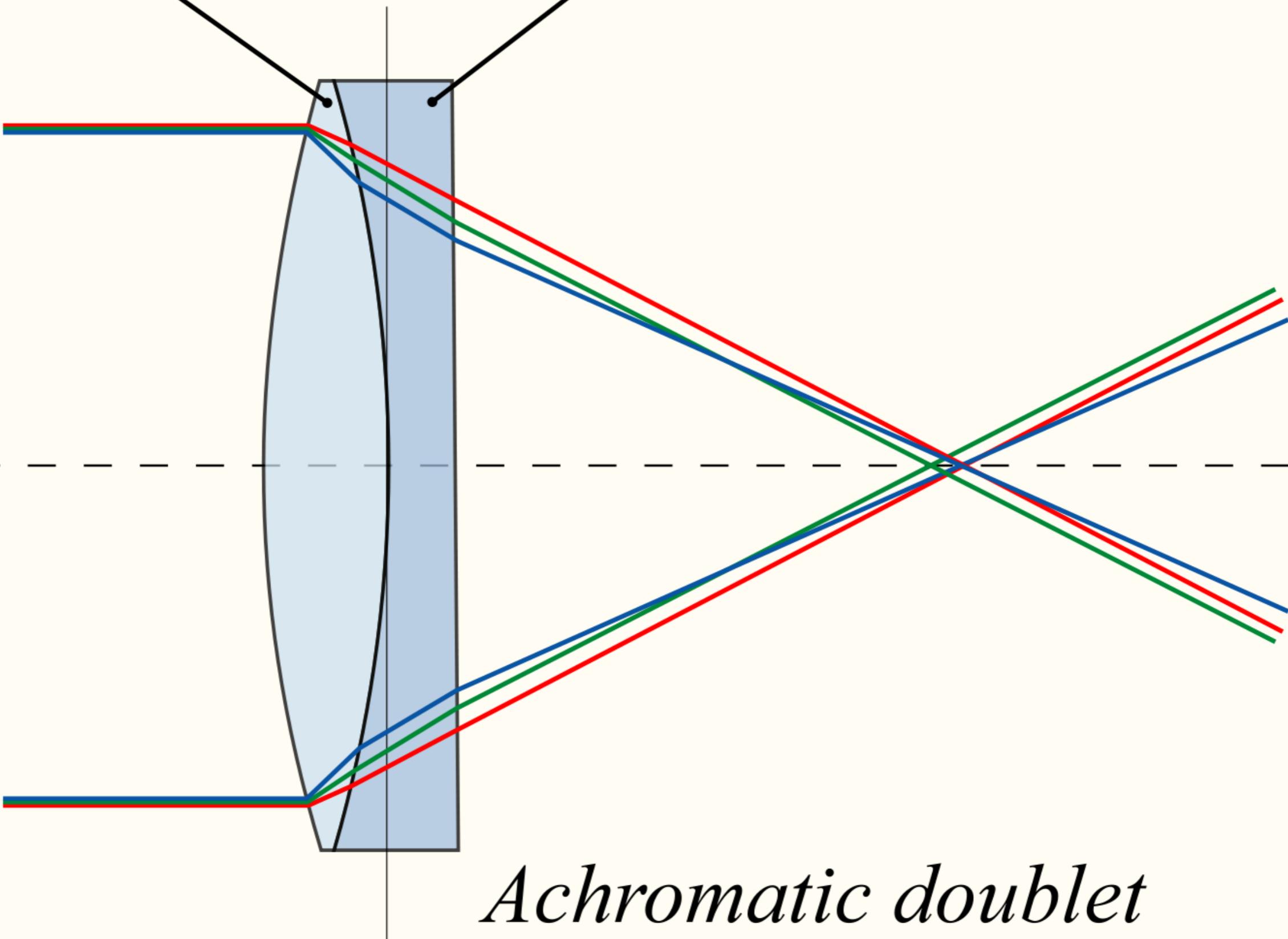
**bad lens**



## Chromatic Aberration

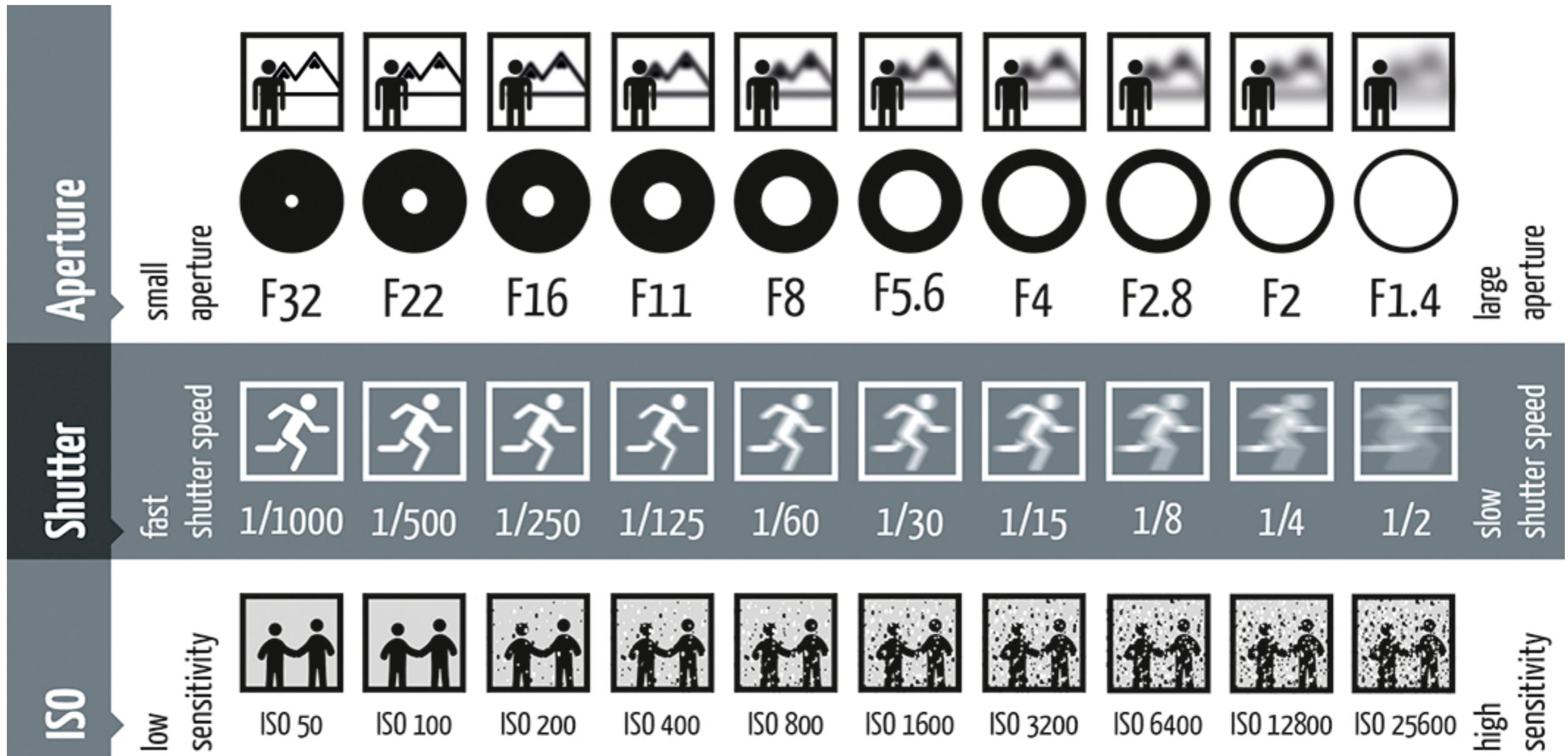
*Crown*

*Flint*



*Achromatic doublet*

# In Summary





The Digital Revolution

ca. 1990s

Is it always better to have  
**more megapixels?**



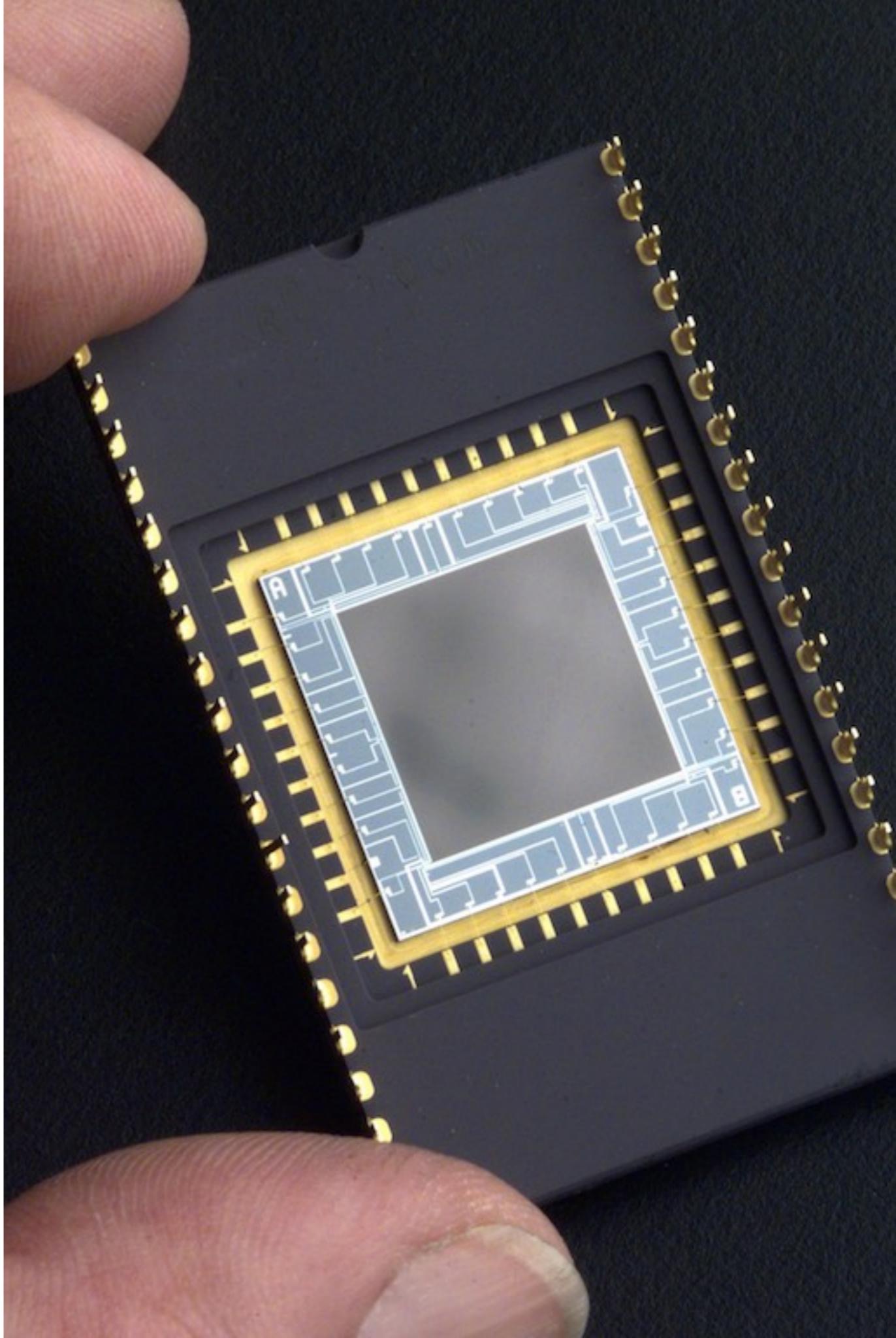
W. Boyle & G. Smith

AT&T Bell Labs, 1969

# Charge-Coupled Devices

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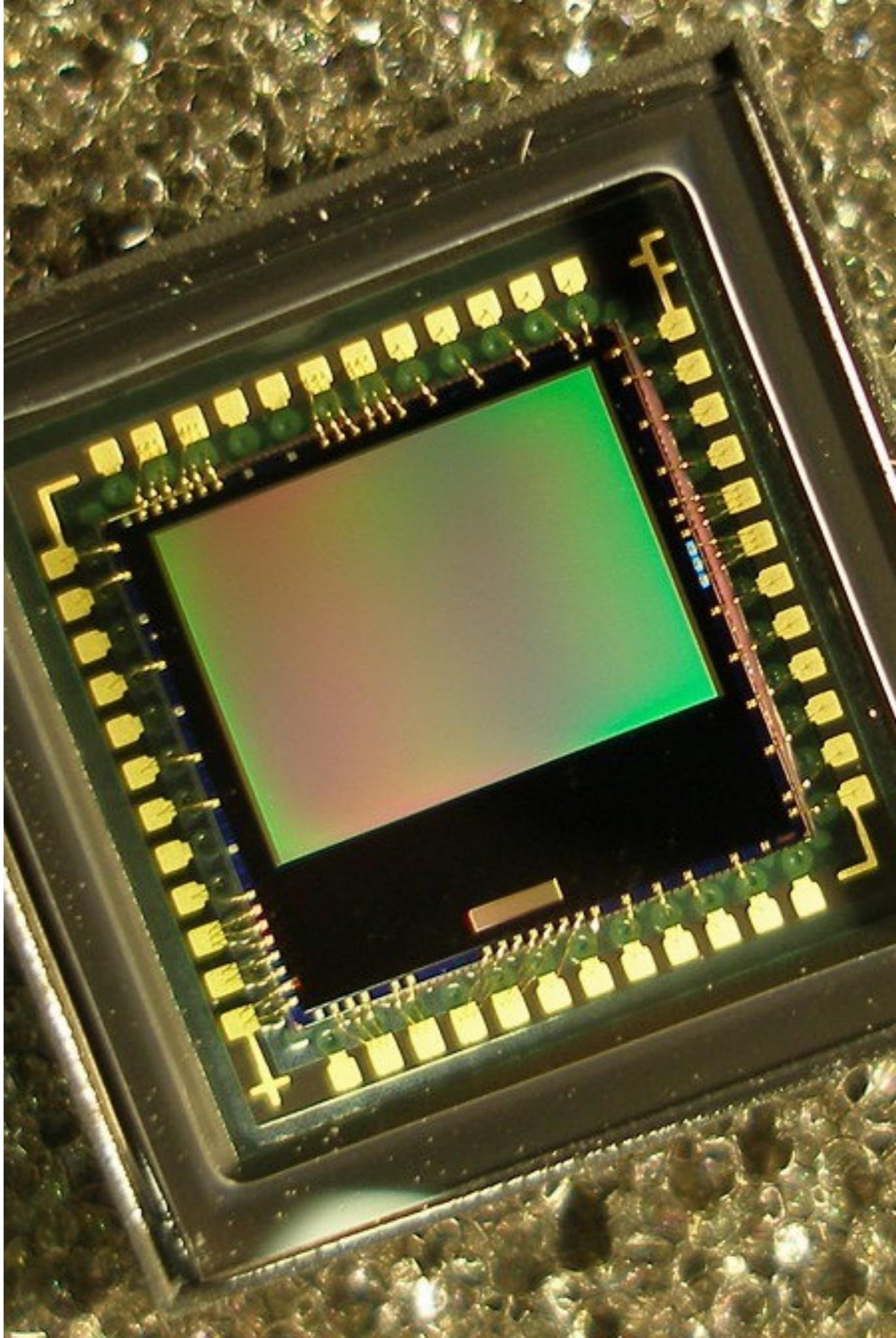
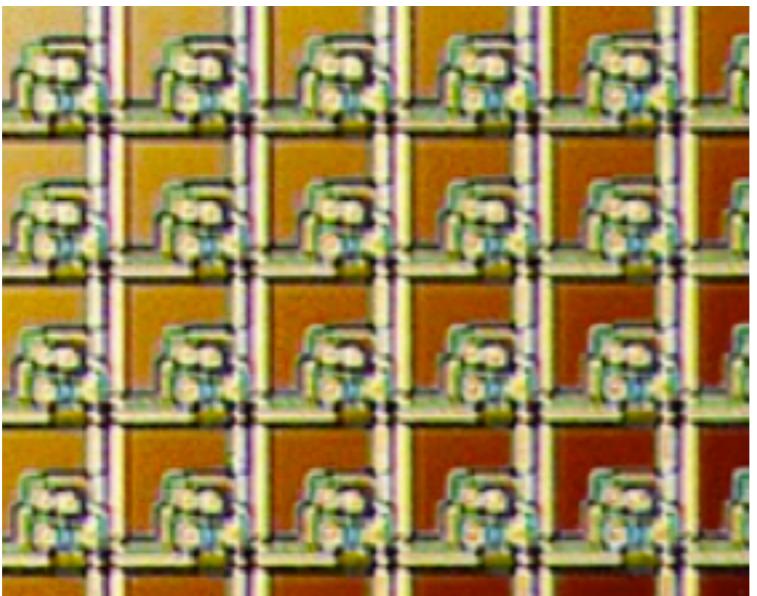
- Photons converted to electrical charge
- Stored in capacitor array
- More photons = greater charge
- Charges read from array to produce an image
- 2009 Nobel Prize in Physics



# Active Pixel Sensors

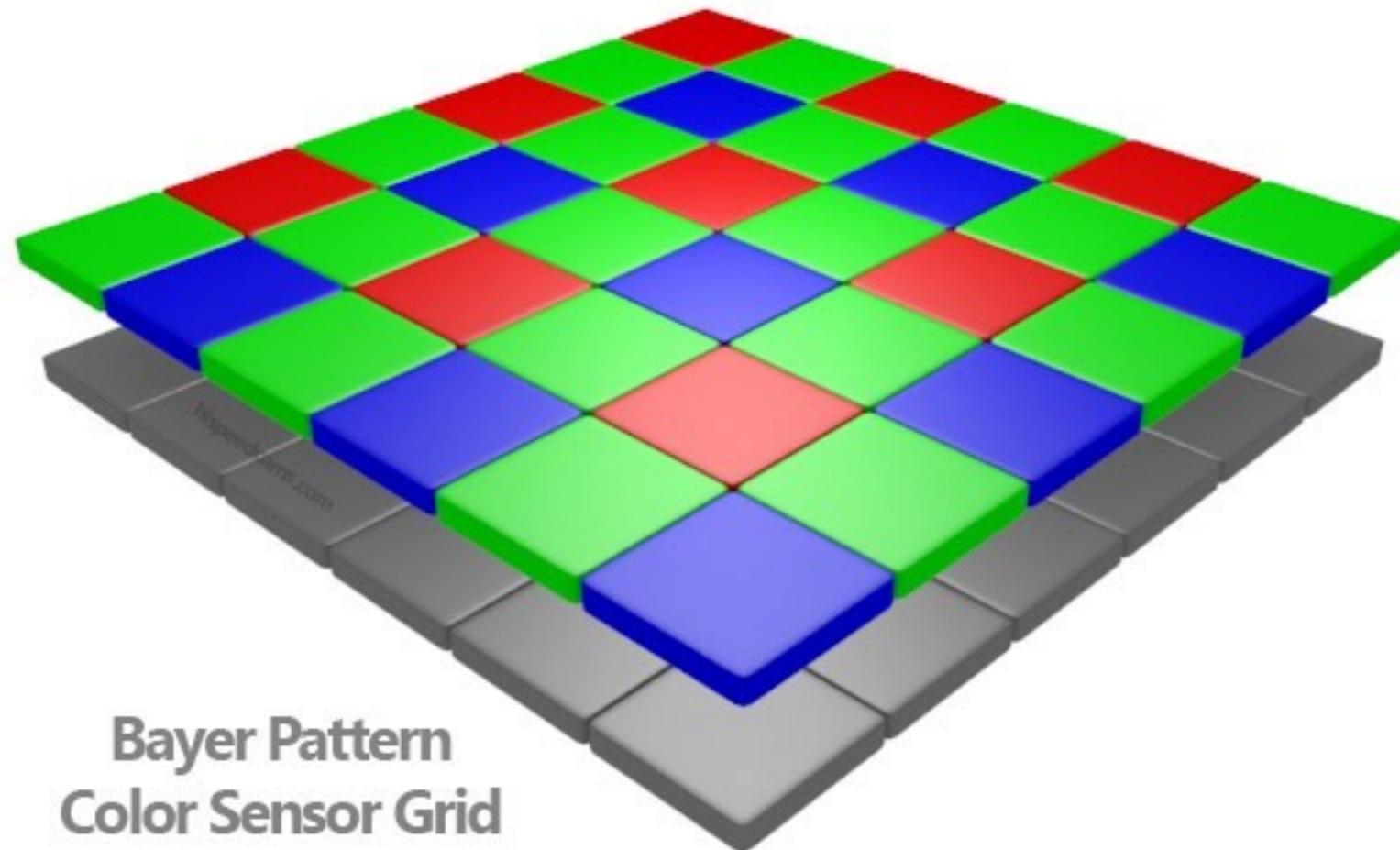
---

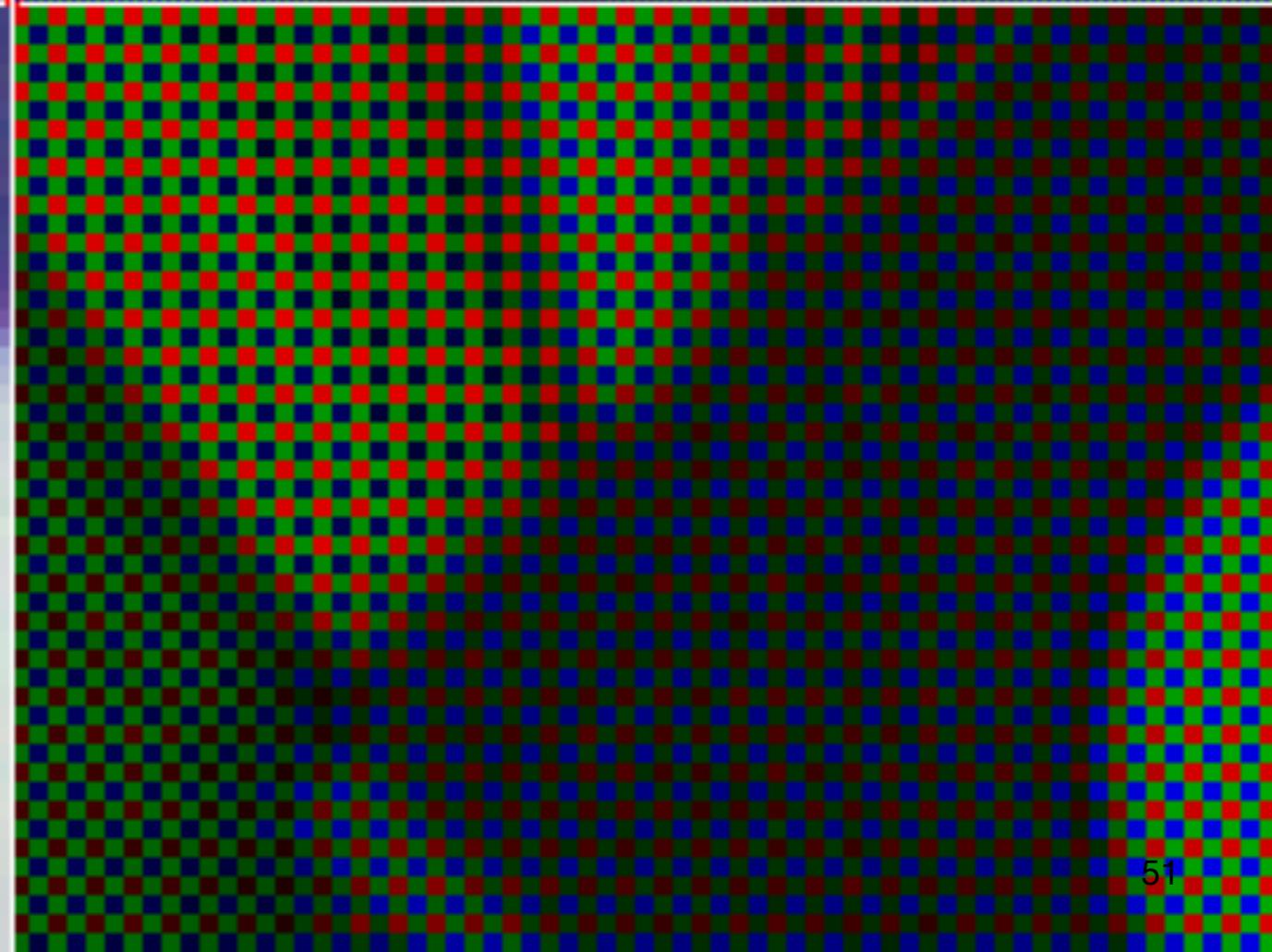
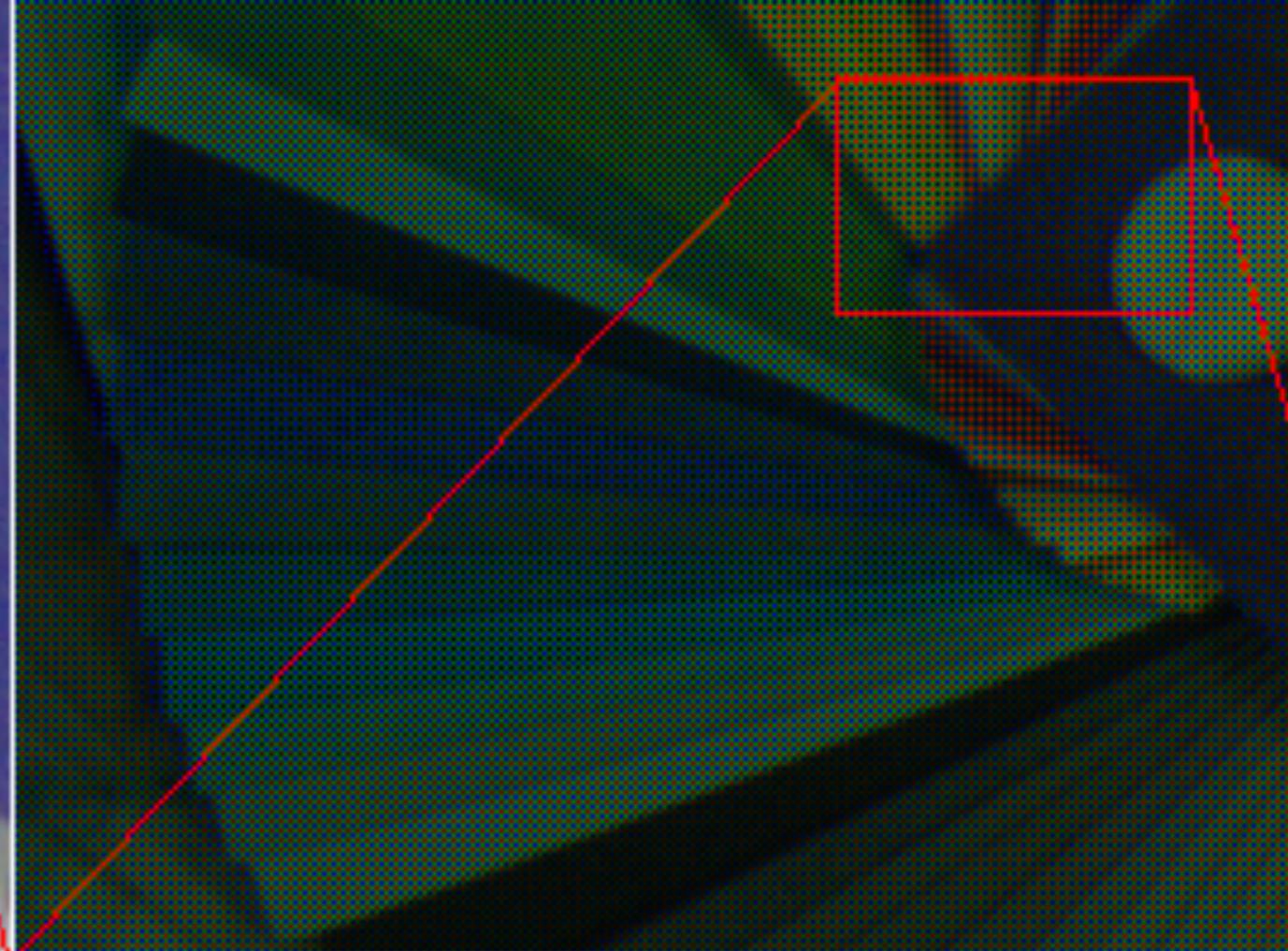
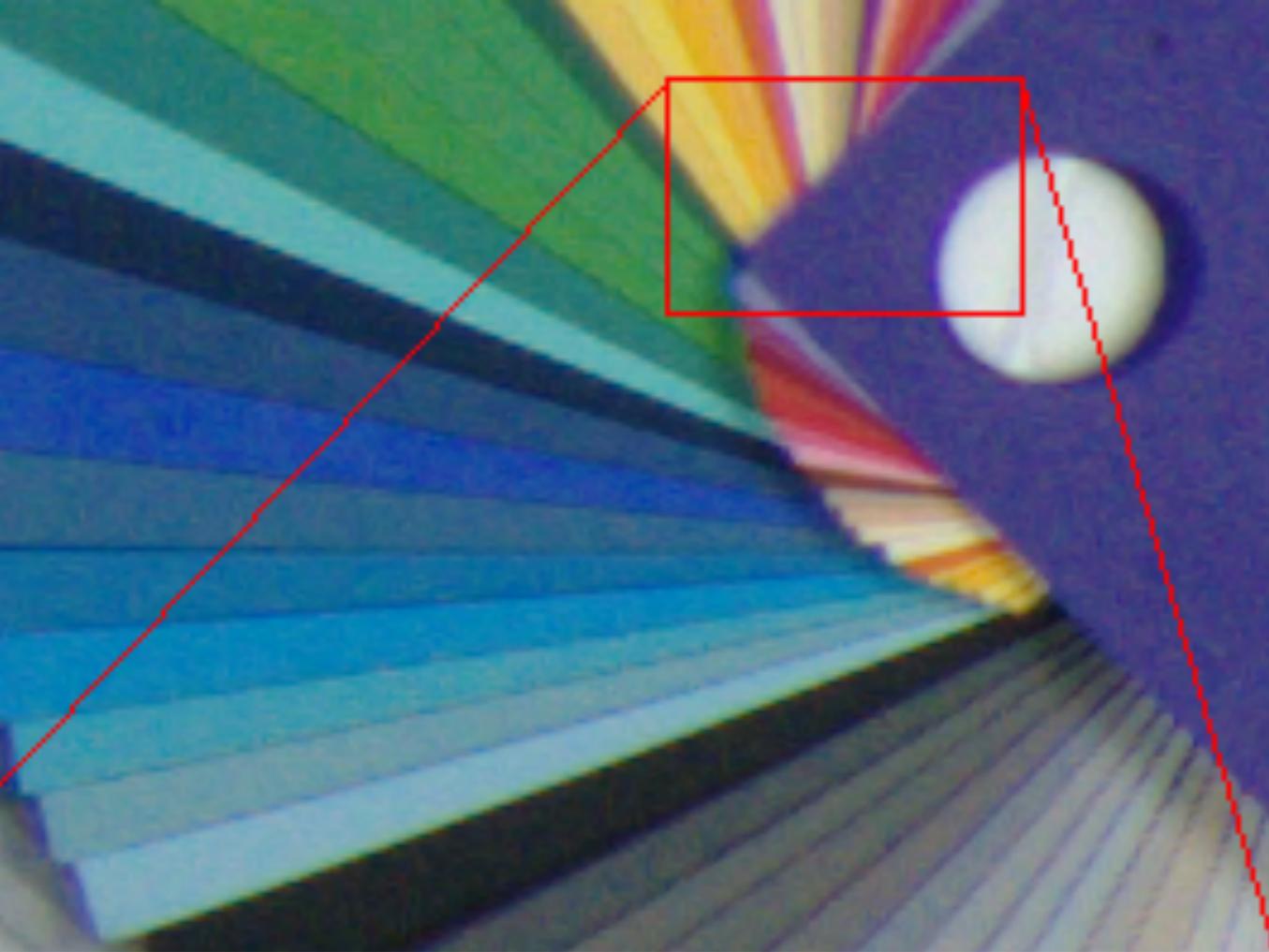
- CMOS sensors
- Each pixel has its own active amplifier
- Ability for continuous read
- Cheaper than CCD



# Colour Images: Bayer Mosaic

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# Which one takes a better picture?

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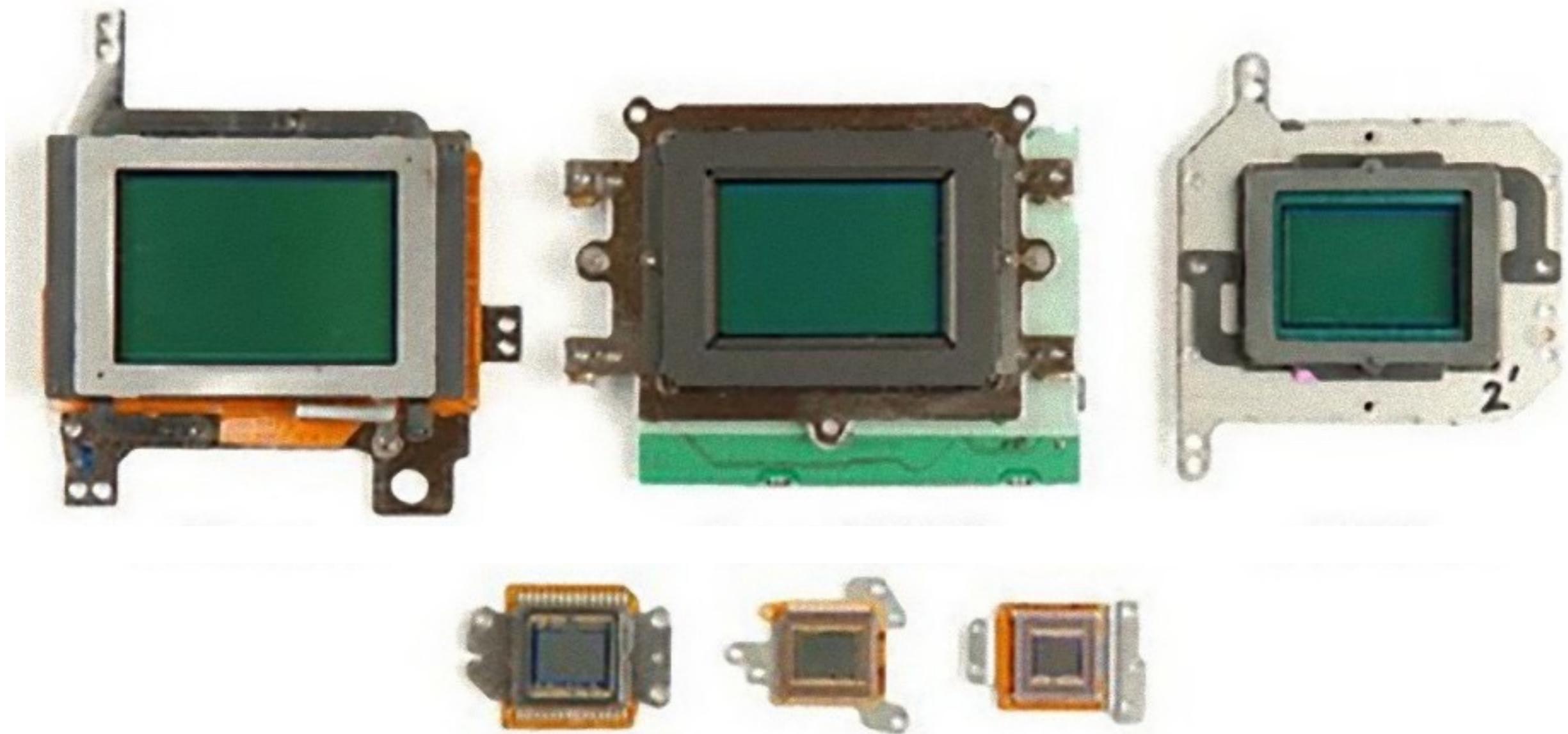
**Nikon D100**  
6.1 megapixels



**iPhone 6s**  
12 megapixels

# Digital Camera Image Sensors

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Lytro Illum - where did all the dials and buttons go?

# Things to Remember

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- The **camera obscura**, or pinhole camera, allows us to capture images of the world in **perspective**
- Using a **lens** allows us to gather **more light**
  - but introduces a plethora of variables to account for
- CCD/CMOS **sensors** allow us to capture **digital images**
- Understanding how real-world images are formed helps us to synthesize artificial, but realistic digital images