

# Digital Image : How To Capture Images

Chul Min Yeum  
Assistant Professor  
Civil and Environmental Engineering  
University of Waterloo, Canada

CIVE 497 – CIVE 700: Smart Structure Technology



UNIVERSITY OF WATERLOO  
FACULTY OF ENGINEERING

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# Real-World Scenes and Digital Images



What we see

Camera

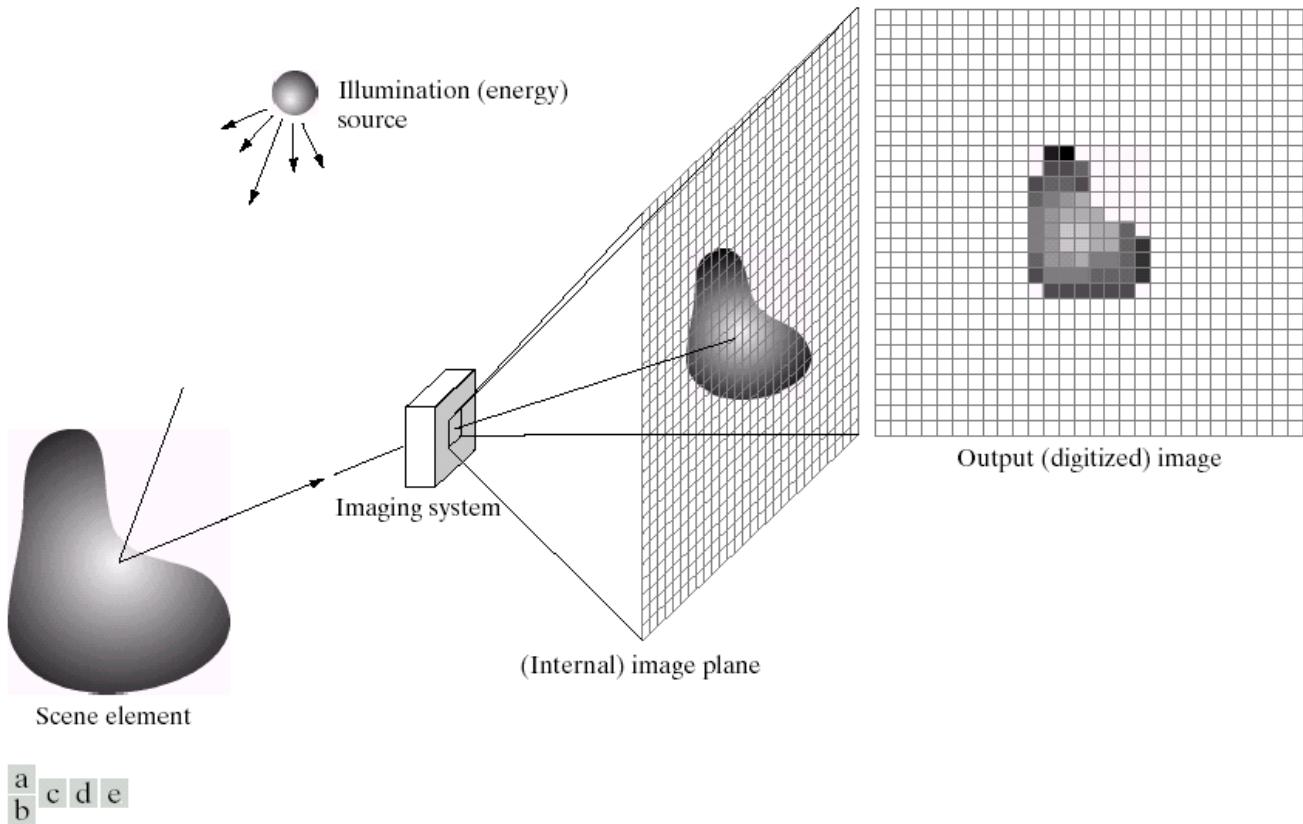


Image processing  
Computer Vision

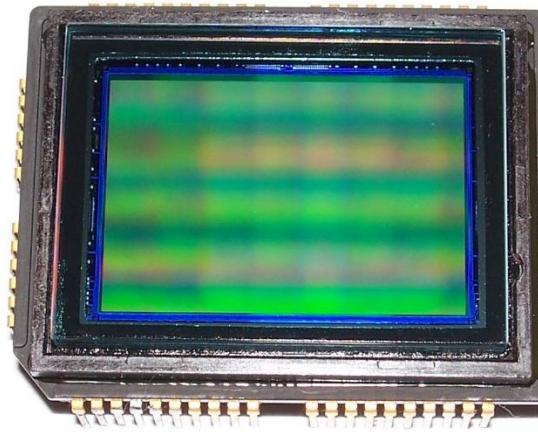
0	3	2	5	4	7	6	9	8
3	0	1	2	3	4	5	6	7
2	1	0	3	2	5	4	7	6
5	2	3	0	1	2	3	4	5
4	3	2	1	0	3	2	5	4
7	4	5	2	3	0	1	2	3
6	5	4	3	2	1	0	3	2
9	6	7	4	5	2	3	0	1
8	7	6	5	4	3	2	1	0

What a computer sees

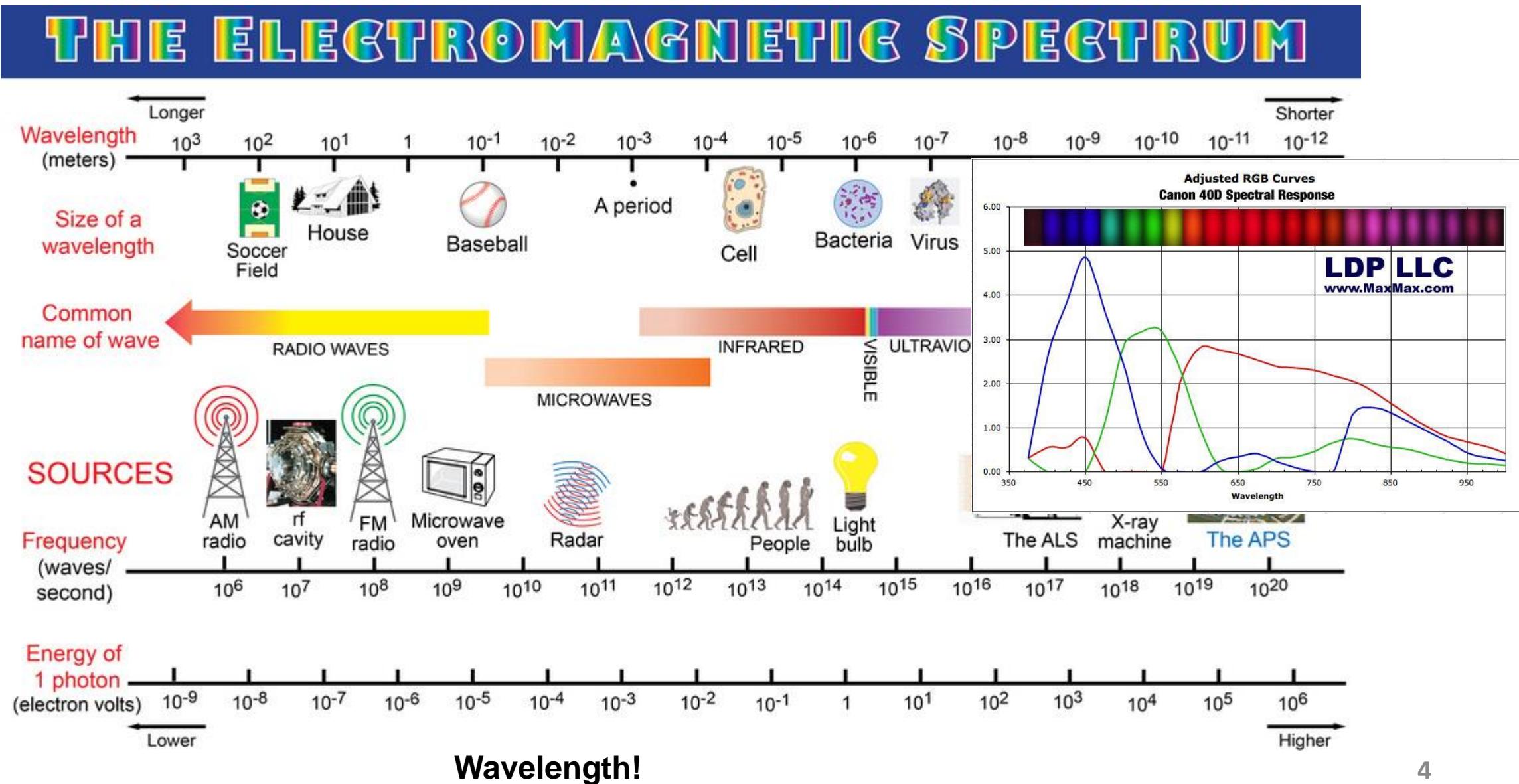
# What is the Pixel?



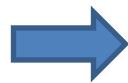
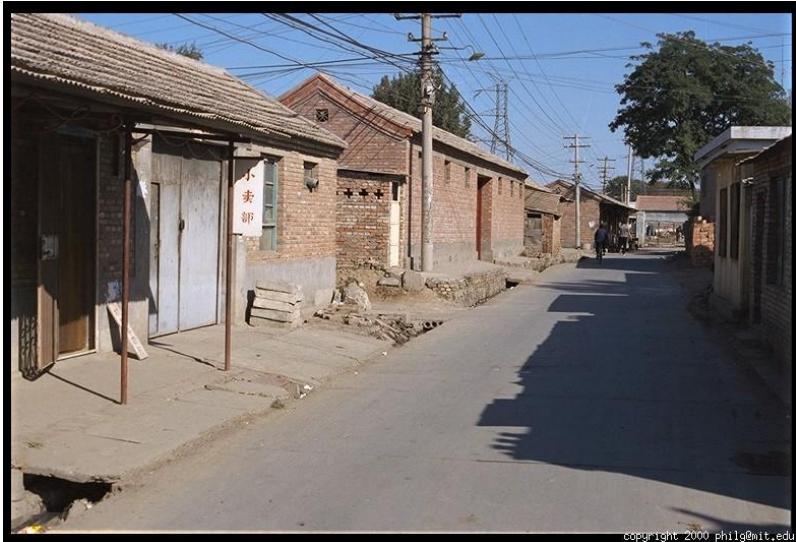
**FIGURE 2.15** An example of the digital image acquisition process. (a) Energy (“illumination”) source. (b) An element of a scene. (c) Imaging system. (d) Projection of the scene onto the image plane. (e) Digitized image.



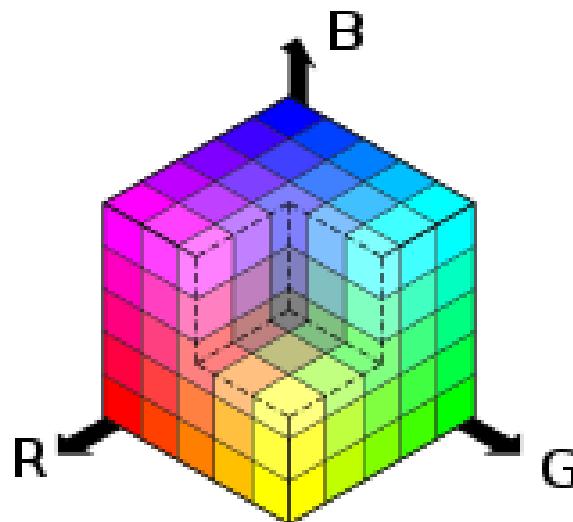
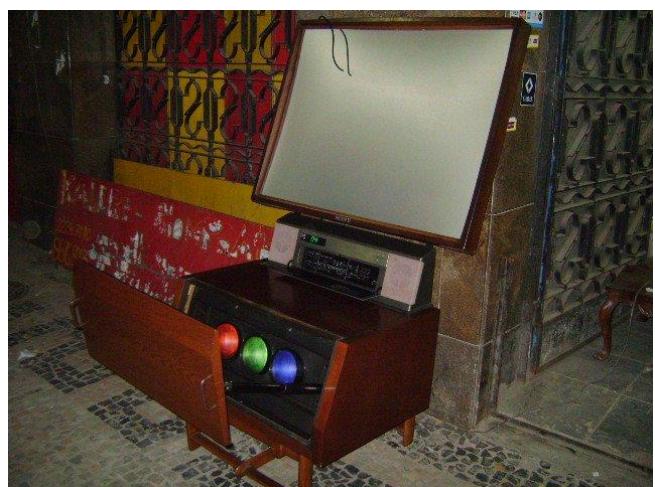
# Visible Light Spectrum



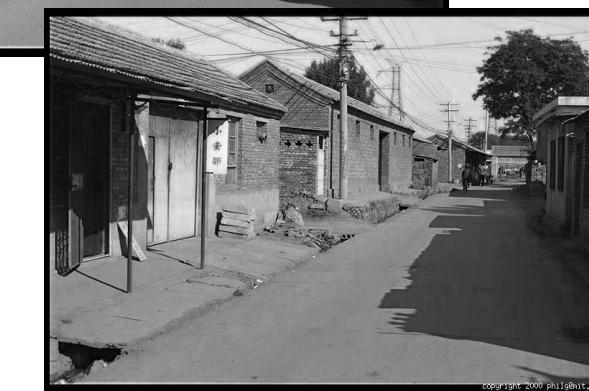
# Color Images



R



G



B

# RGB Filter

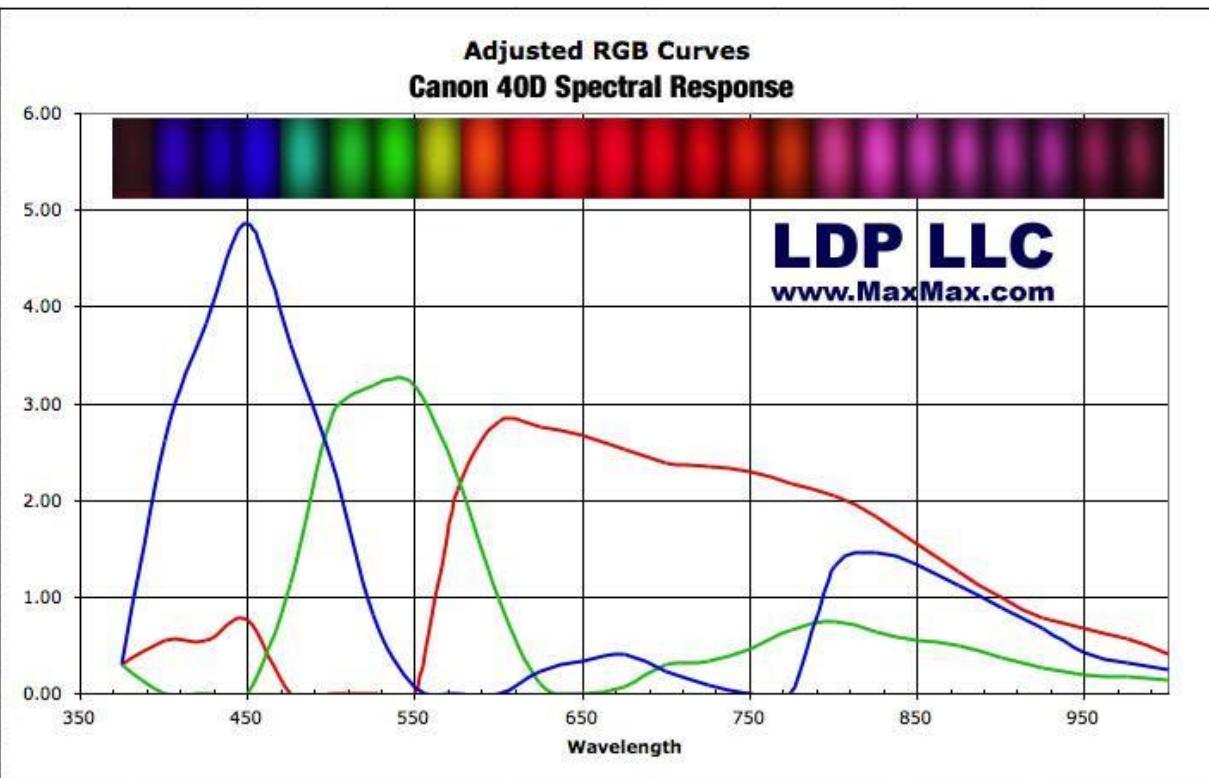


<https://tienda.lunatico.es/RGBUV/IR-Baader-2-filter-set>

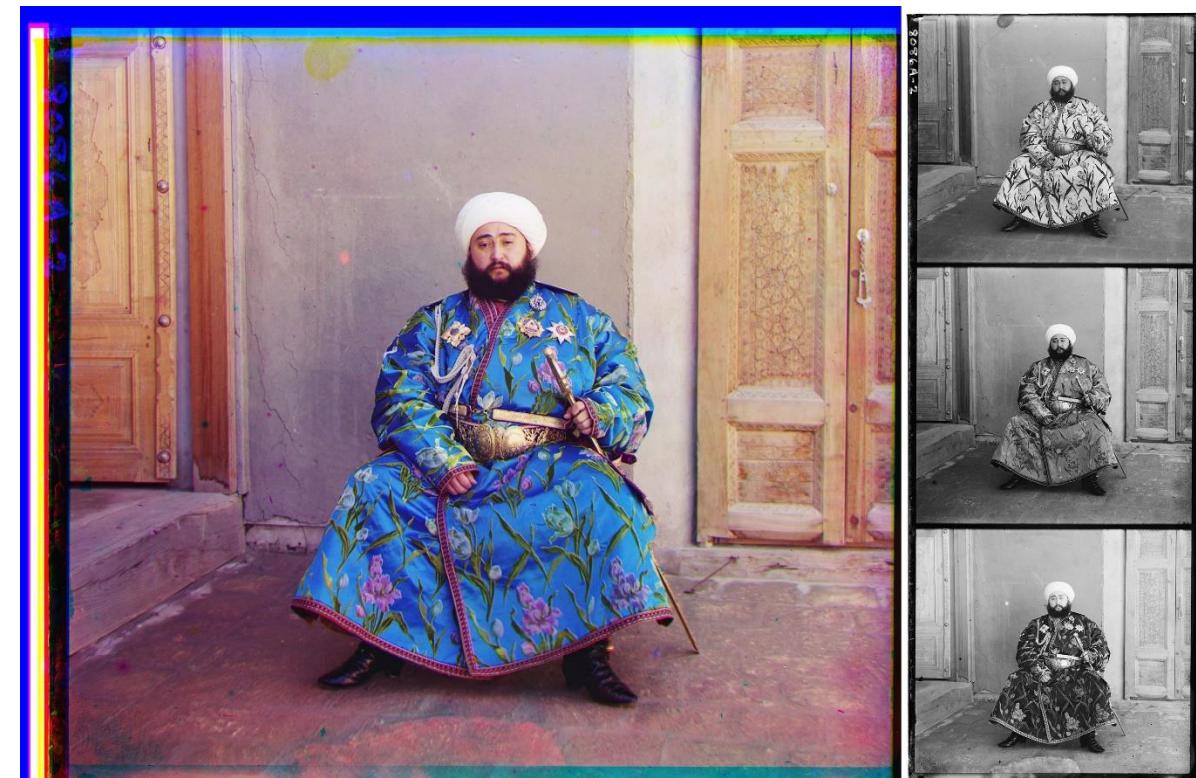


<https://www.photo.net/discuss/threads/rgb-filters-for-color-w-b-w-film.414924/>

# Spectral Response

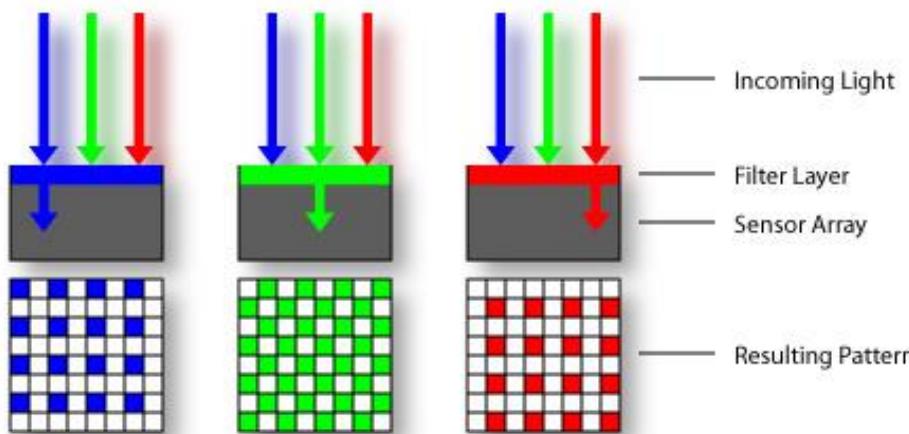
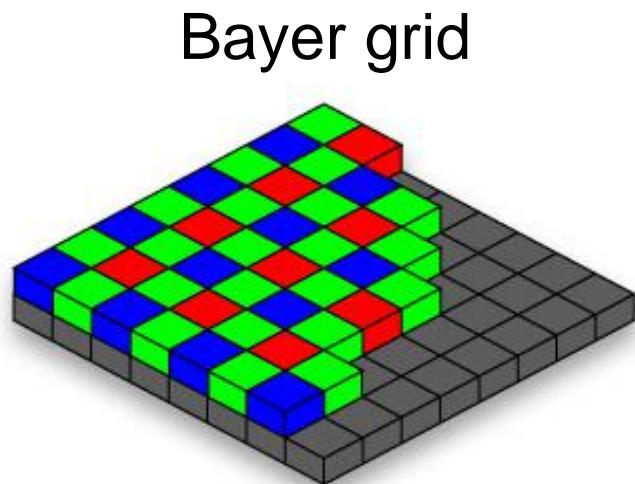


[https://maxmax.com/spectral\\_response.htm](https://maxmax.com/spectral_response.htm)



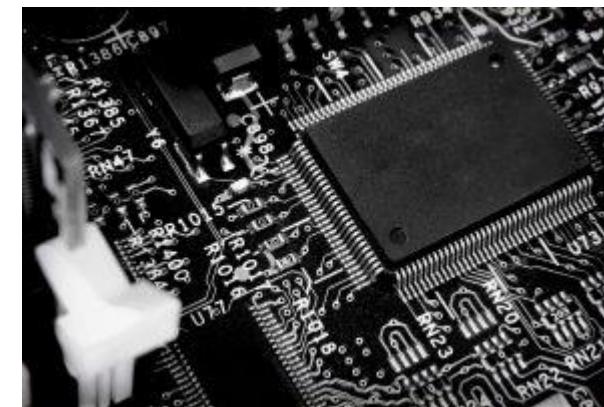
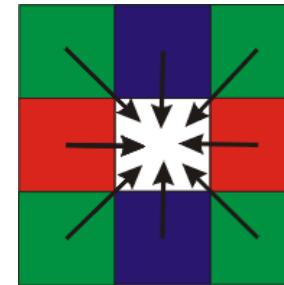
[https://en.wikipedia.org/wiki/RGB\\_color\\_model#/media/File:Rgb-compose-Alim\\_Khan.jpg](https://en.wikipedia.org/wiki/RGB_color_model#/media/File:Rgb-compose-Alim_Khan.jpg)

# Color Filter Arrays

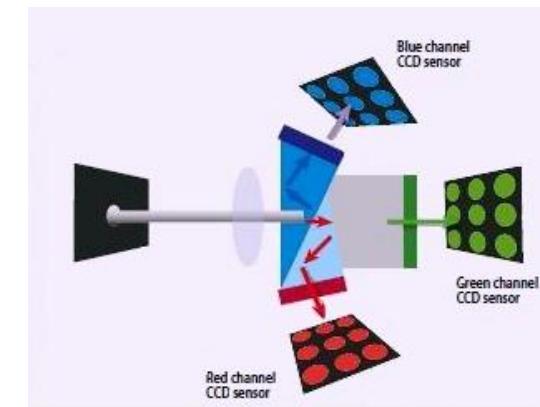


The filter pattern is 50% green, 25% red and 25% blue.

**Demosaicing:**  
Estimation of missing  
components from  
neighboring values



**Monochrome machine vision  
camera**



**3CCD**

# Image File Structure

- Images represented as a matrix
- Suppose we have a NxM RGB image called “im”
  - $\text{im}(1,1,1)$  = top-left pixel value in R-channel
  - $\text{im}(y, x, b)$  = y pixels down, x pixels to right in the  $b^{\text{th}}$  channel
  - $\text{im}(N, M, 3)$  = bottom-right pixel in B-channel
- `imread(filename)` returns a uint8 image (values 0 to 255)
  - Convert to double format (values 0 to 1) with `im2double`

The diagram illustrates a 10x10 matrix of image data. A vertical blue arrow labeled "row" points downwards, indicating the row dimension. A horizontal blue arrow labeled "column" points to the right, indicating the column dimension. The matrix is divided into three vertical columns, each representing a color channel:

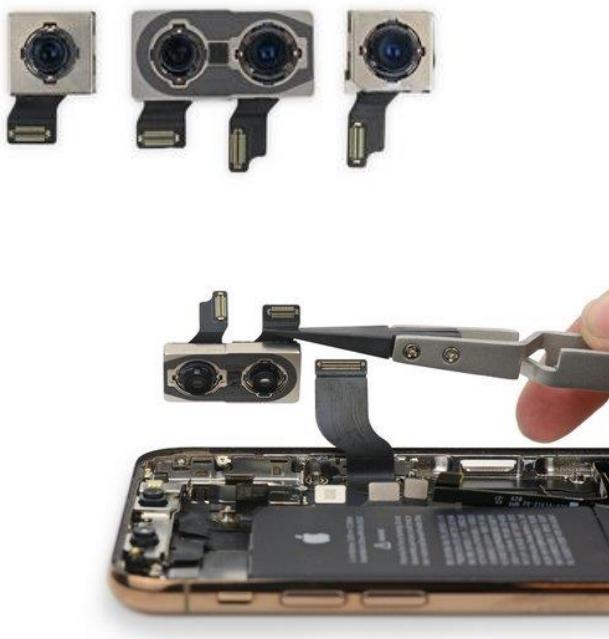
- R (Red):** The first column contains values from 0.92 to 0.99.
- G (Green):** The middle column contains values from 0.92 to 0.99.
- B (Blue):** The third column contains values from 0.92 to 0.99.

The matrix itself is a 10x10 grid of values ranging from 0.45 to 0.99. The values are arranged in a repeating pattern across the rows and columns.

0.92	0.93	0.94	0.97	0.62	0.37	0.85	0.97	0.93	0.92	0.99
0.95	0.89	0.82	0.89	0.56	0.31	0.75	0.92	0.81	0.95	0.91
0.89	0.72	0.51	0.55	0.51	0.42	0.57	0.41	0.49	0.91	0.92
0.96	0.95	0.88	0.94	0.56	0.46	0.91	0.87	0.90	0.97	0.95
0.71	0.81	0.81	0.87	0.57	0.37	0.80	0.88	0.89	0.79	0.85
0.49	0.62	0.60	0.58	0.50	0.60	0.58	0.50	0.61	0.45	0.33
0.86	0.84	0.74	0.58	0.51	0.39	0.73	0.92	0.91	0.49	0.74
0.96	0.67	0.54	0.85	0.48	0.37	0.88	0.90	0.94	0.82	0.93
0.69	0.49	0.56	0.66	0.43	0.42	0.77	0.73	0.71	0.90	0.99
0.79	0.73	0.90	0.67	0.33	0.61	0.69	0.79	0.73	0.93	0.97
0.91	0.94	0.89	0.49	0.41	0.78	0.78	0.77	0.89	0.99	0.93
0.65	0.75	0.55	0.65	0.75	0.72	0.77	0.75	0.71		
0.79	0.73	0.90	0.67	0.33	0.61	0.69	0.79	0.73	0.93	0.97
0.91	0.94	0.89	0.49	0.41	0.78	0.78	0.77	0.89	0.99	0.93
0.65	0.75	0.55	0.65	0.75	0.72	0.77	0.75	0.71		
0.79	0.73	0.90	0.67	0.33	0.61	0.69	0.79	0.73	0.93	0.97
0.91	0.94	0.89	0.49	0.41	0.78	0.78	0.77	0.89	0.99	0.93
0.79	0.73	0.90	0.67	0.33	0.61	0.69	0.79	0.73	0.93	0.97
0.91	0.94	0.89	0.49	0.41	0.78	0.78	0.77	0.89	0.99	0.93

# Example: Smart Phones

Apple iPhone XS Max	
Size	157.5 x 77.4 x 7.7 mm (6.2 x 3.05 x 0.30 inches)
Weight	208 grams (7.34 ounces)
Screen size	6.5-inch Super Retina AMOLED display
Screen resolution	2688 x 1242 pixels (458 pixels-per-inch)
Operating system	iOS 12
Storage space	64GB, 256GB, 512GB
MicroSD card slot	No
Tap-to-pay services	Apple Pay
Processor	A12 Bionic
RAM	4GB
Camera	Dual 12MP rear, 7MP FaceTime HD front
Video	2160p at 60 fps, 1080p at 240 fps



Q. difference?

<https://www.ifixit.com/Guide/Image/meta/JyuleQEJbHHs1BrU>  
<https://kenrockwell.com/canon/6d-mk-ii.htm>

## 6D MK II



## Image Sensor

26 MP.  
24.0 × 35.9mm CMOS.  
Anti-alias filter.  
5.67 µm pixel pitch.  
3:2 aspect ratio.  
1.0× [crop factor](#) (full-frame).  
Ultrasonic cleaner.

# Questions

**Product 1: Apple watch with a 4k screen.**

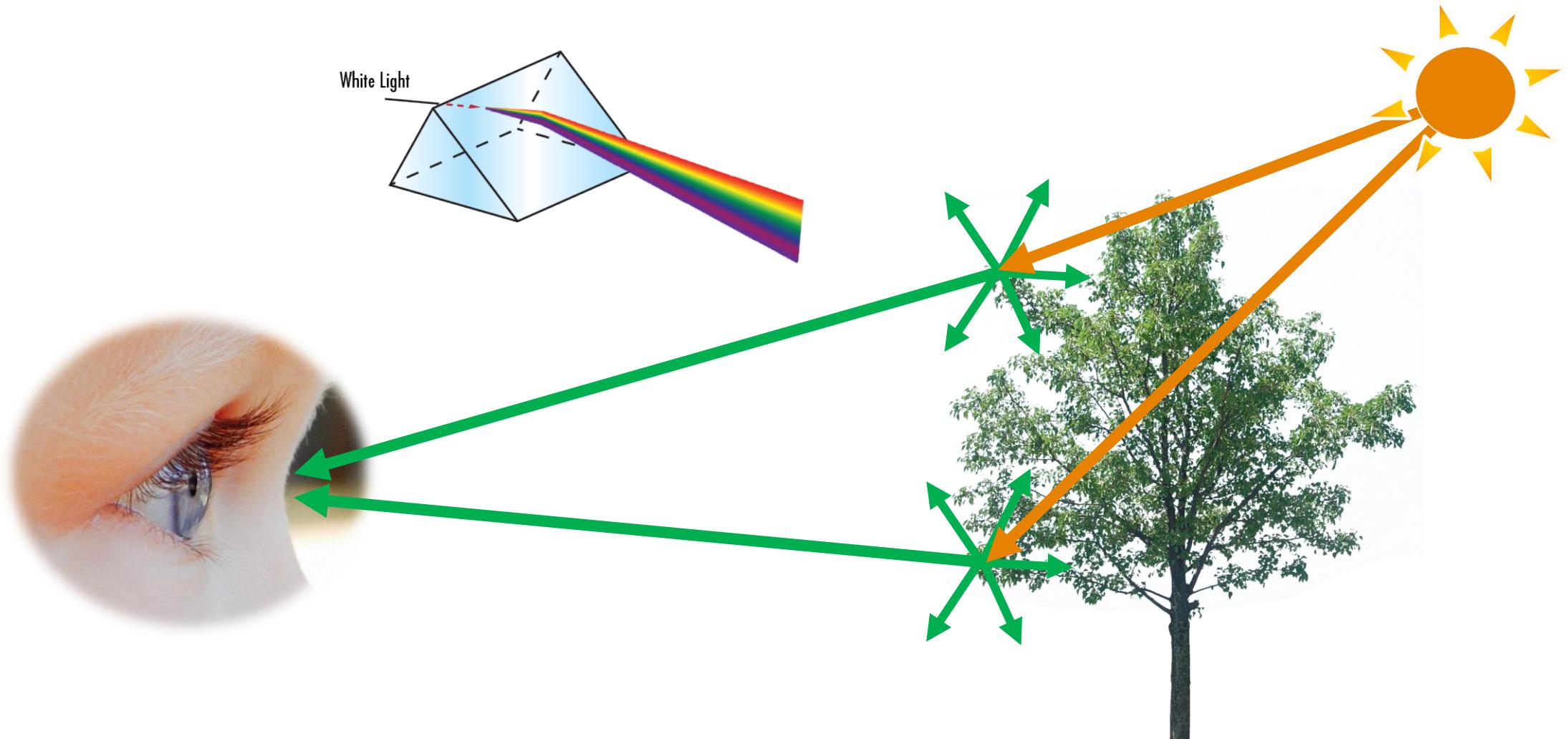
**Product 2: 80 inch high-definition full-HD TV.**

**Product 3: 4k monitor for Skype, Zoom meeting**

**Product 4: 5-inch smart phone with 4k resolution for VR gaming**

**Product 5: 8K 80 inch TV for NETFLIX watching**

# Role of Light to Sight



Rays from the sun reflect off plant and the green rays go in all directions

# Camera Sensor



digital sensor  
(CCD or CMOS)

# Object We Like to Take

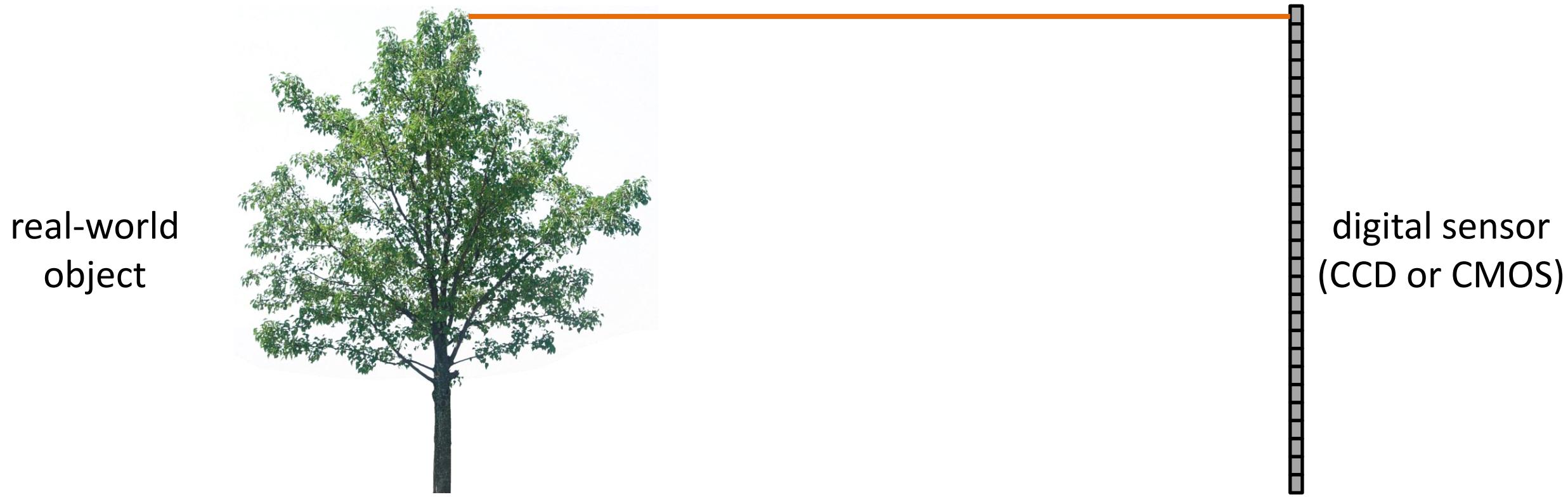
real-world  
object



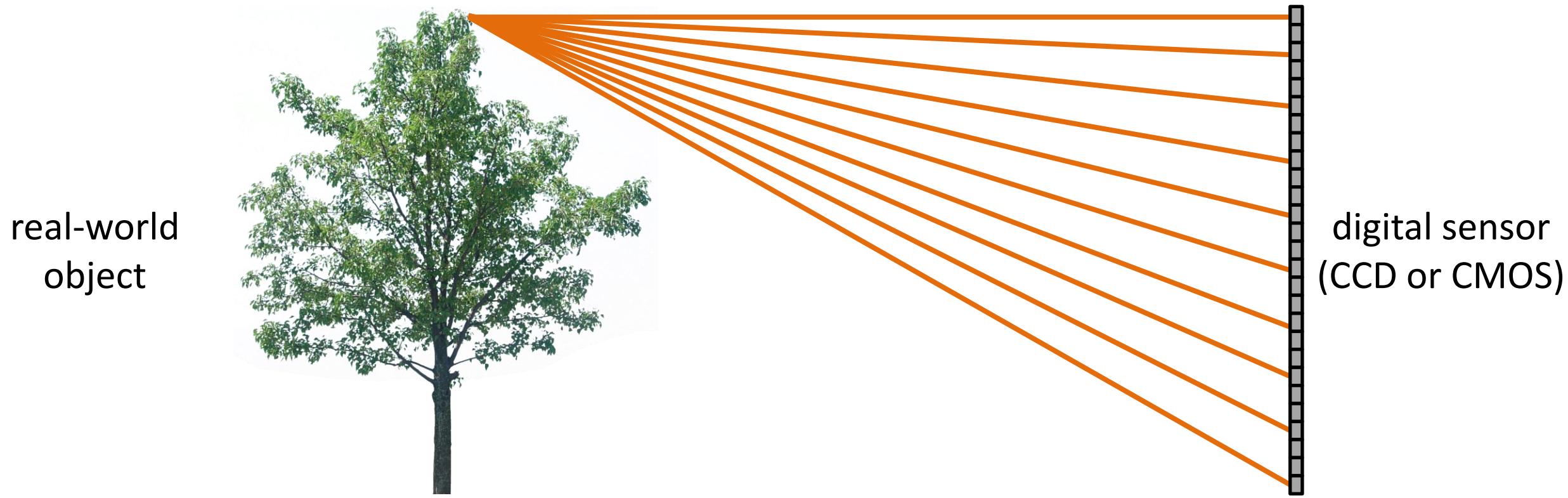
digital sensor  
(CCD or CMOS)

What would an image taken like this look like?

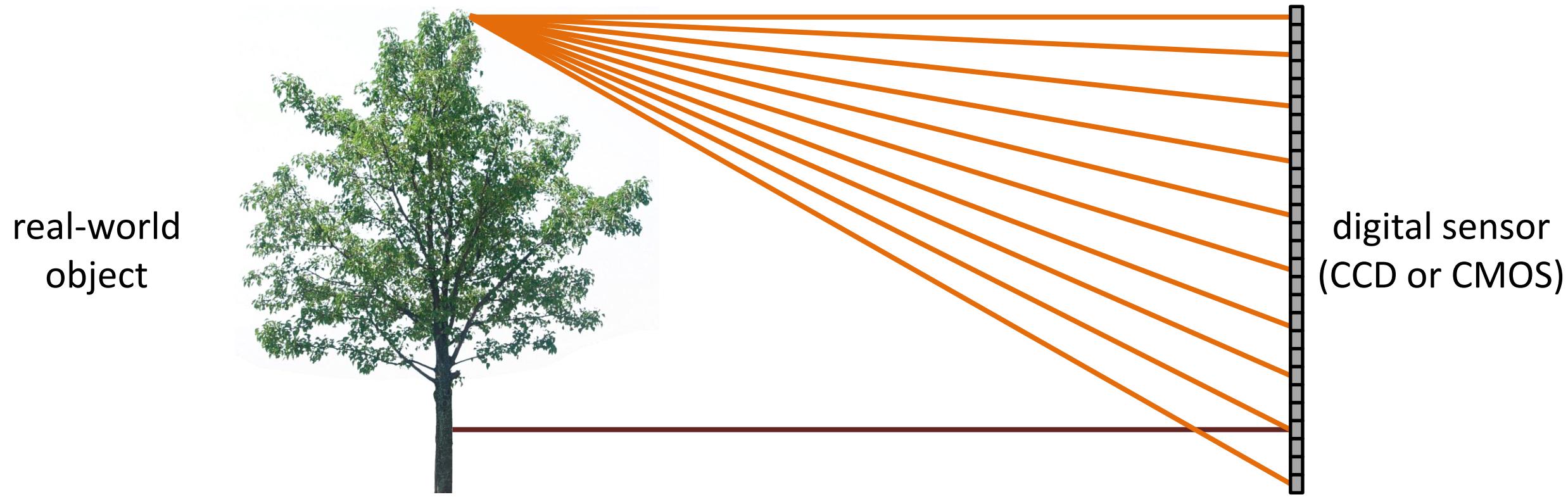
# Bare-Sensor Imaging



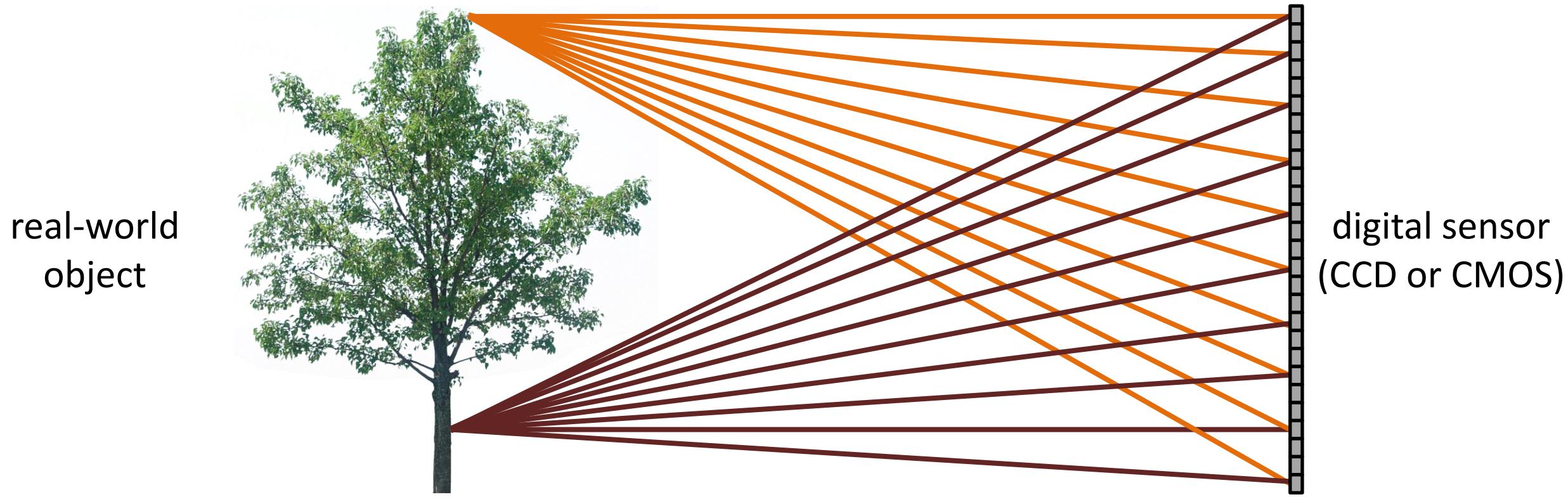
# Light Reflect off All Positions on the Object and Goes in All Directions



# Light Reflect off All Points on the Object and Goes in All Directions

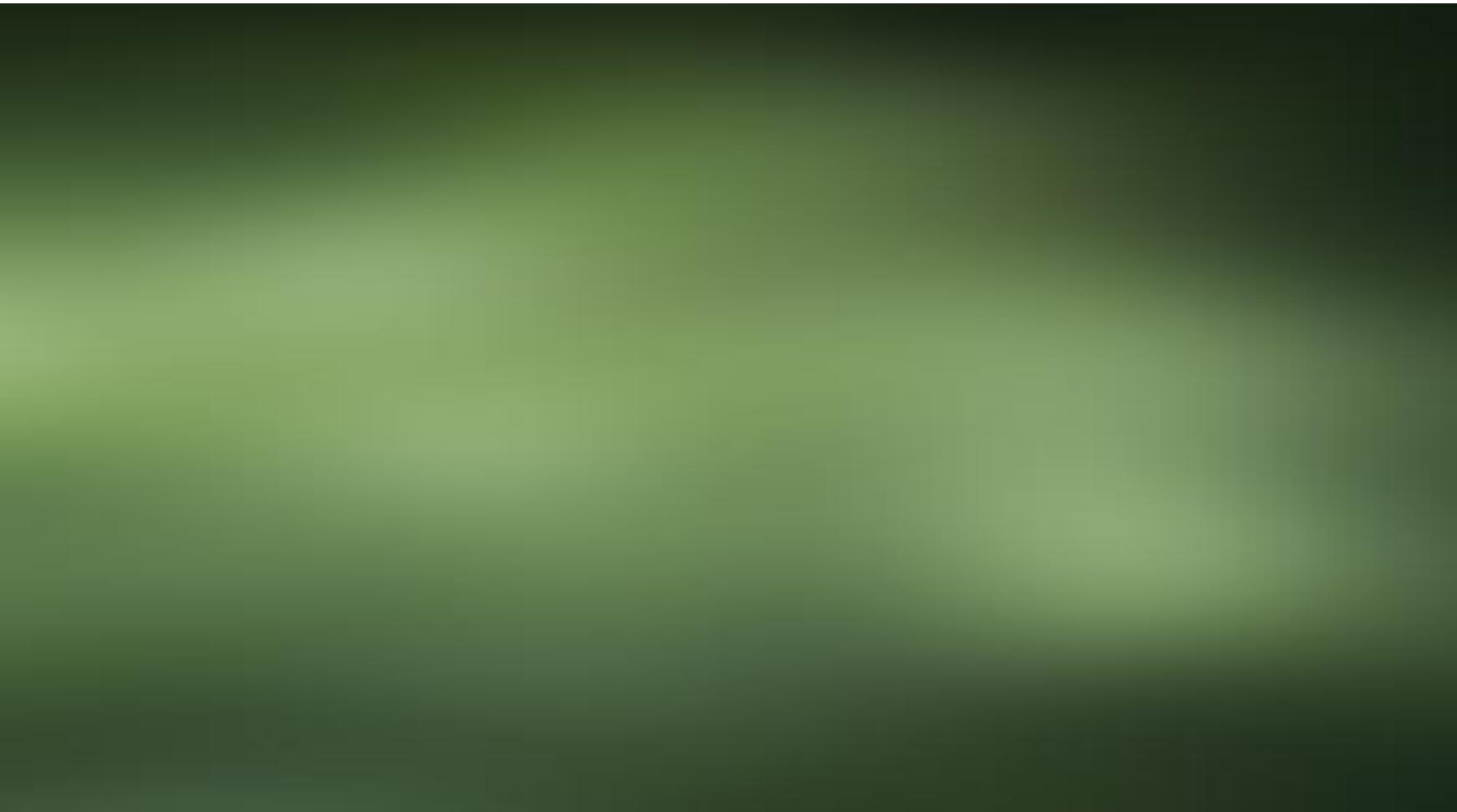


# What Does the Image on the Sensor Look Like?



All scene points contribute to all sensor pixels

# All Scene Points Contribute to All Sensor Pixels



# What can We Do to Make Our Image Look Better?

real-world  
object



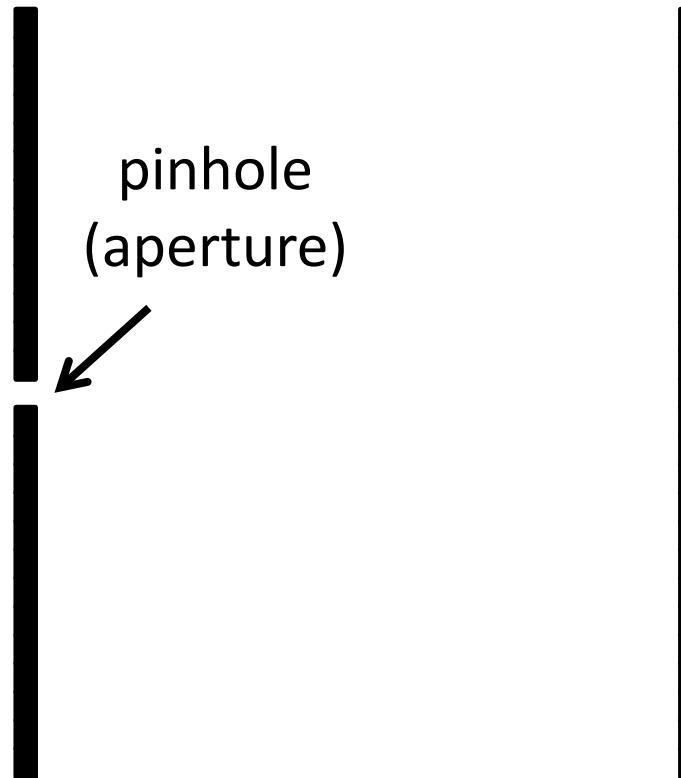
digital sensor  
(CCD or CMOS)

# Pinhole Imaging

real-world  
object

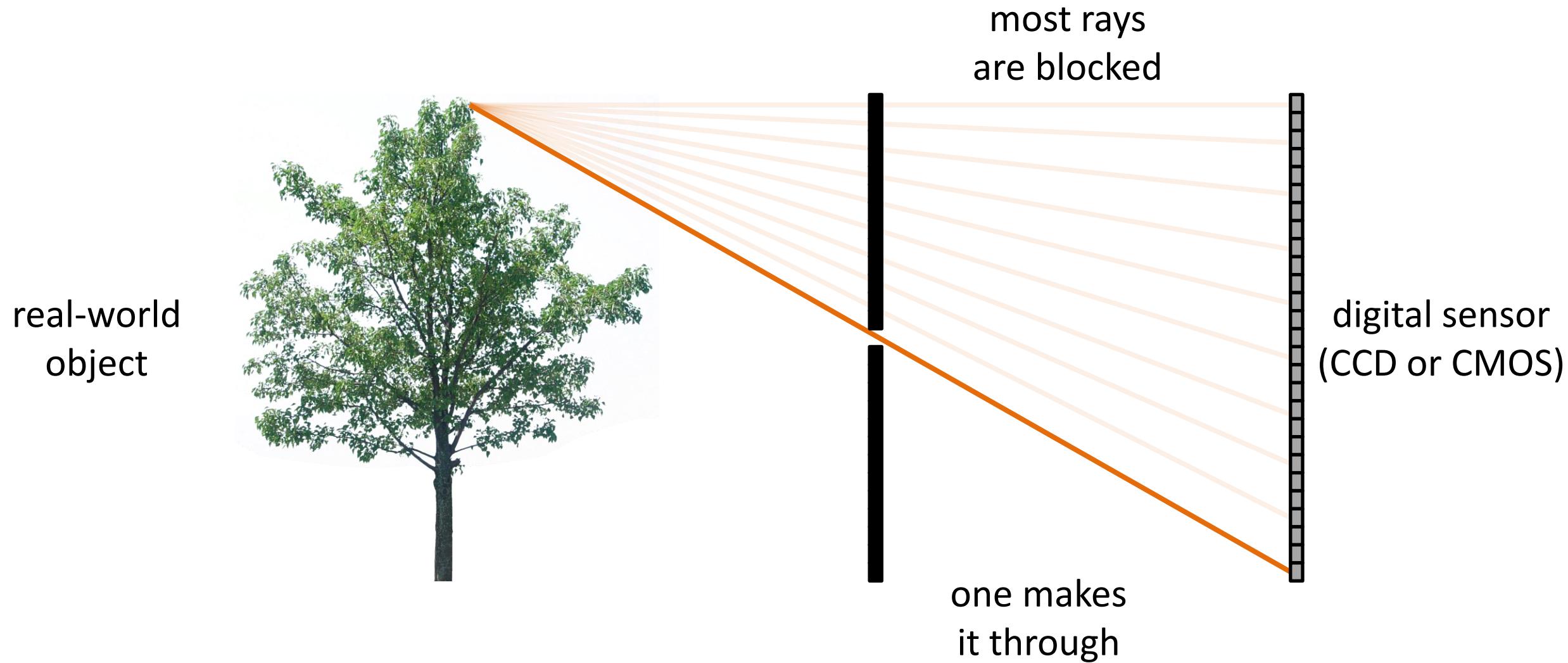


barrier (diaphragm)

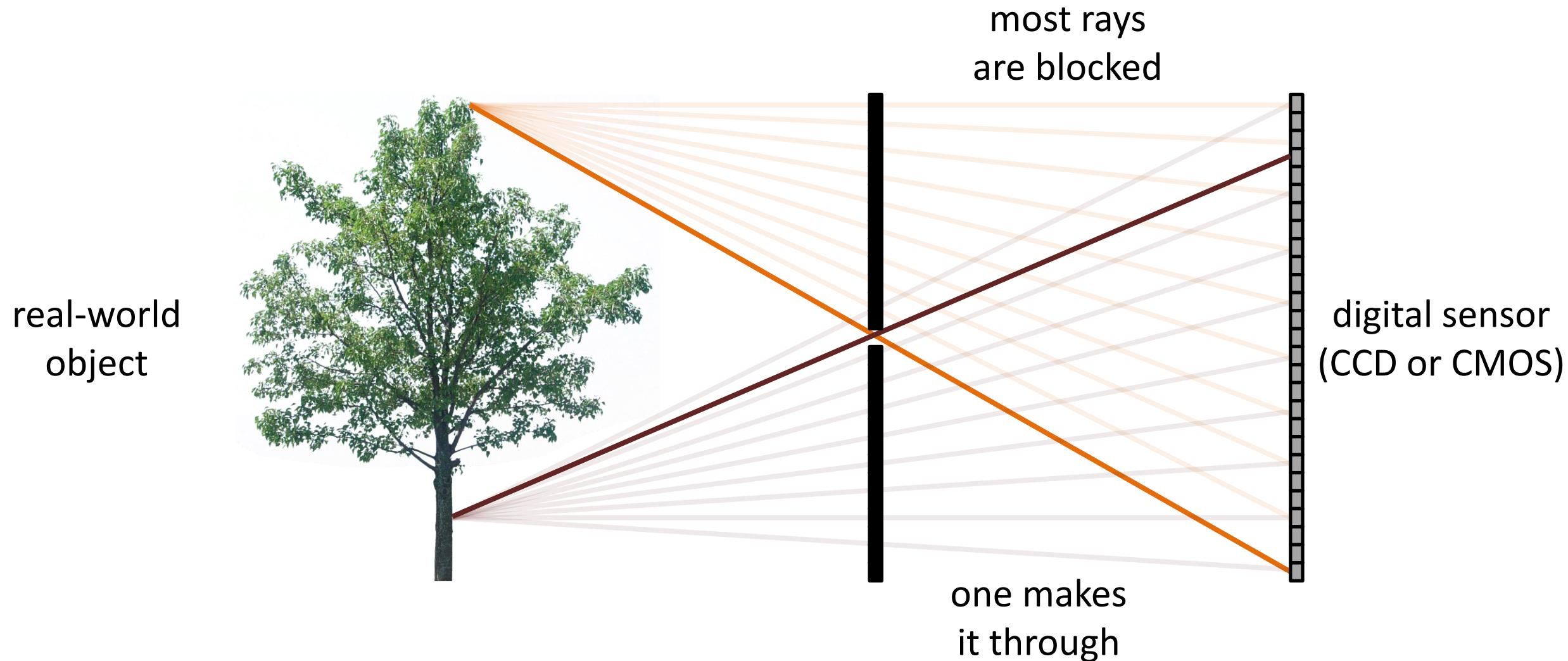


Very small  
pinhole

# Pinhole Imaging

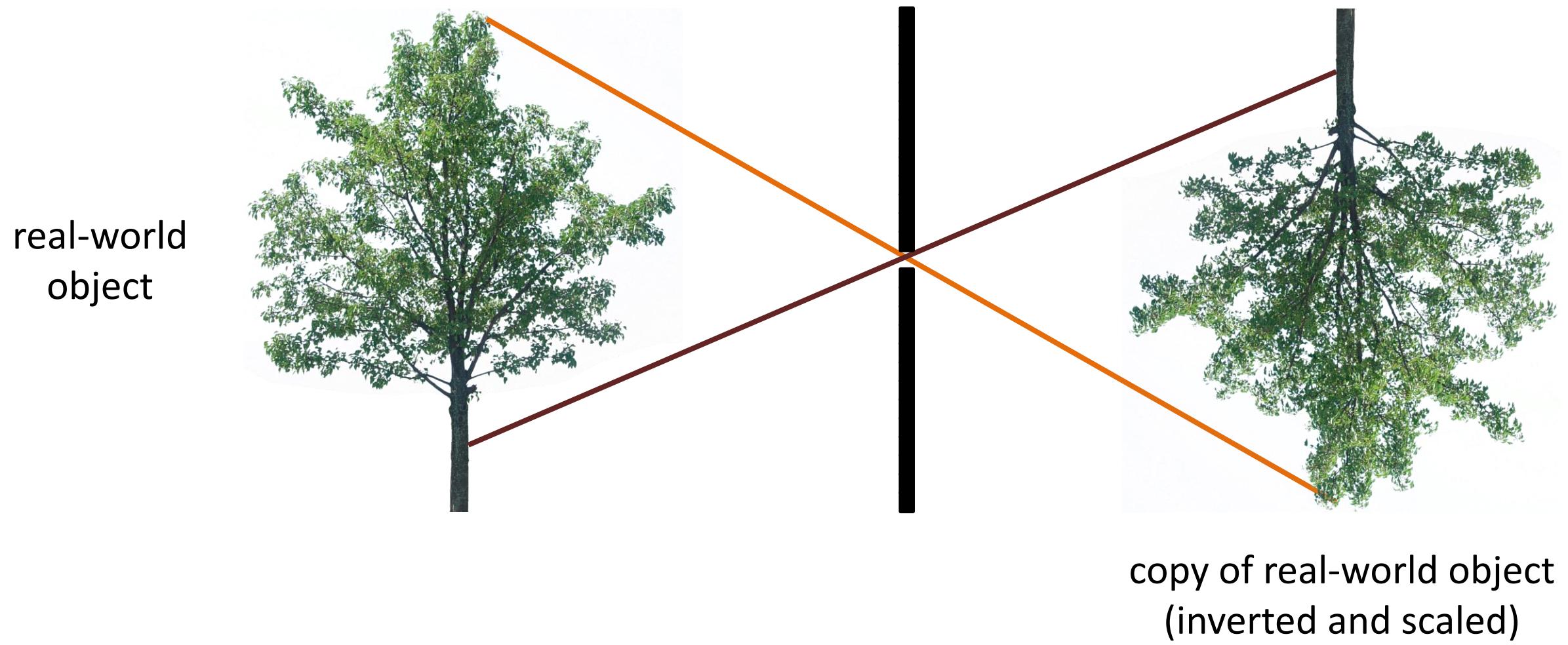


# Pinhole Imaging

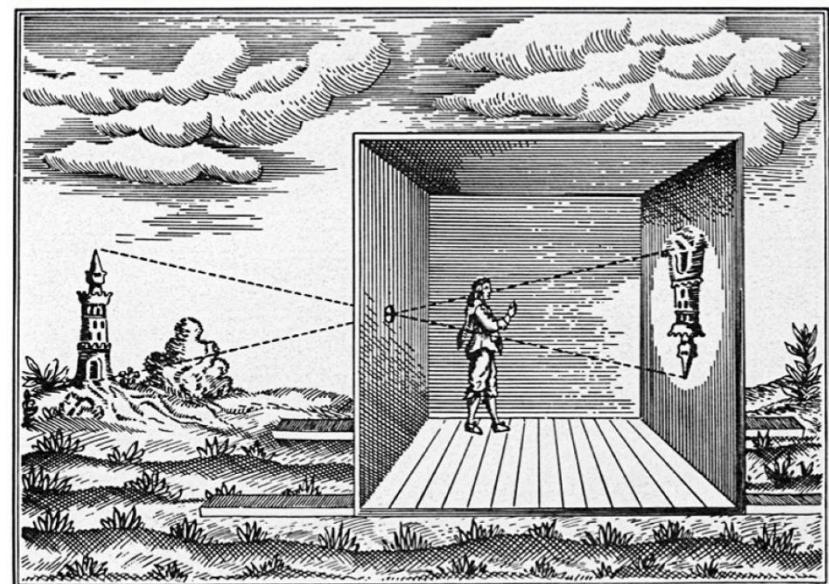
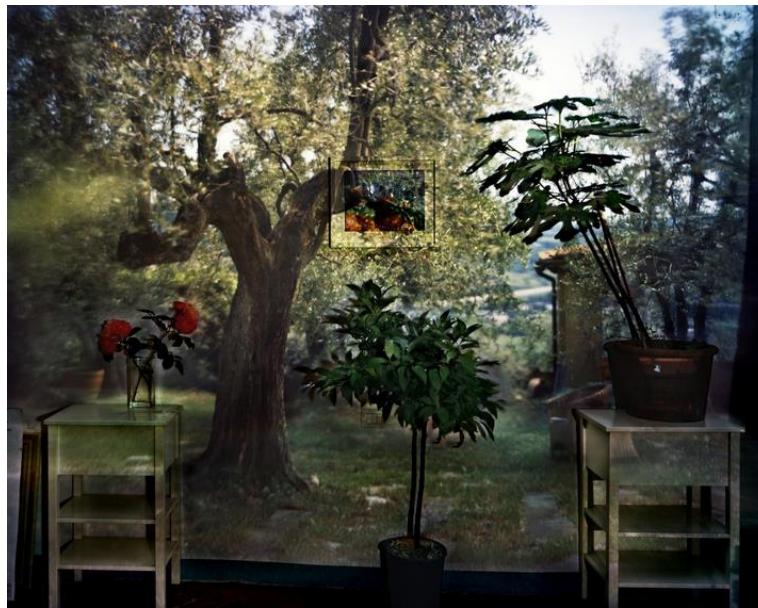


Let's assume that each scene point contributes to only one sensor pixel

# Pinhole Imaging: the Object can be Captured !!



# Camera Obscura

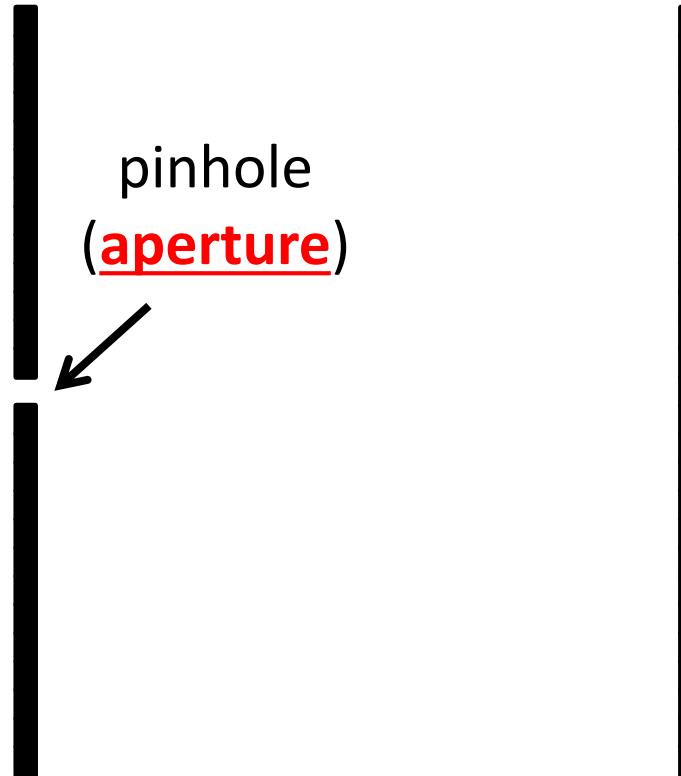


# Pinhole Camera Terms (Aperture)

real-world  
object



barrier (diaphragm)



digital sensor  
(CCD or CMOS)

# Pinhole Camera Terms (Camera Center)

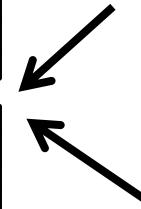
real-world  
object



barrier (diaphragm)



pinhole  
(aperture)



camera center (or  
optical center)

image plane

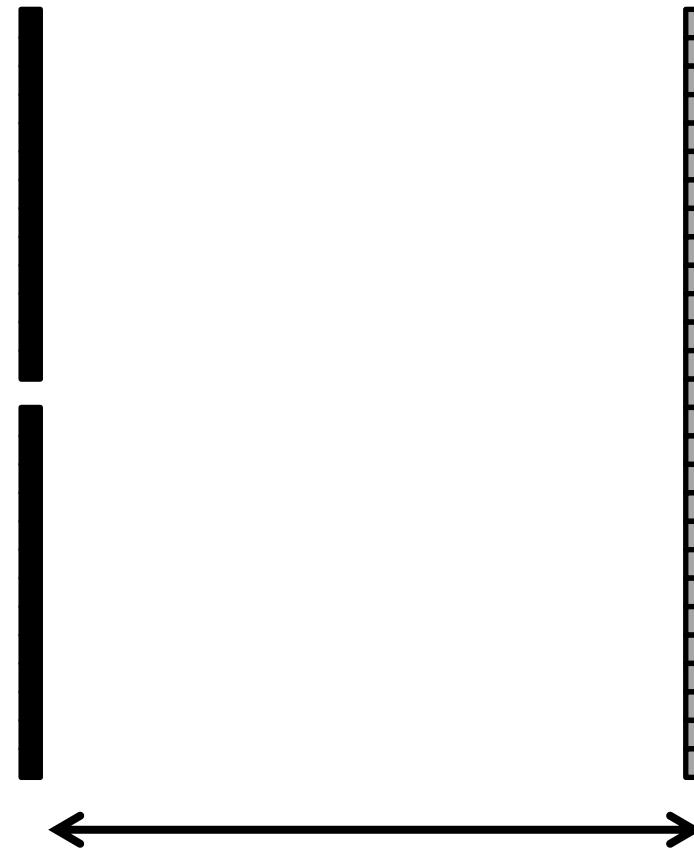


digital sensor  
(CCD or CMOS)



# Pinhole Camera Terms (Focal Length)

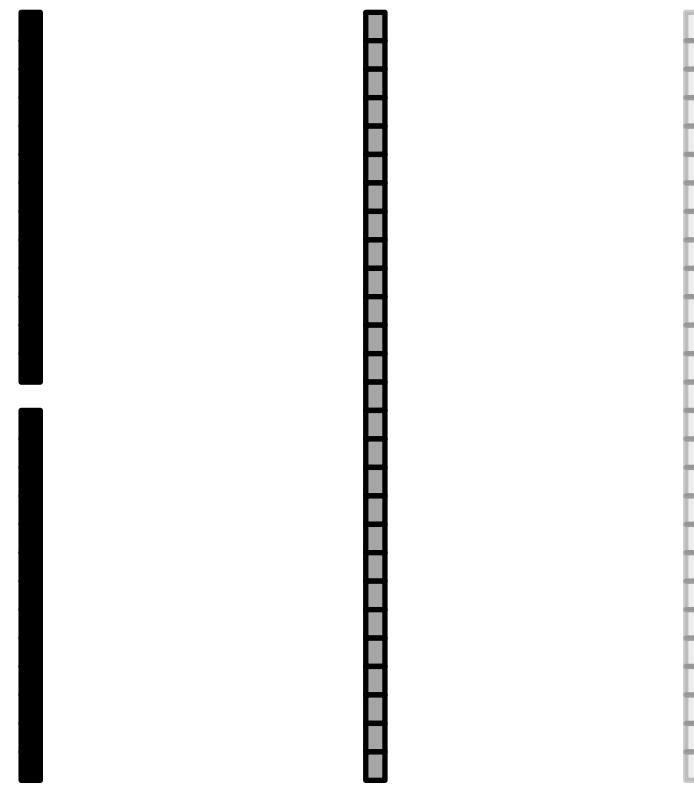
real-world  
object



focal length  $f$

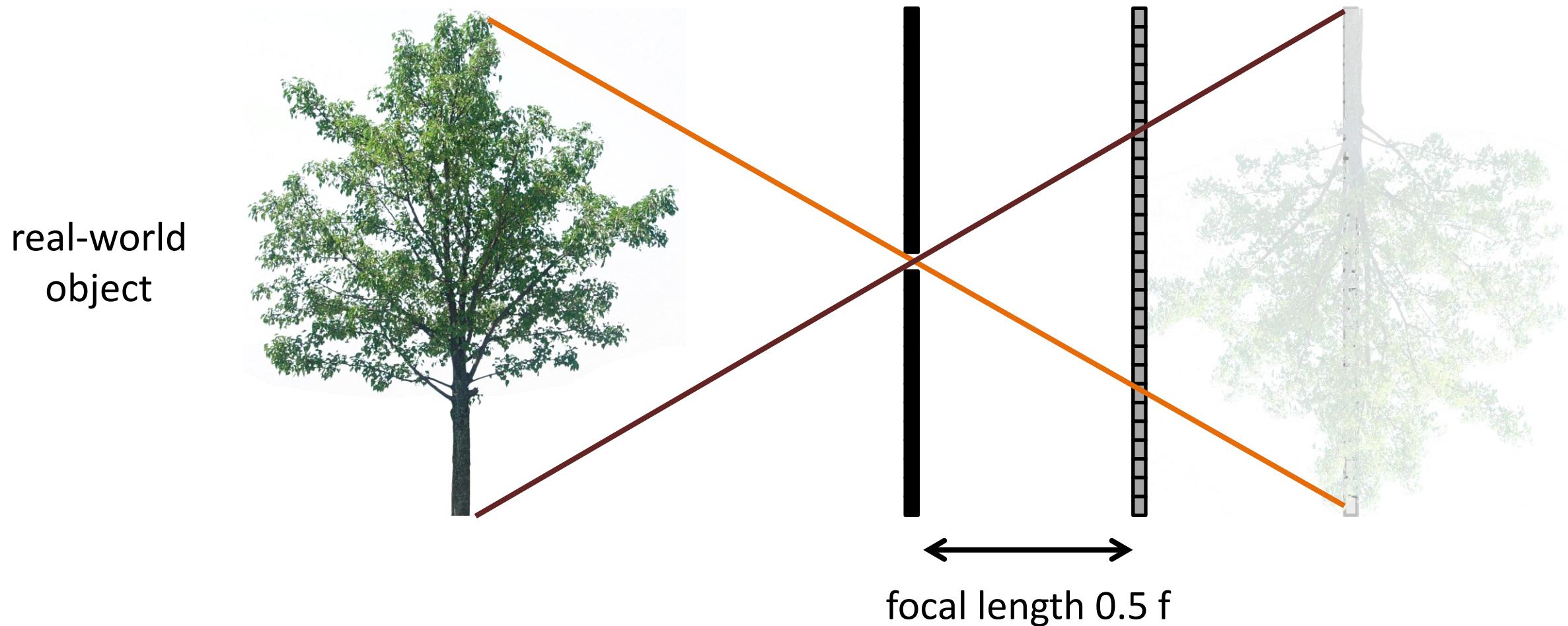
# What Happens as We Change the Focal Length?

real-world  
object

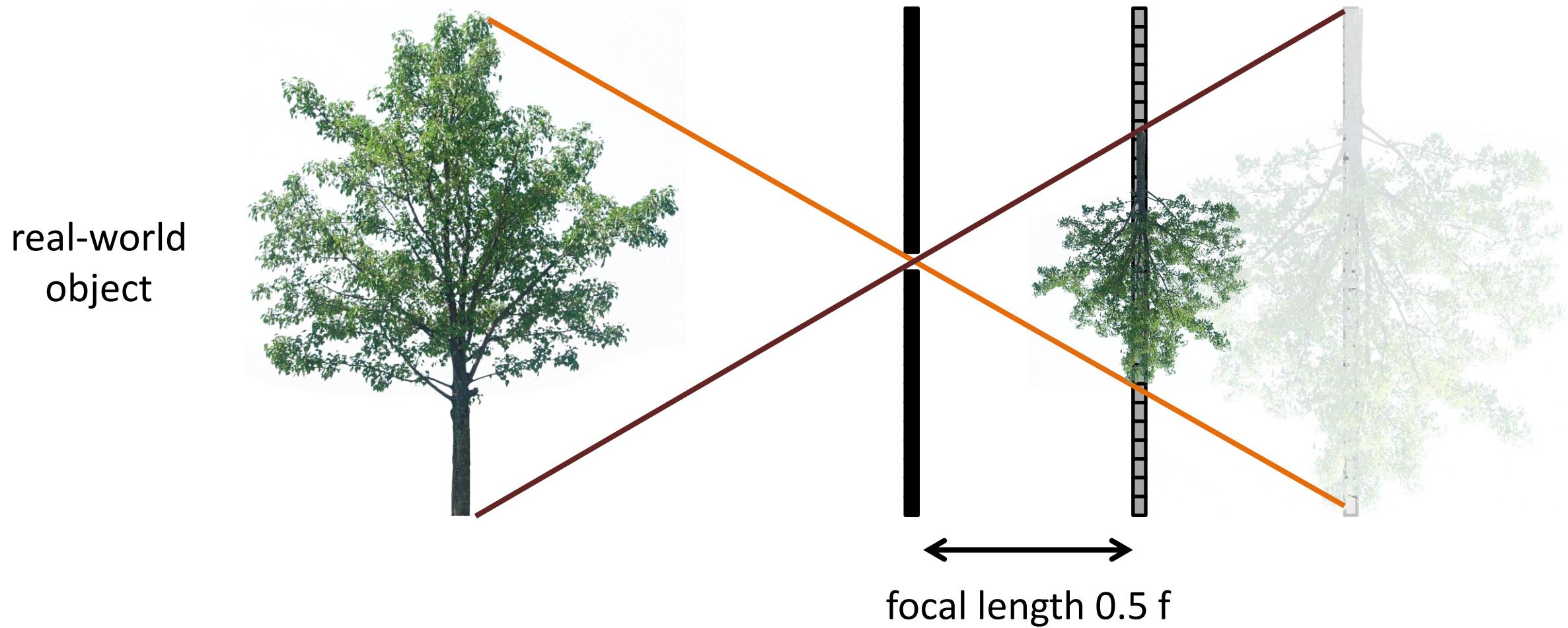


focal length  $0.5 f$

# What Happens as We Change the Focal Length?



# What Happens as We Change the Focal Length?



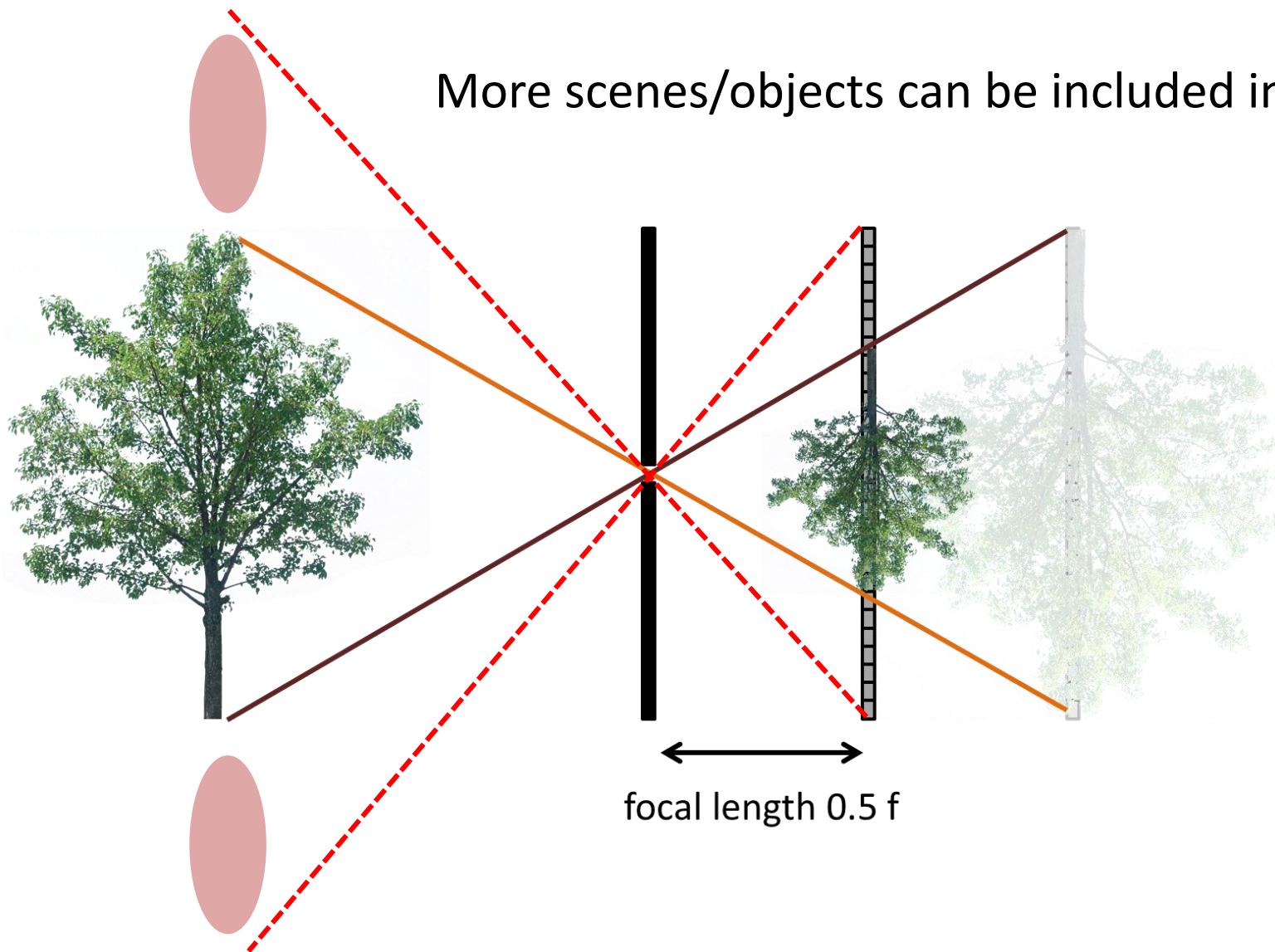
# What Happens as We Change the Focal Length?



real-world  
object

Zoom-in or  
Zoom-out

More scenes/objects can be included in the image

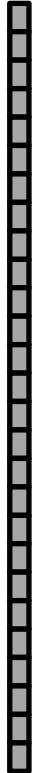


# What Happens as We Change the Aperture Size?

real-world  
object



pinhole  
diameter



Ideal pinhole has infinitesimally small size

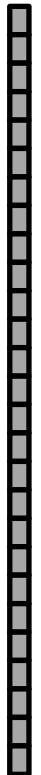
- In practice that is impossible.

# What Happens as We Change the Aperture Size?

real-world  
object

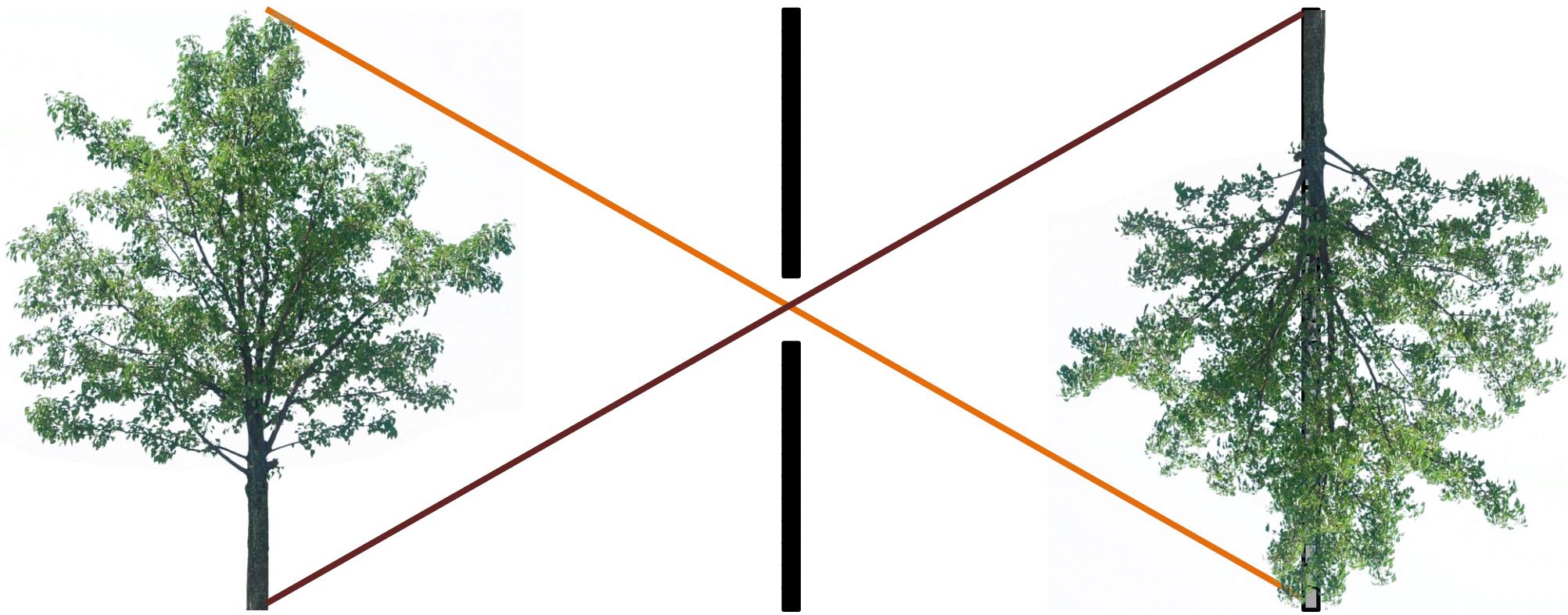


pinhole  
diameter



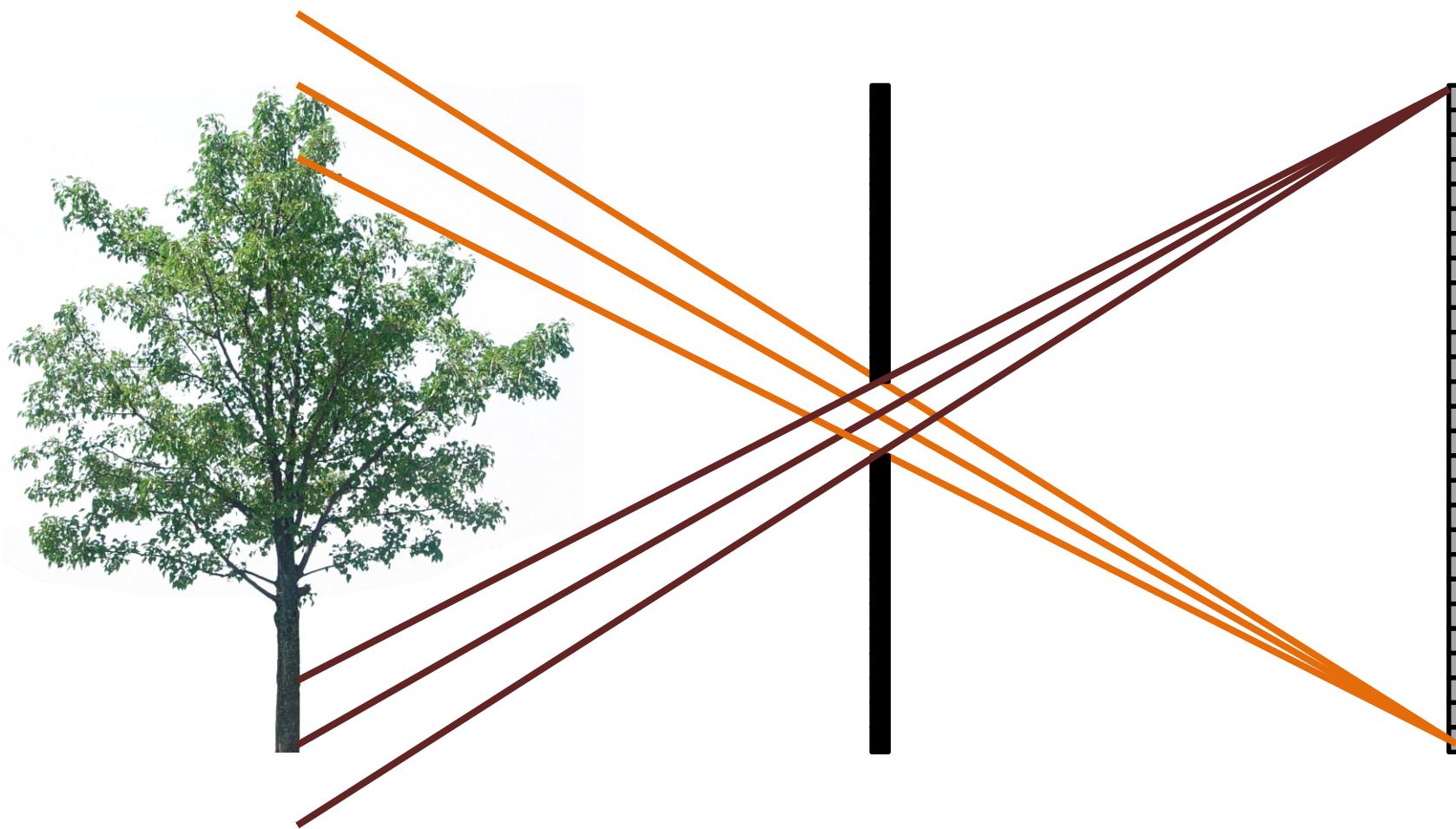
# What Happens as We Change the Aperture Size?

real-world  
object

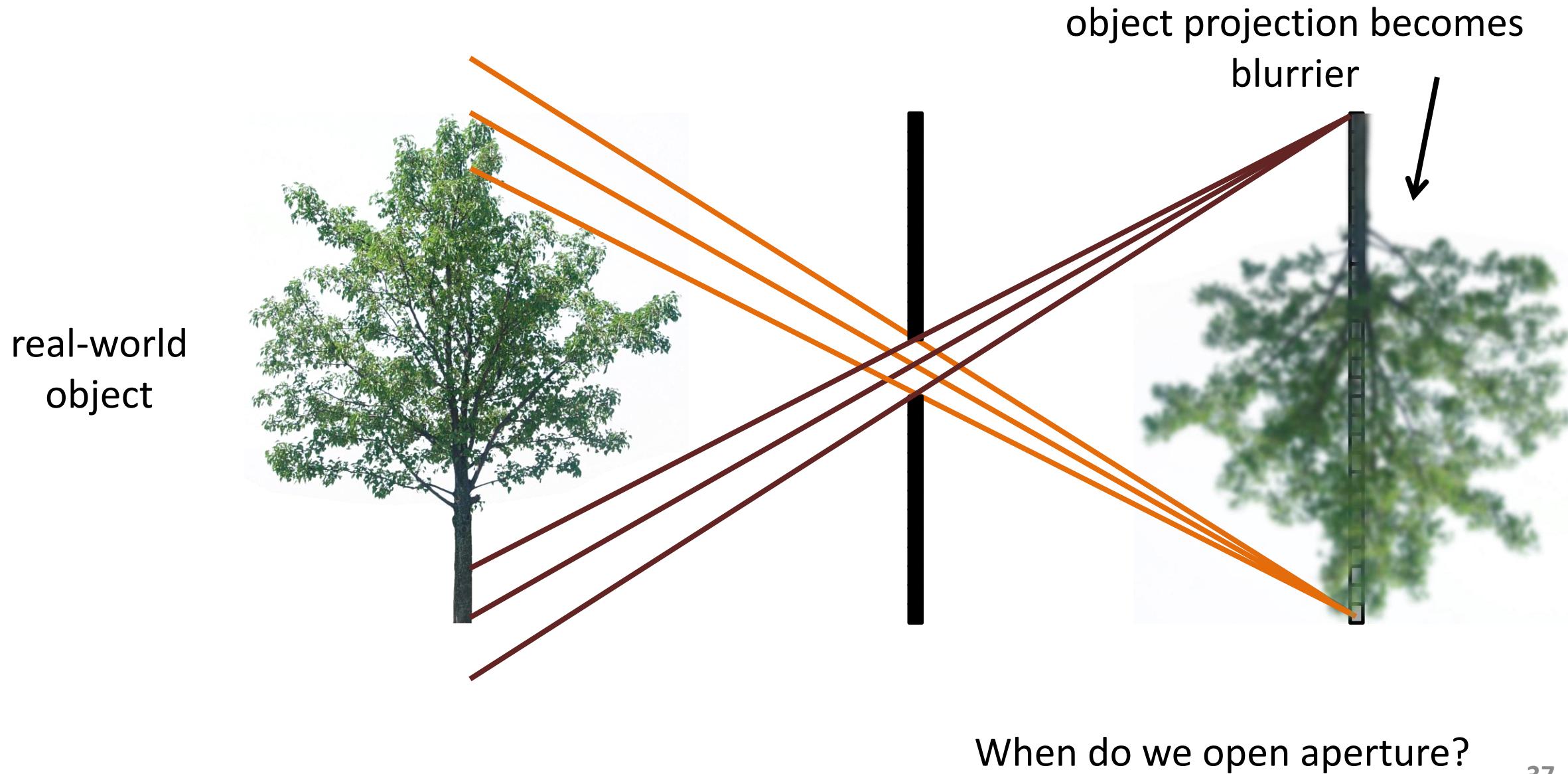


# What Happens as We Change the Aperture Size?

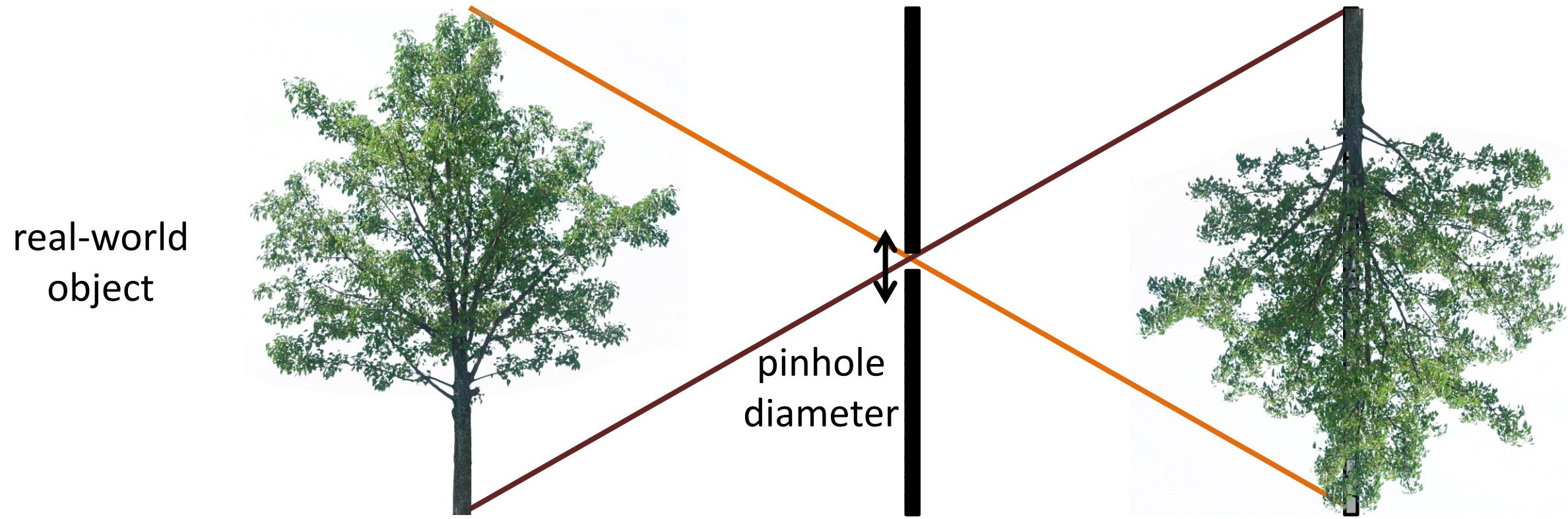
real-world  
object



# What Happens as We Change the Aperture Size?



# Will the Image Keep Getting Sharper the Smaller We Make the Pinhole?

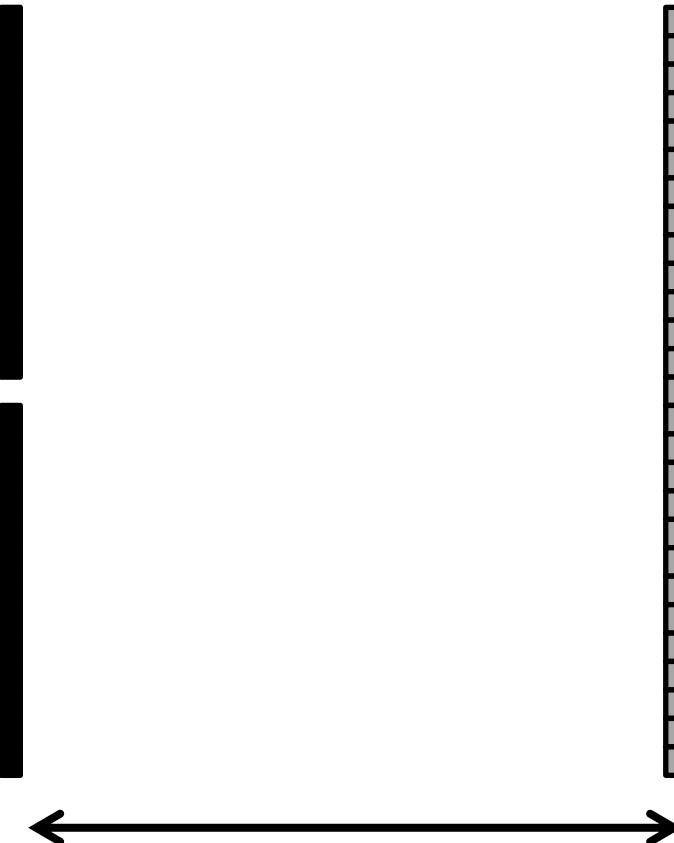


# Light Efficiency

real-world  
object



pinhole  
diameter



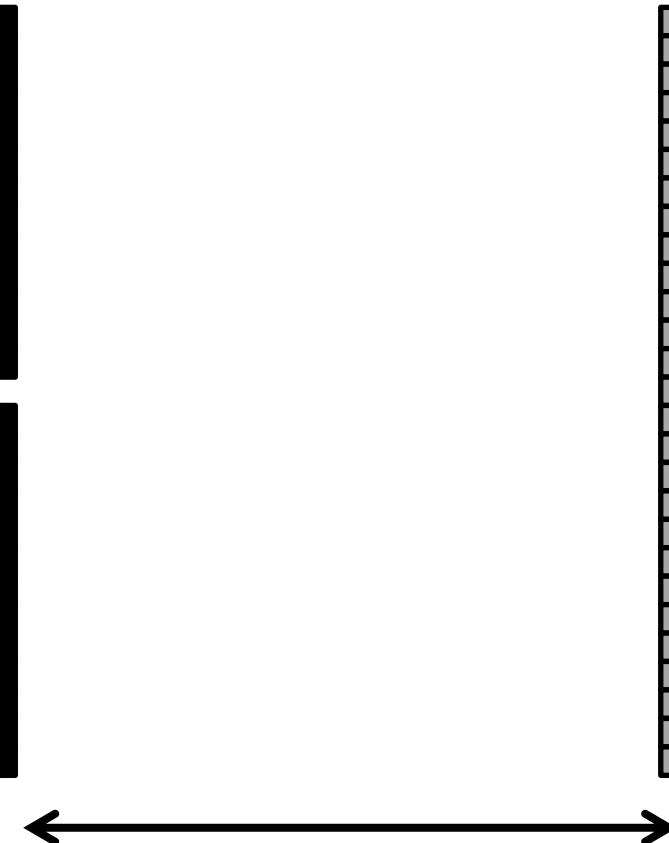
- What is the effect of doubling the pinhole diameter?
- What is the effect of doubling the focal length?

# Light Efficiency (Continue)

real-world  
object

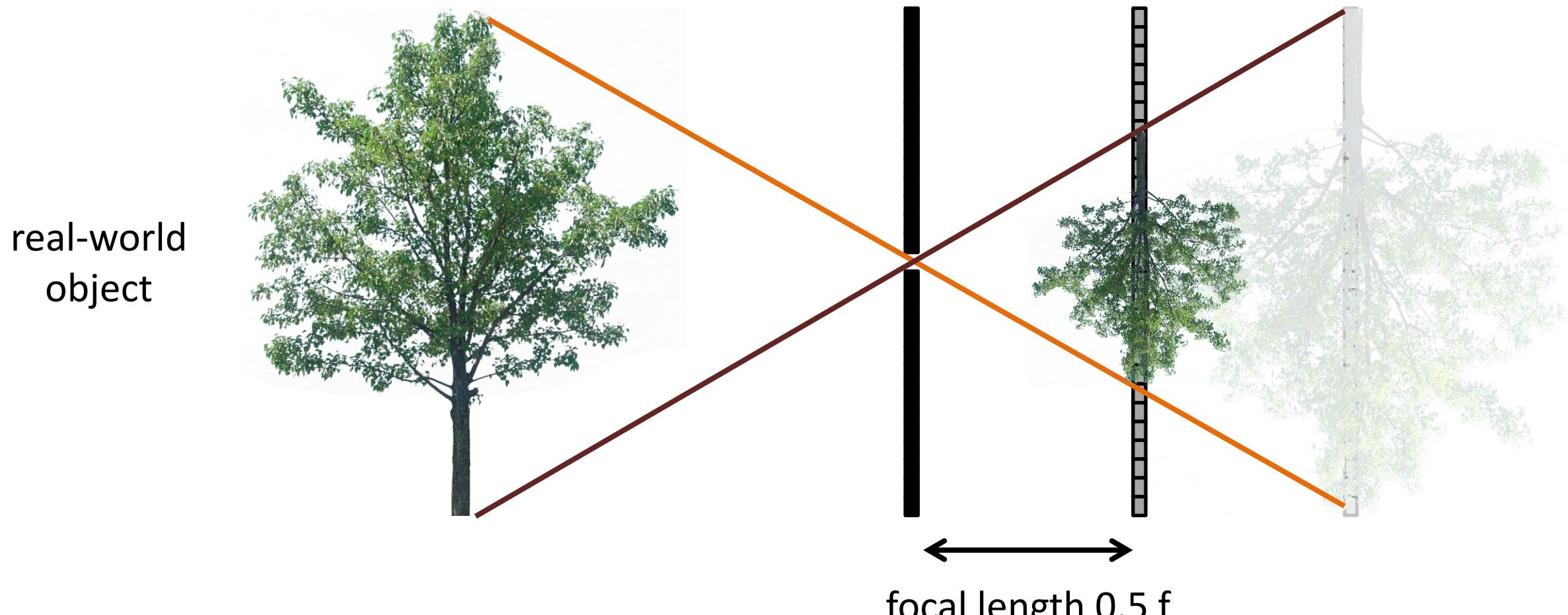


pinhole  
diameter



- $2 \times \text{pinhole diameter} \rightarrow 4 \times \text{light}$

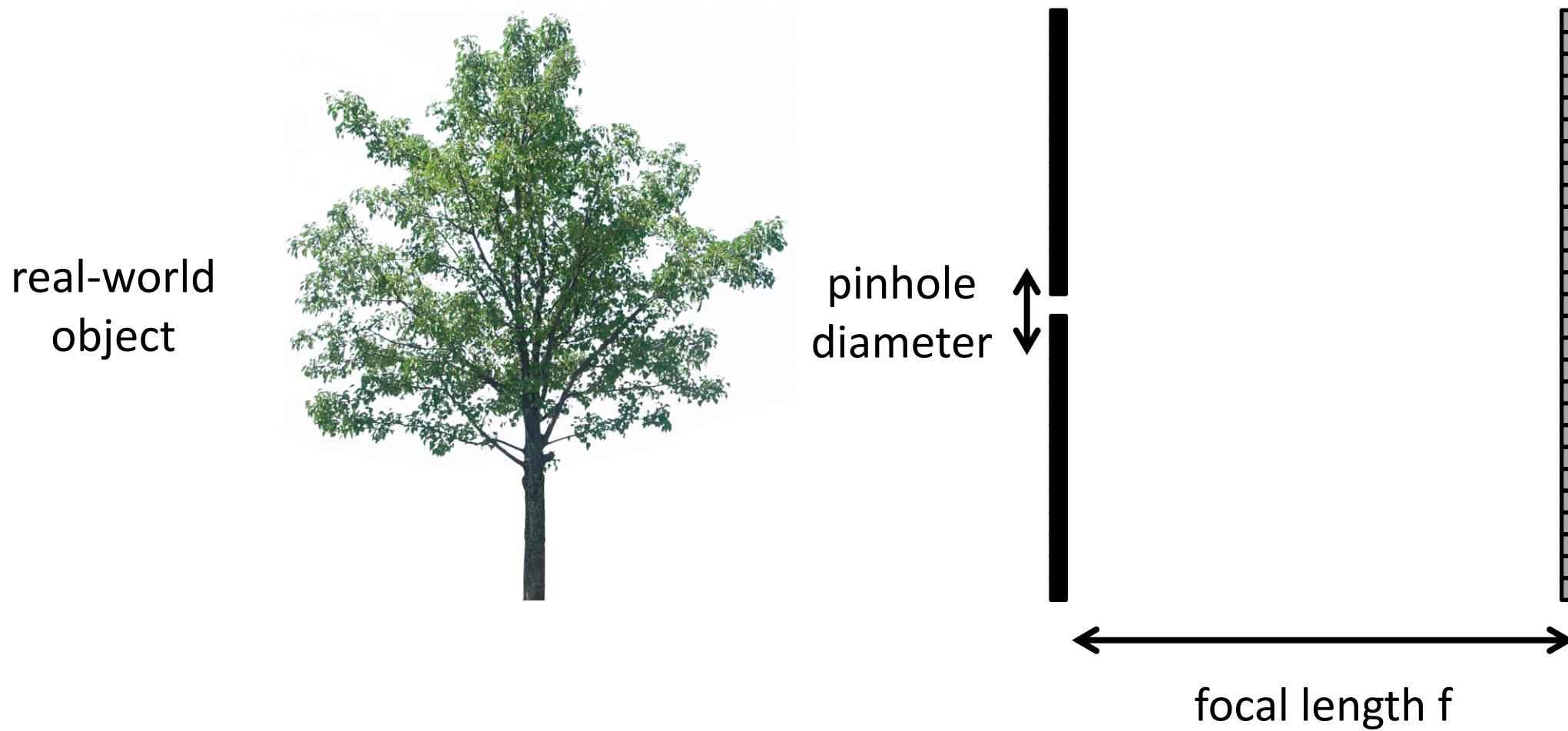
# Light Efficiency (Continue)



- $2x$  focal length  $\rightarrow \frac{1}{4}x$  light

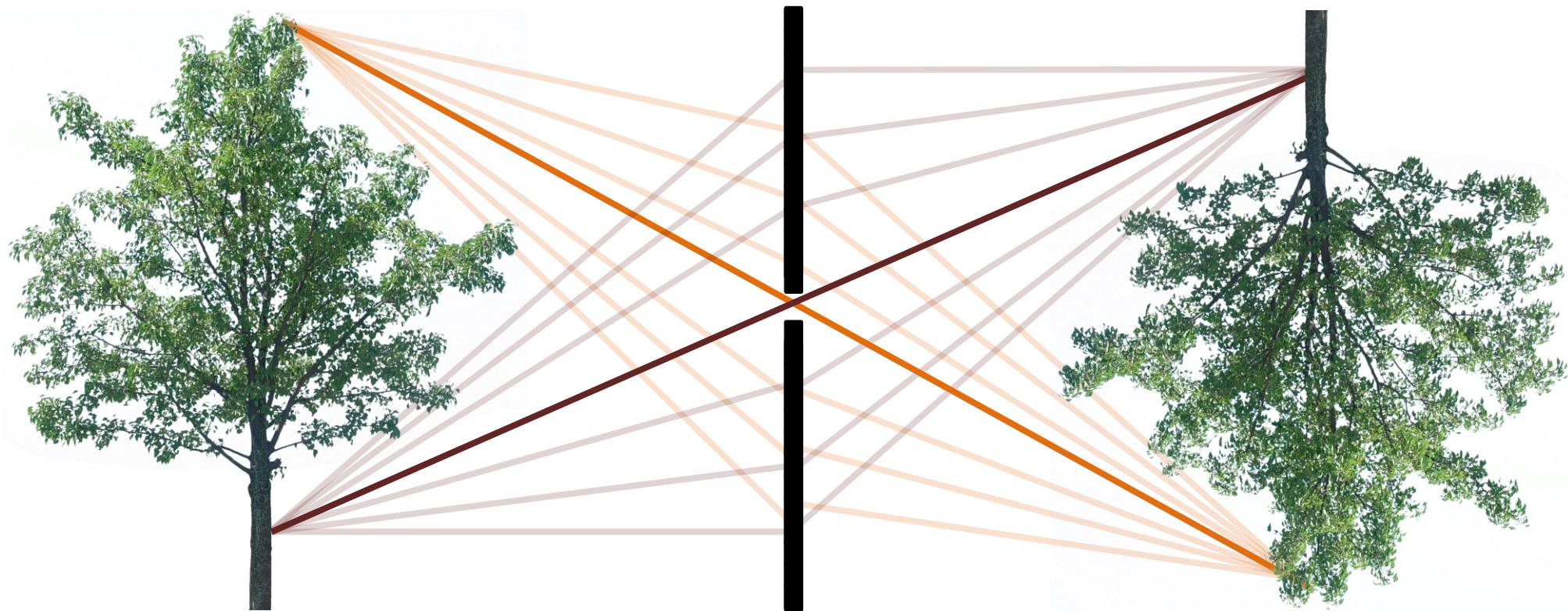
# F-Number or F-Stop

A “stop” is a change in camera settings that changes amount of light by a factor of 2



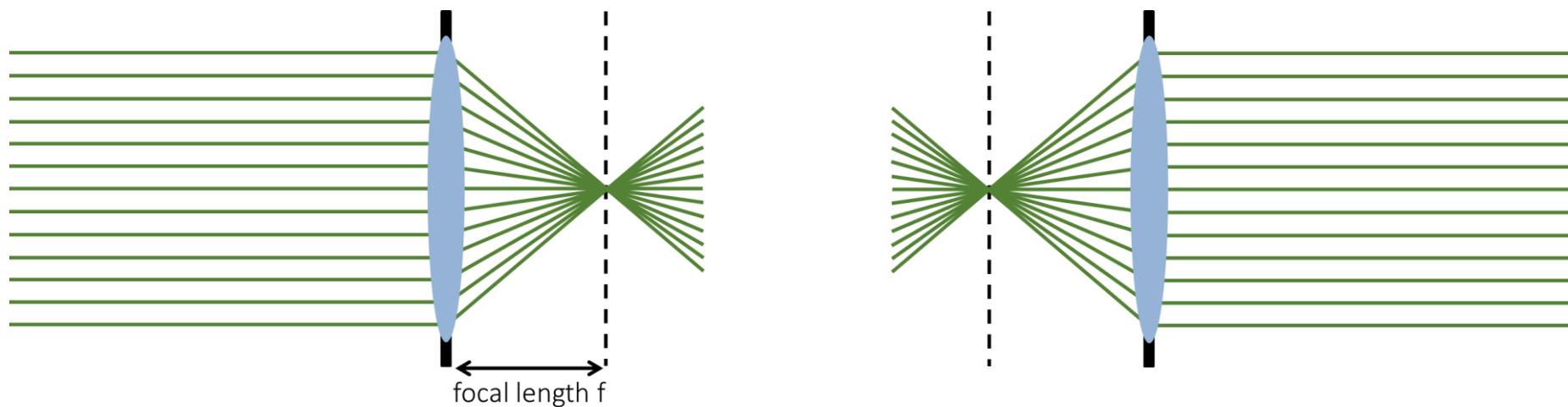
The “f-number” is the ratio: focal length / pinhole diameter

# Pinhole Camera



Central rays propagate in the same way for both models!

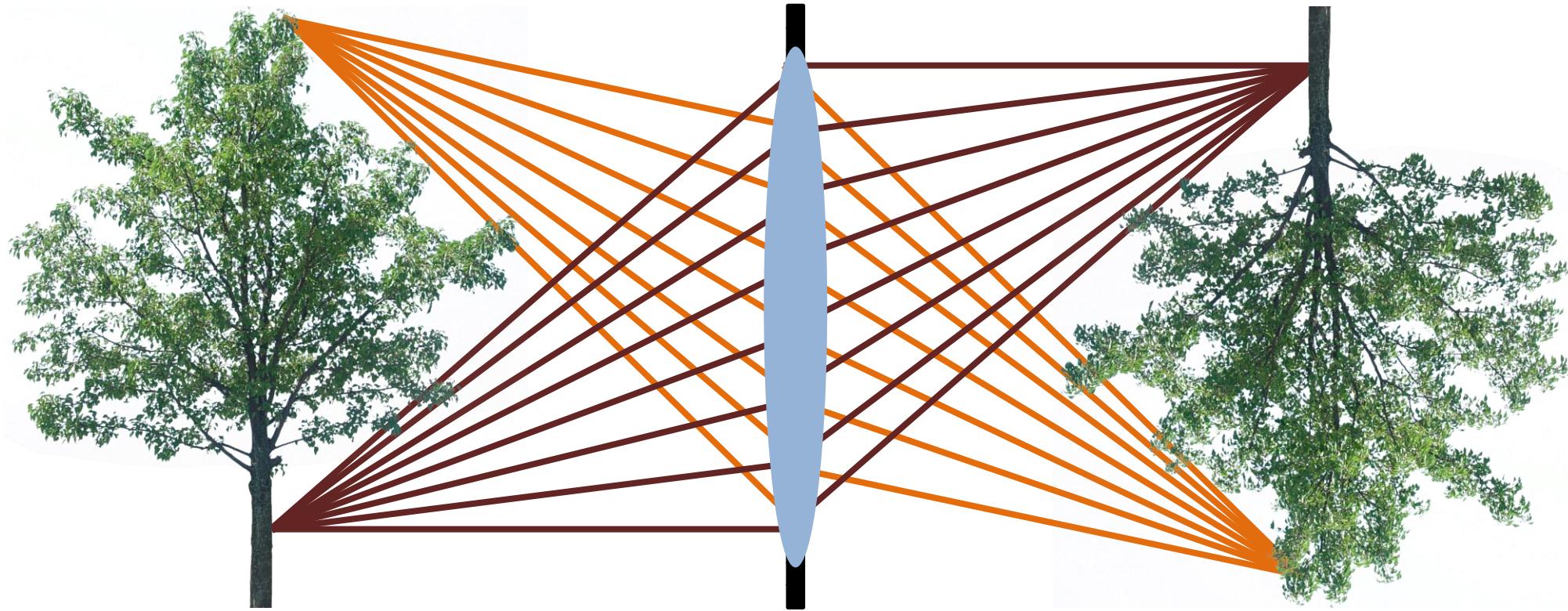
# Thin Lens Model



Thin Certain rays follow simple rules when passing through a thin lens, in the paraxial ray approximation:

- Any ray that enters parallel to the axis on one side of the lens proceeds towards the focal point F on the other side.
- Any ray that arrives at the lens after passing through the focal point on the front side, comes out parallel to the axis on the other side.
- Any ray that passes through the center of the lens will not change its direction.

# Replace the Pinhole with Lens

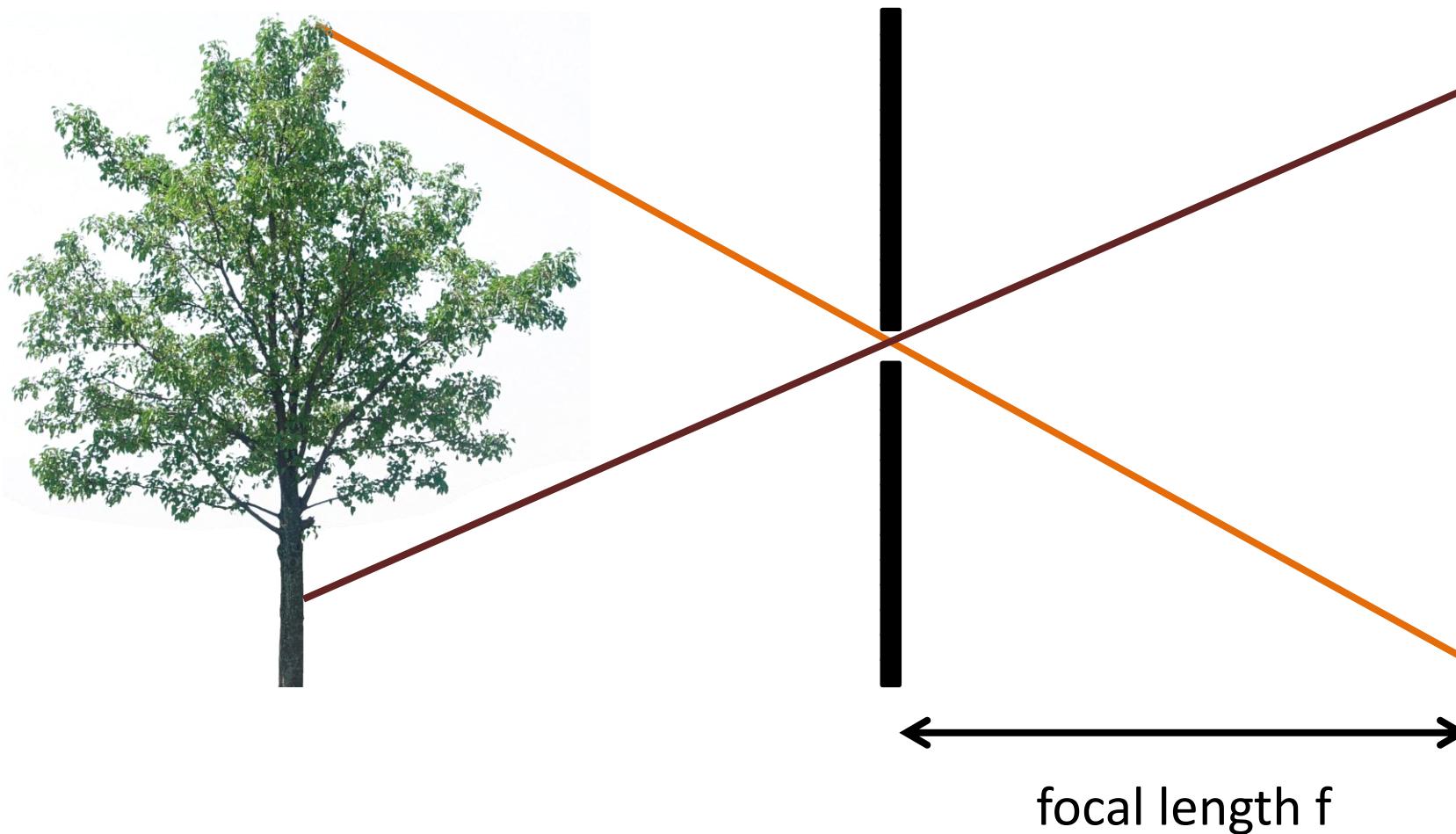


Lenses map “bundles” of rays from points on the scene to the sensor.

How does this mapping work exactly?

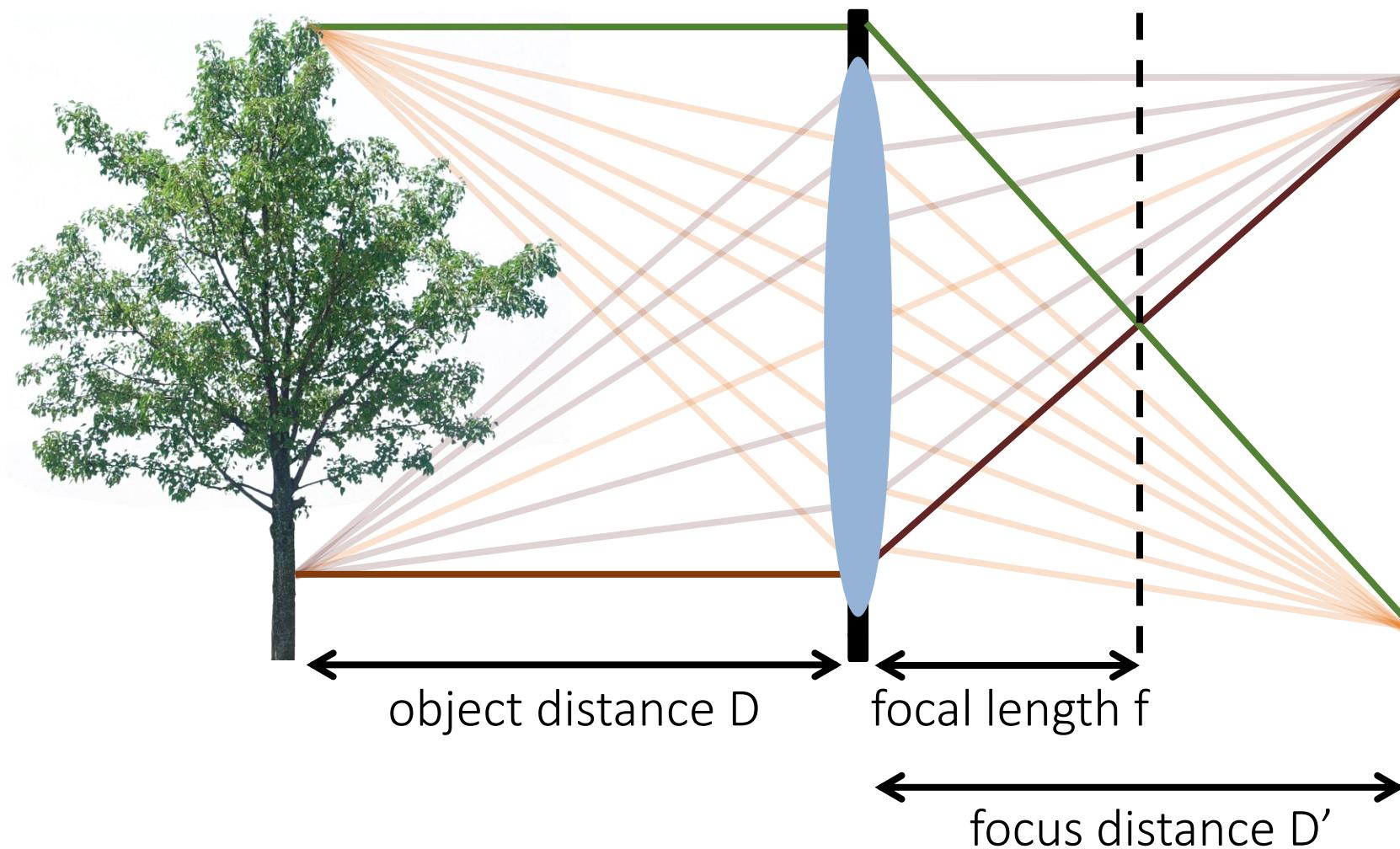
# Focal Length in a Pinhole Camera

In a pinhole camera, focal length is distance between aperture and sensor

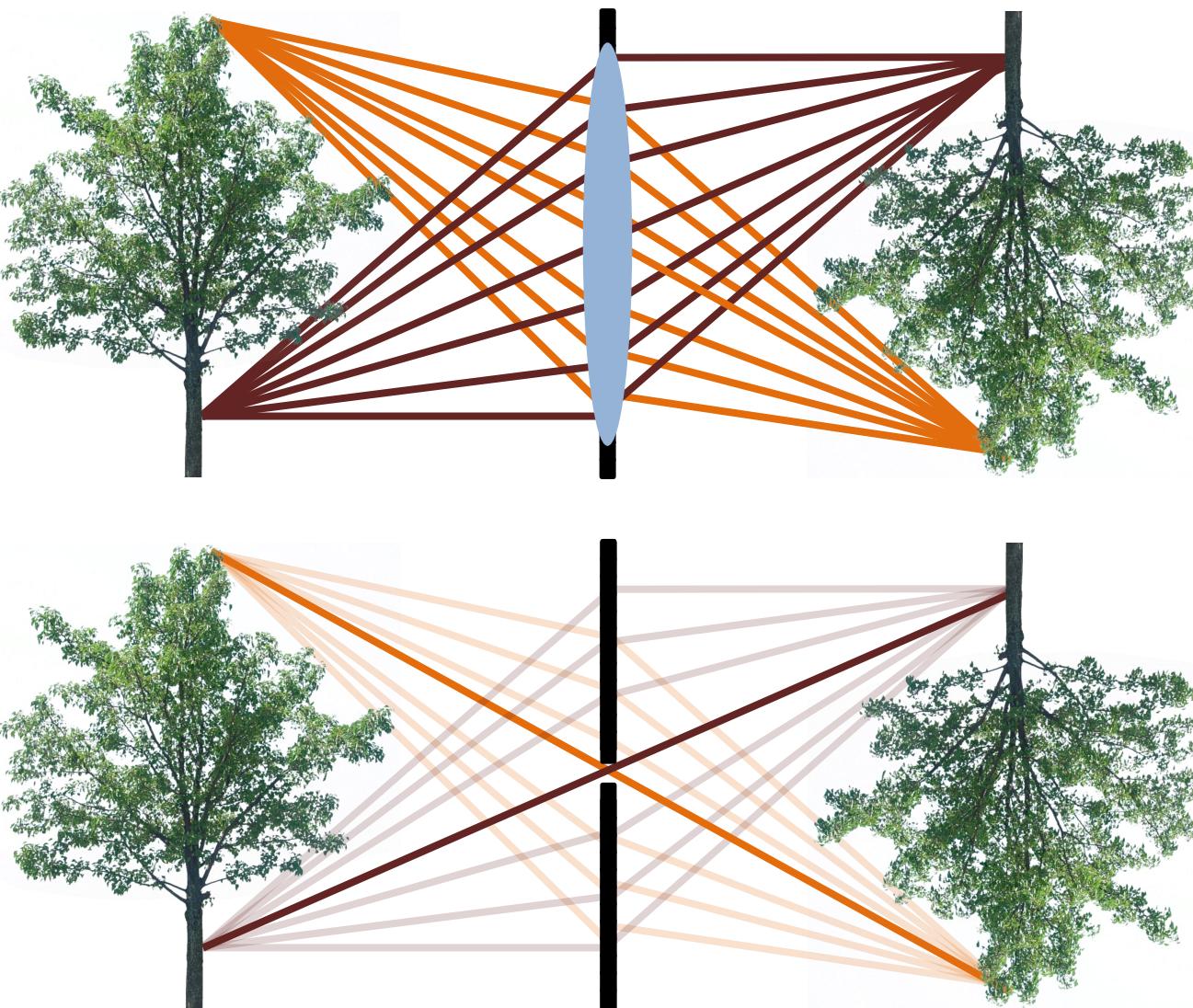


# Focal Length in a Lens Camera

In a lens camera, focal length is distance where parallel rays intersect



# Describing Both Lens and Pinhole Cameras



We can derive properties and descriptions that hold for both camera models if:

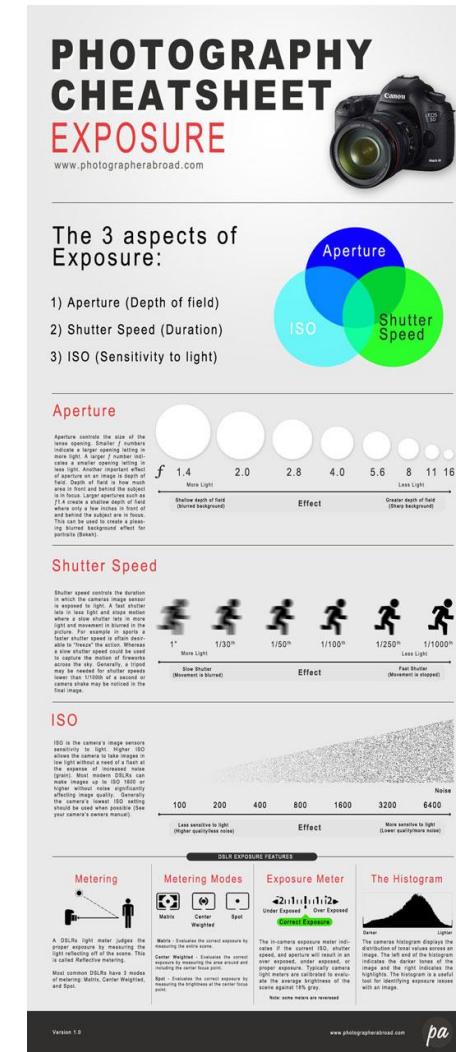
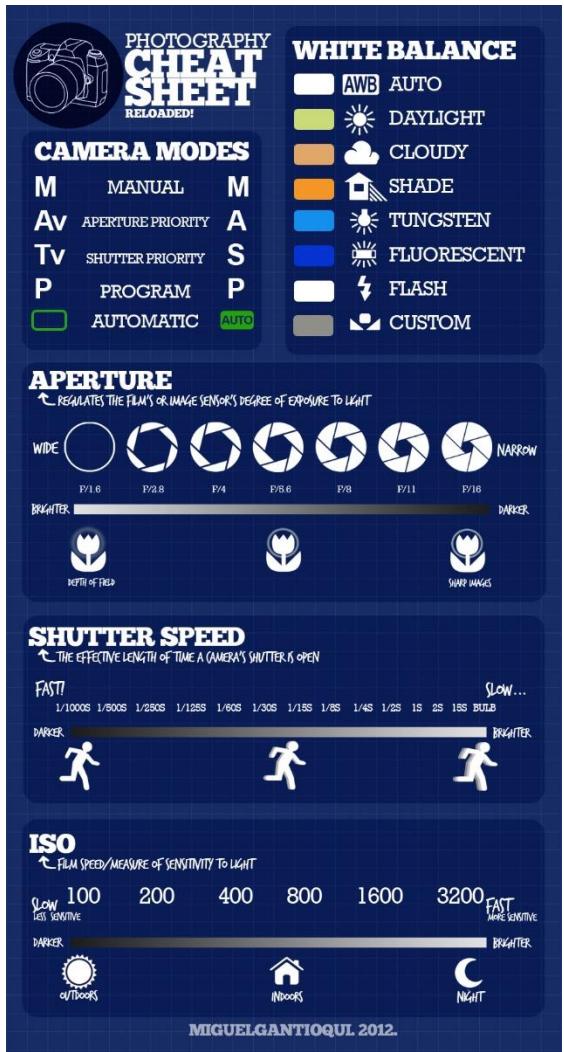
- We use only central rays.
- We assume the lens camera is in focus.
- We assume that the focus distance of the lens camera is equal to the focal length of the pinhole camera.

# Understanding the Language of Photography

- Aperture
- Depth of field
- Exposure
- F-Number
- ISO
- RAW
- Shutter speed
- Flash
- Shutter prior mode
- Aperture prior mode
- Tripod
- Aspect Ratio
- Focal length
- Long exposure

<https://www.creativelive.com/blog/common-photography-terms/>

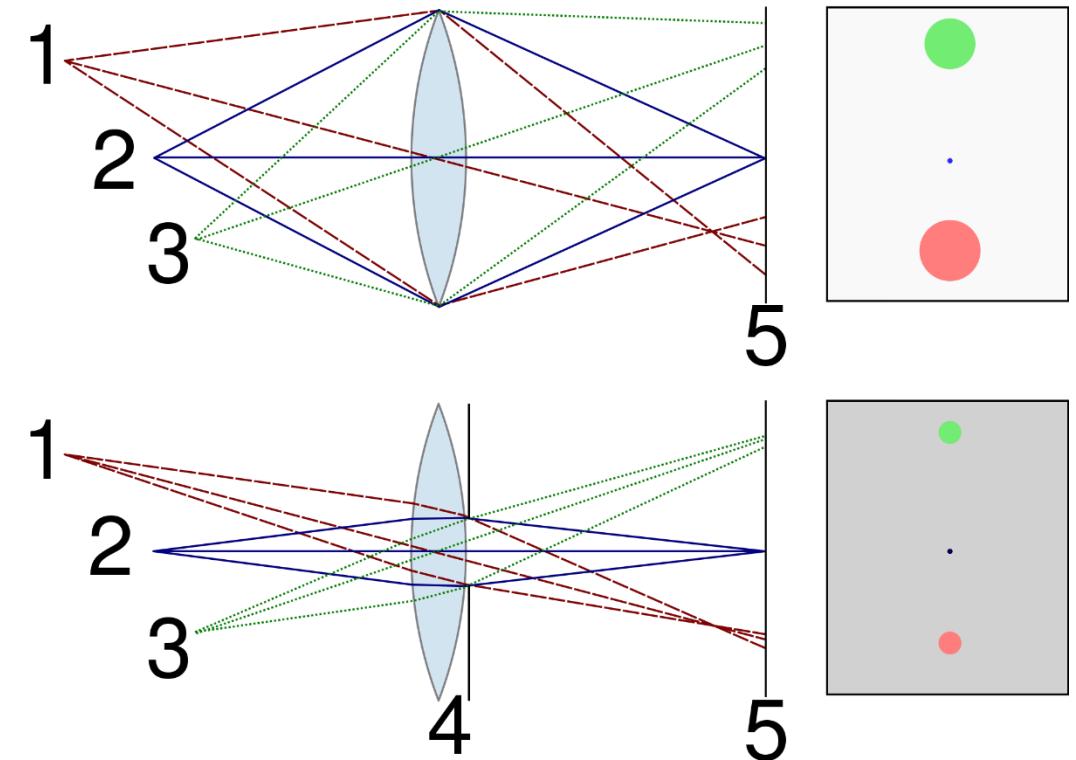
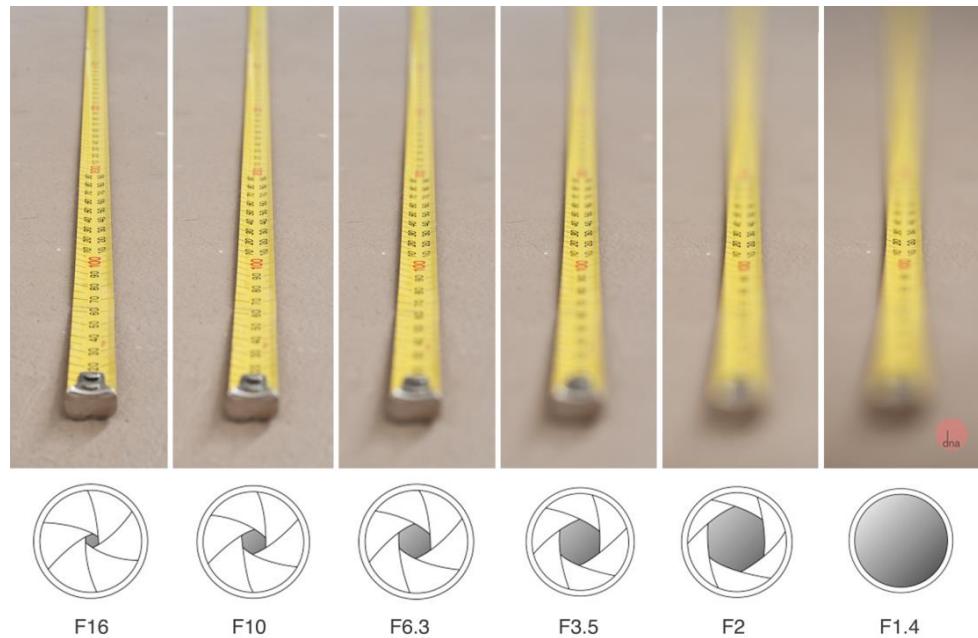
# DSLR Cheat Sheet



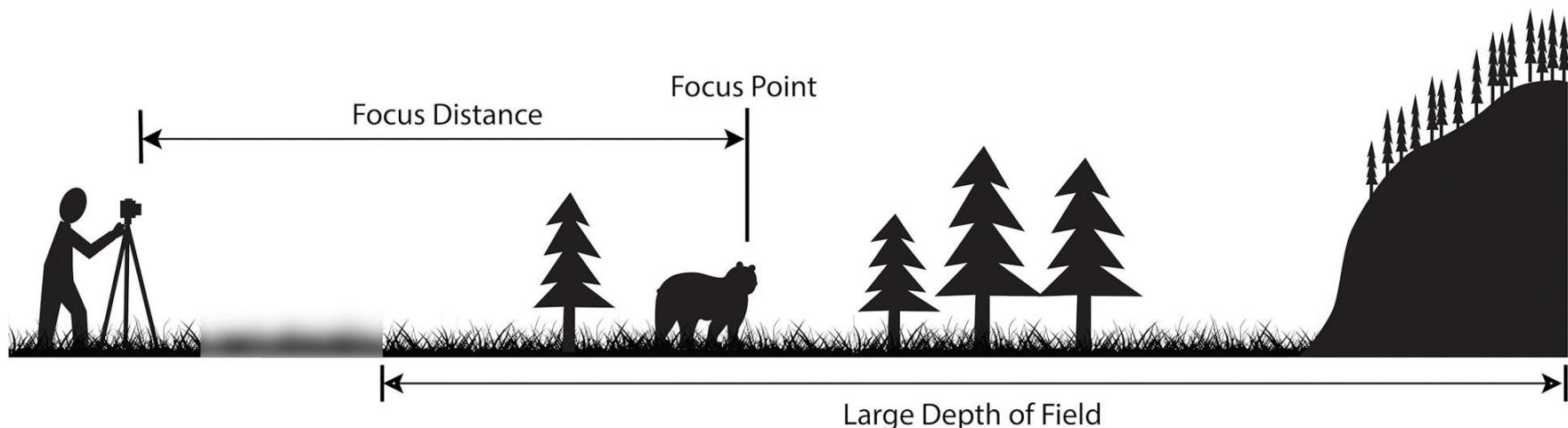
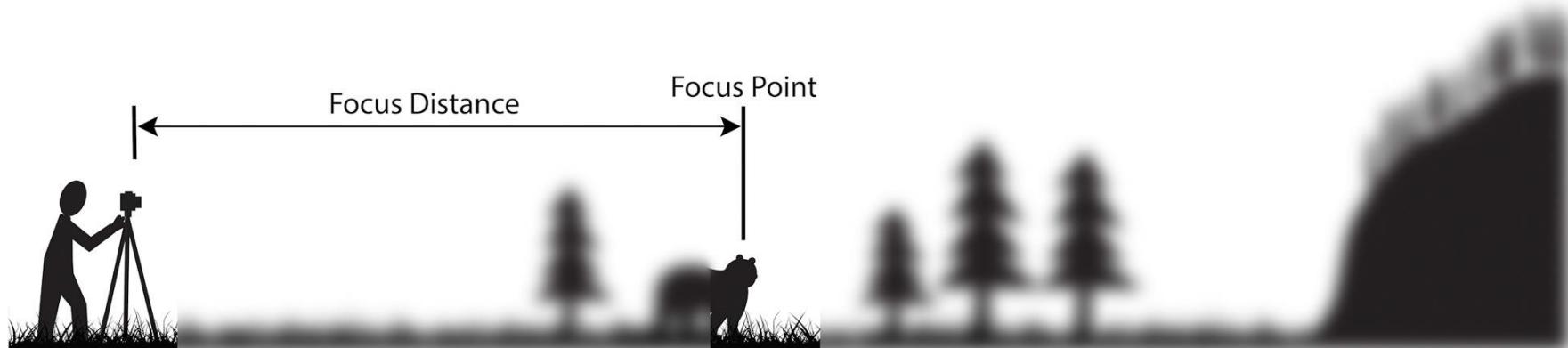
# Why Do We Use a Tripod?

- When you need to be flexible
- **When taking nighttime shots and sunsets**
- **When you are using a zoom**
- When you are taking action shots and doing sport photography
- When you are doing natural photography

# Effect of Aperture



# Understanding Depth of Field



# Different Depth of Fields



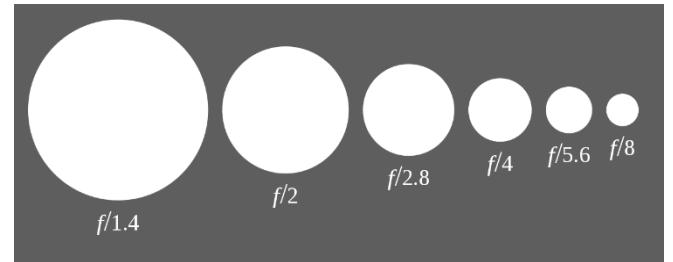
Q. Why is it better? resolution?

# F-Number or F-Stop

The f-number  $N$  is given by:

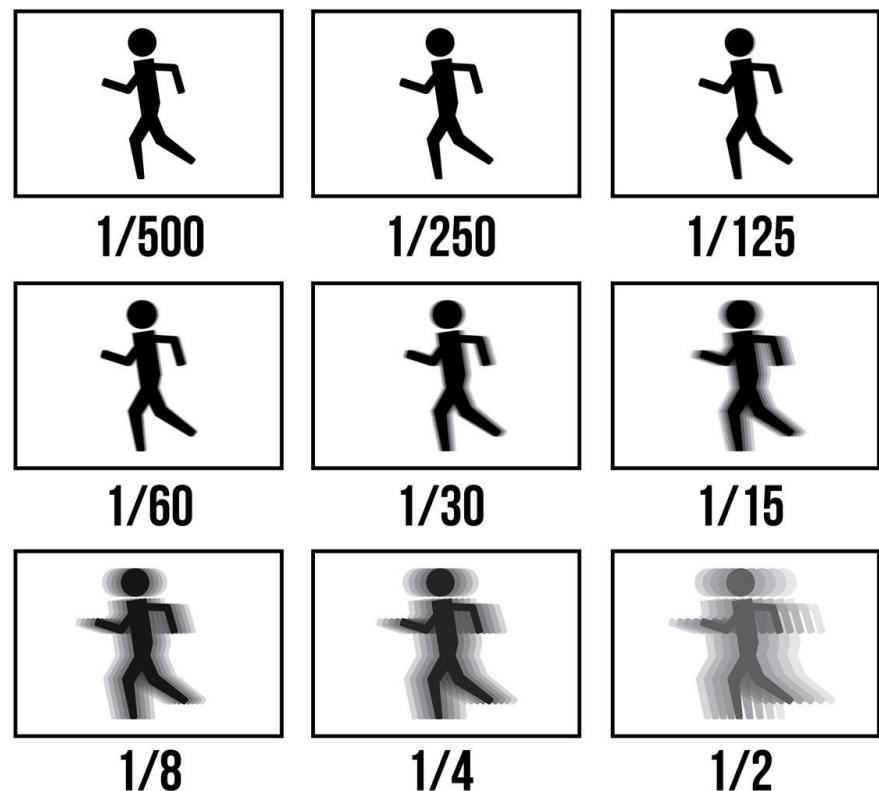
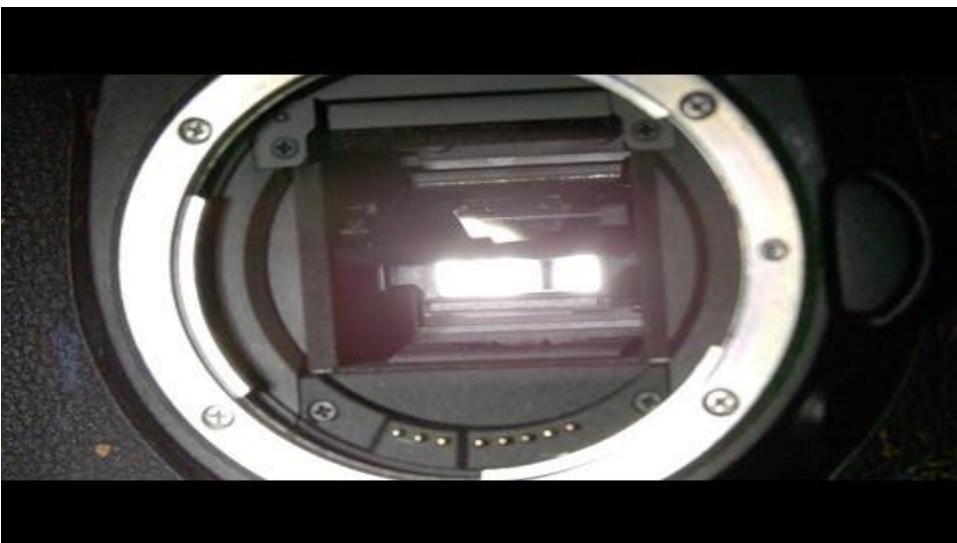
$$N = \frac{f}{D}$$

where  $f$  is the [focal length](#), and  $D$  is the diameter of the entrance pupil ([effective aperture](#)). It is customary to write f-numbers preceded by  $f/$ , which forms a mathematical expression of the entrance pupil diameter in terms of  $f$  and  $N$ .<sup>[1]</sup> For example, if a lens's focal length is 10 mm and its entrance pupil diameter is 5 mm, the f-number is 2, expressed by writing "f/2", and the aperture diameter is equal to  $f/2$ , where  $f$  is the focal length.



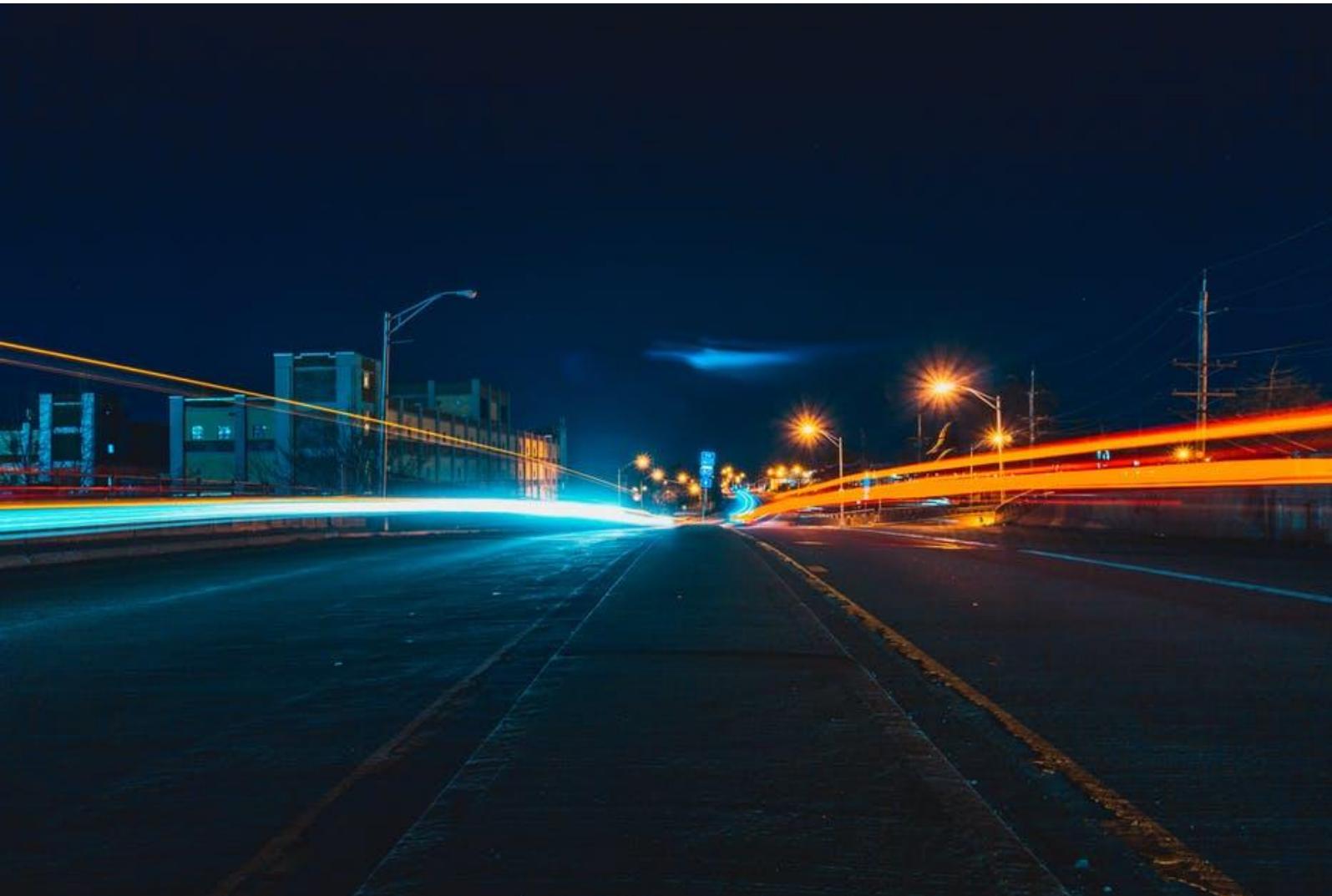
The amount of light entering in the lens

# Effect of Shutter Speed

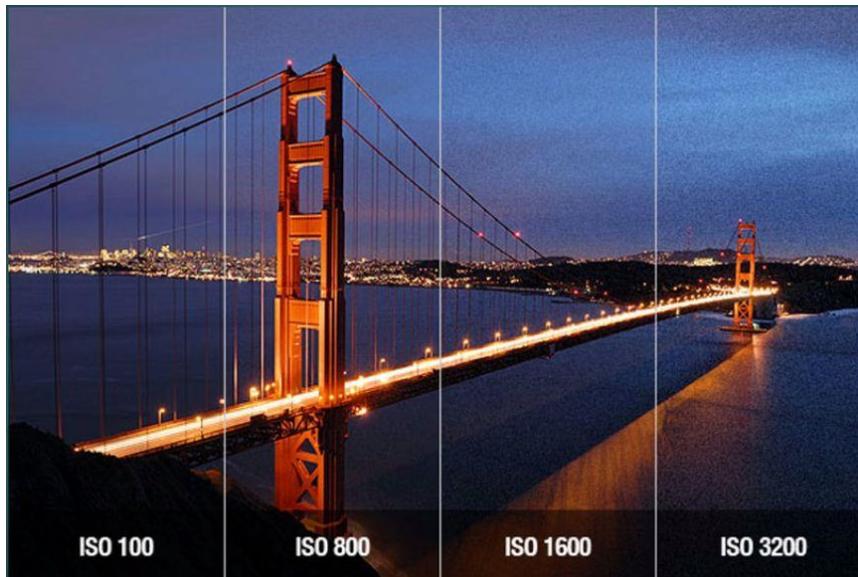


<https://www.creativelive.com/photography-guides/what-is-shutter-speed>

# Example: Night Photography



# Effect of ISO

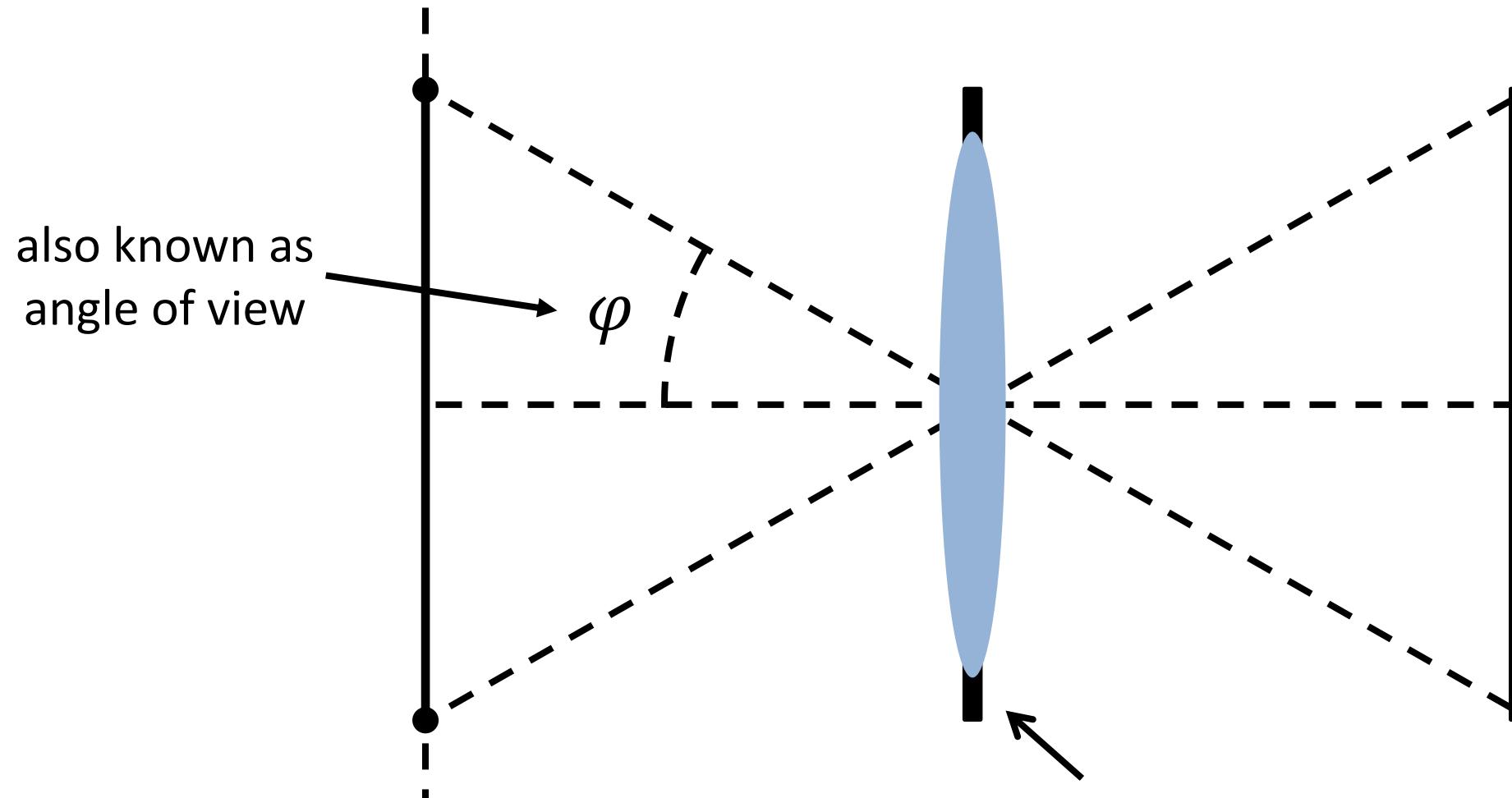


<https://www.shawacademy.com/blog/everything-you-need-to-know-about-iso/>    <https://photographylife.com/what-is-iso-in-photography>

# Situations that Affects How You Choose an ISO

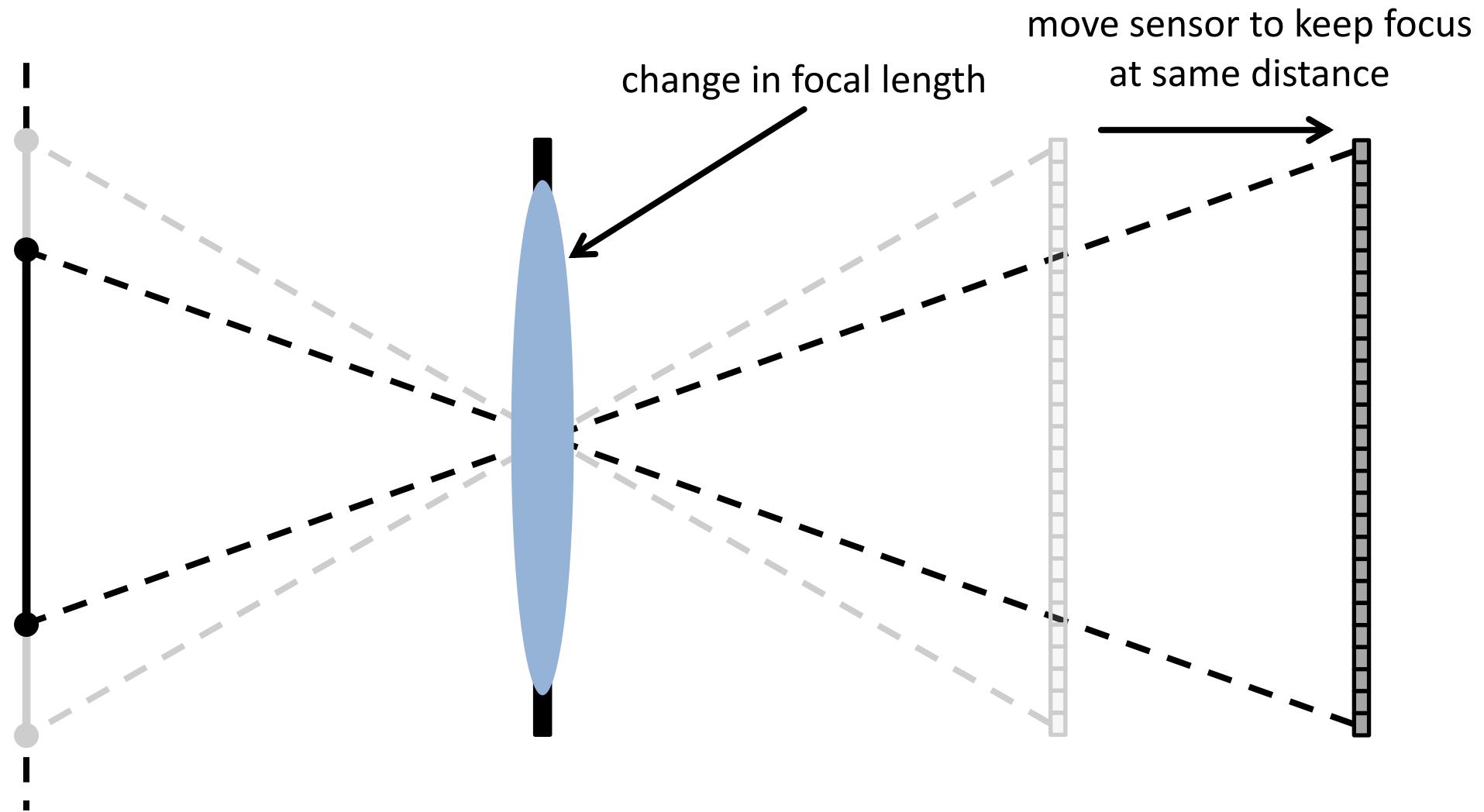
- If your subject is moving and you're trying freeze the motion for a still, a higher ISO will allow for a faster shutter speed.
- If you're using a tripod to stabilize your camera, you can usually get away with a slower shutter speed, which in turn allows you to use a lower ISO. Note that a tripod doesn't help you freeze subject motion, however.
- If you're shooting an image that doesn't require a large depth-of-field, you can increase the aperture (thus allowing more light into the lens) and use a lower ISO.
- If you're shooting with artificial light — e.g., a flash — you can typically get away with a lower ISO setting.

# Field of view



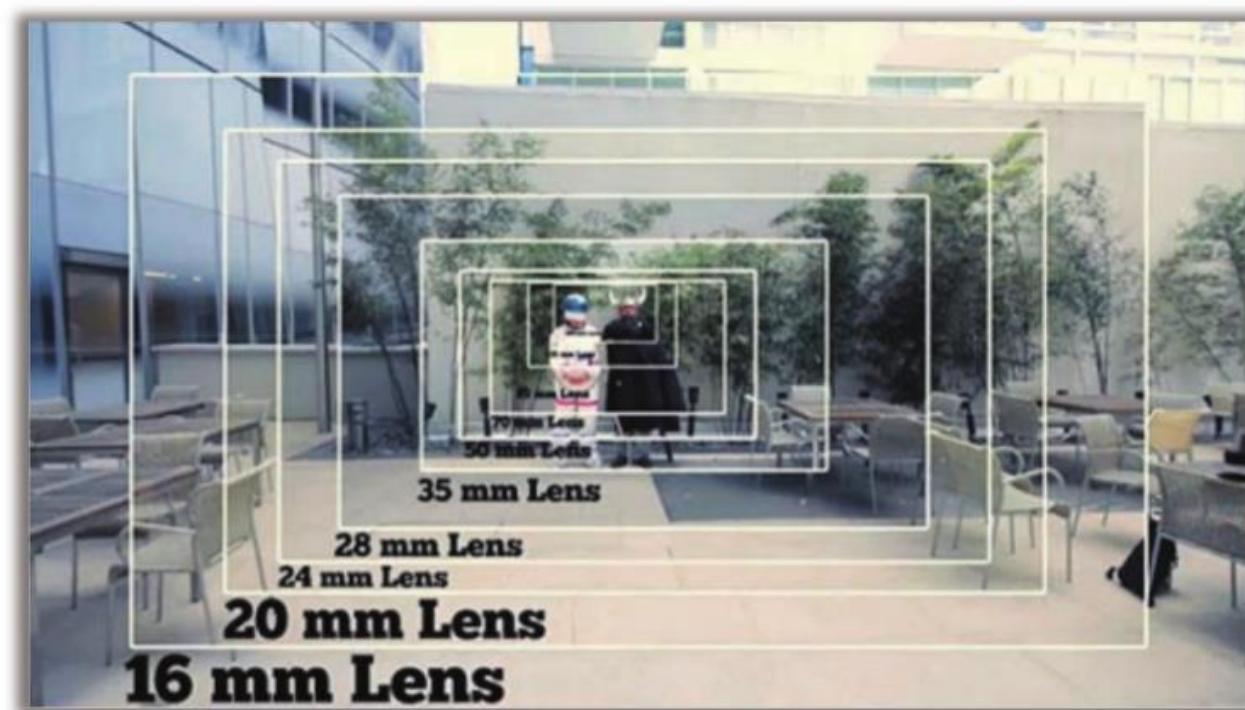
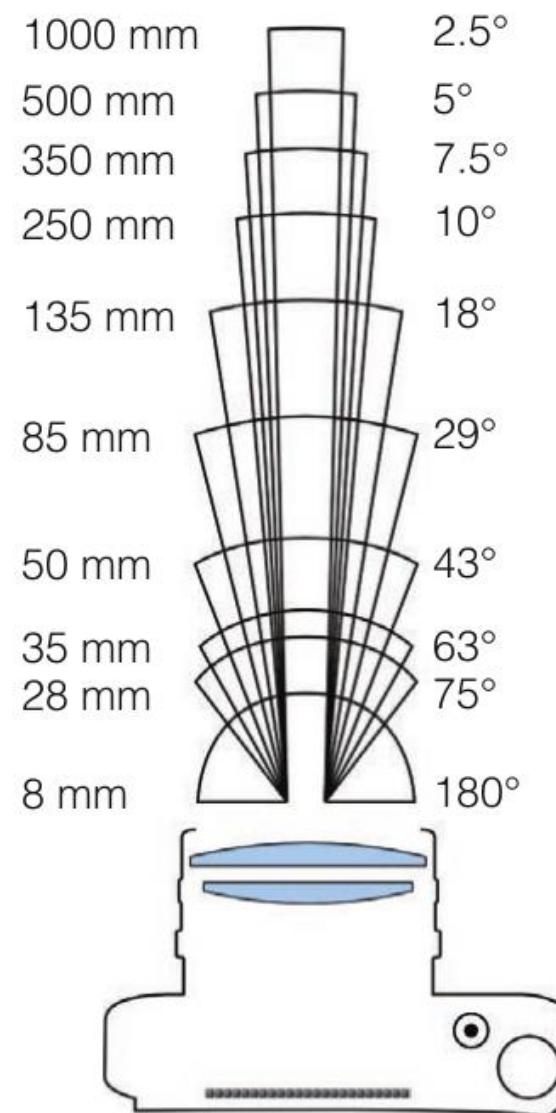
Note: here I drew a lens, but I could have just as well drawn a pinhole

## Field of View (Continue)



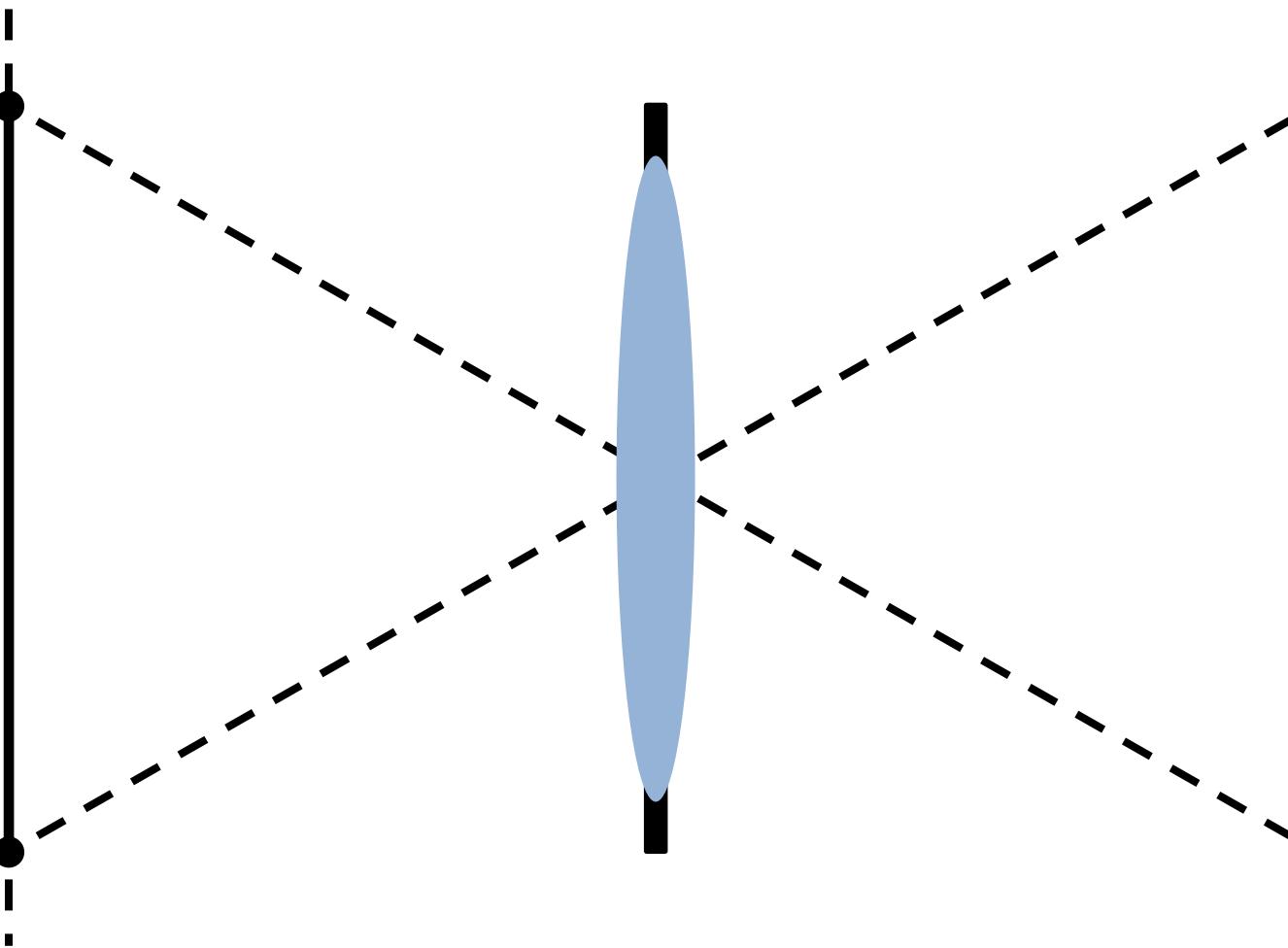
- What happens to field of view when we increase focal length? → It decreases.

# Field of View (Continue)



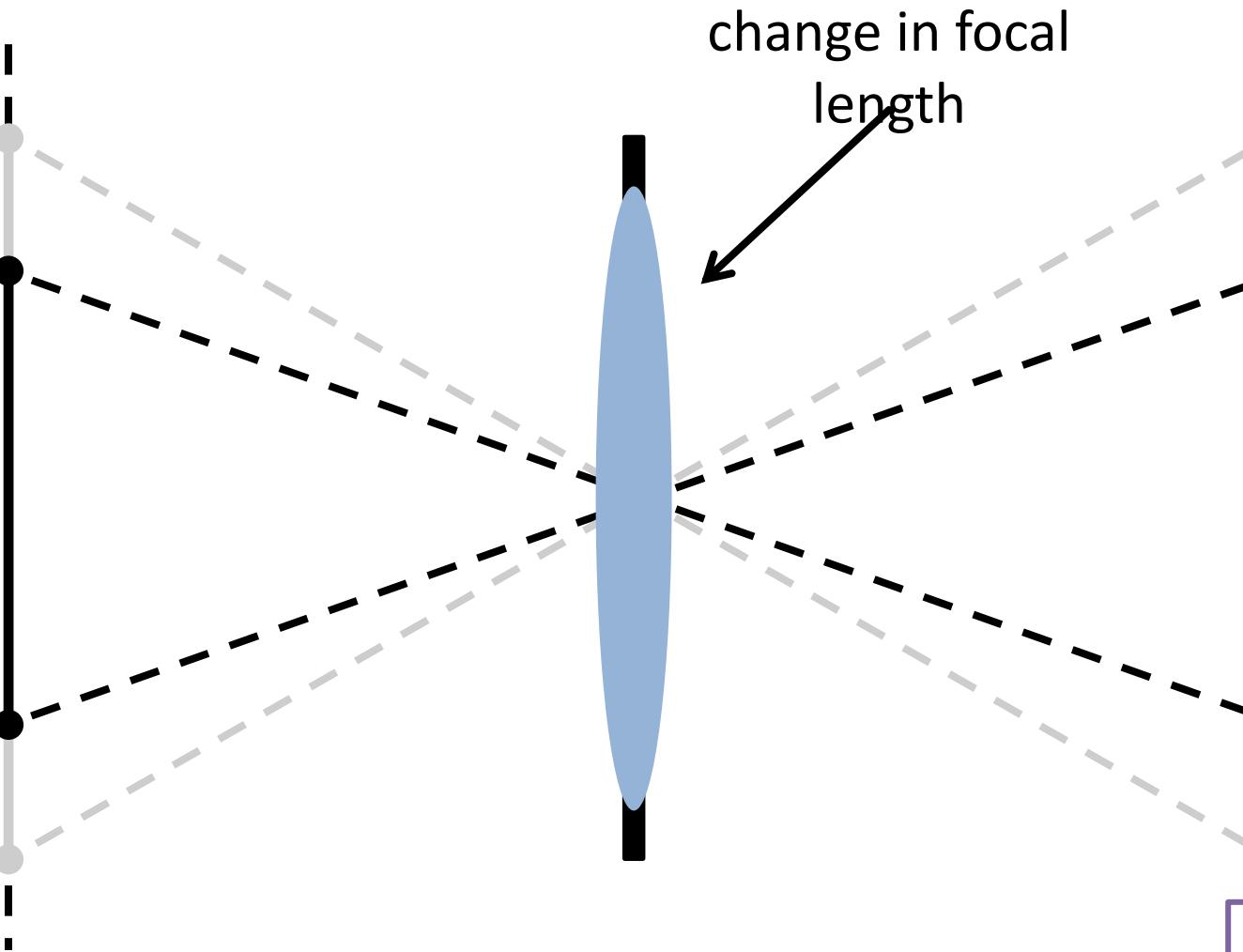
Andrew McWilliams

# Field of View Depending on Sensor Size



- What happens to field of view when we reduce sensor size?

# Field of View Depending on Sensor Size



**Q. Your smartphone?**

- What happens to field of view when we reduce sensor size? → It decreases.

# Field of View Depending on Sensor Size

Medium format (Kodak KAF 39000 sensor)

35 mm "full frame"

APS-H (Canon)

APS-C (Nikon DX,  
Pentax, Sony)

APS-C (Canon)

1" (Sony, Nikon)

Foveon (Sigma)

Four Thirds

2/3"

1/1.8"

1/2.5"



How much field of view is  
cropped when using a sensor  
smaller than full frame.

## Example: Ultra Telephoto Prime Lens



## Example: Macro Videography



# DSLR Camera (Shutter Priority vs Aperture Priority Modes)

## Mode P (Programmed Auto)

The camera automatically adjusts aperture and shutter speed for optimal exposure, but the photographer can choose from different combinations of aperture and shutter speed that will produce the same exposure. This is known as flexible program.

## Mode S (Shutter-Priority Auto)

The photographer chooses the shutter speed and the camera automatically adjusts aperture for optimal exposure.

## Mode A (Aperture-Priority Auto)

The photographer chooses the aperture and the camera automatically adjusts shutter speed for optimal exposure.

Mode	Shutter Speed	Aperture
P (programmed auto)	Selected by <b>camera</b>	Selected by <b>camera</b>
S (shutter-priority auto)	Selected by <b>photographer</b>	Selected by <b>camera</b>
A (aperture-priority auto)	Selected by <b>camera</b>	Selected by <b>photographer</b>
M (manual)	Selected by <b>photographer</b>	Selected by <b>photographer</b>

# Slide Credits

- Lecture notes: Rob Fergus.
- Lecture notes: Steve Seitz
- Lecture notes: Mohammad Jahanshahi
- Lecture notes: Svetlana Lazebnik
- Lecture notes: Derek Hoiem
- Lecture notes: Ioannis (Yannis) Gkioulekas
- Lecture notes: Kris Kitani
- Lecture notes: Fredo Durand
- Lecture notes: Gordon Wetzstein