

# Photography: The Big Picture

## SPACE Program (14)

Samuel de Jong<sup>1</sup>

<sup>1</sup>Department of Physics and Astronomy  
University of Victoria

July 24, 2013

# Outline

- 1** Introduction
- 2** Shutter Speed
- 3** Aperture
  - f-number
  - f-stop
  - Depth of Field
- 4** Exposure Value
- 5** Lenses
  - Focus
  - Zoom
  - Perspective Distortion
- 6** Photographs
- 7** Conclusion

- Photography is the process of creating images by recording light using film (plastic coated with light sensitive materials) or an electronic sensor (CCD).
- From the Greek *photos*- for light and *-graphos* for drawing.
- Camera photography was invented early in the 19th century.
  - Earliest existing photo is "View from the Window at Le Gras" created by Nicèphore Nièpce in 1826.
- Initially, all photography was monochrome, until colour techniques were discovered in the late 19th century.

View from the Window at Le Gras



Early colour photograph, 1915



- The first commercially successful colour process, Autochrome, was introduced in 1907.
  - Used a mosaic of dyed potato starch grains as a filter, allowing colour components to be recorded.
- Kodachrome was introduced in 1935.
  - Used a multi layer emulsion, with each layer sensitive to a different colour.
- Digital photography was introduced in 1981 by Sony, and is continually being perfected.

Photo taken with Autochrome



Photo taken with Kodachrome



# Shutter Speed

- Shutter speed is the amount of time the shutter is held open, measured in seconds.
- The standard shutter speeds are:  
 $1/1000$   $1/500$   $1/250$   $1/125$   $1/60$   $1/30$   $1/15$   $1/8$   $1/4$   $1/2$   $1/1$  ...
- The scale the light reaching the film/sensor doubles with each subsequent setting.
- The general rule for reducing camera shake (without flash) is to use the shutter speed closest to the focal length of the lens being used
  - E.G., for a 50mm lens, use a shutter speed of  $1/60$ .
- Slower shutter speeds let more light in, but capture light for a longer time.
  - Produces motion blur, which may be desirable in some situations, but is often detrimental.

# Aperture

- The aperture is the opening that lets in the light.
- The 'f' number is used to characterize the size of the opening, and is defined as

$$N = \frac{f}{D} \quad (1)$$

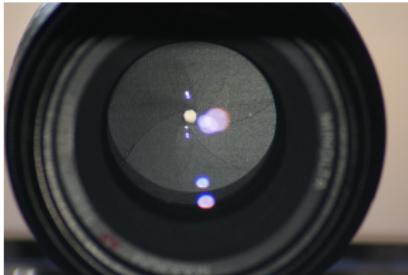
Where D is the diameter of the opening, and f is the focal length of the lens.

- Quoted as f/N
- The greater f-number, the smaller the aperture.
- It is also known as the 'focal ratio' in astronomy.

## f-number

- A 50mm lens with an f-number of f/5 has a diameter of 10mm, while a 100mm lens with an f-number of f/5 has a diameter of 20mm.
- Both lenses will have the same intensity of light at the focal plan.

Small aperture, large f-number

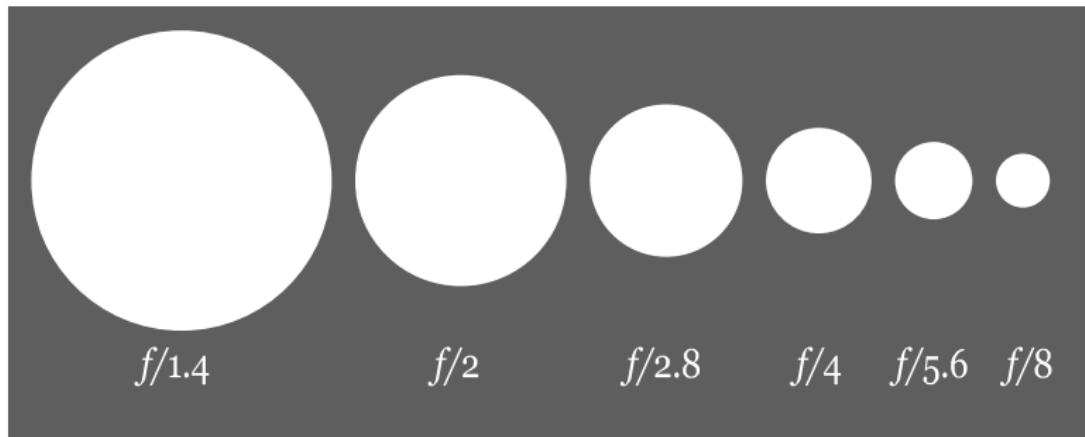


Large aperture, small f-number



## f-stop

- f-stops are a standard set of f-numbers:  
 $f/1$   $f/1.4$   $f/2$   $f/2.8$   $f/4$   $f/5.6$   $f/8$   $f/11$   $f/16$   $f/22 \dots$
- Why this seemingly arbitrary set of numbers?
- Here's a visualization to help:



## f-stop

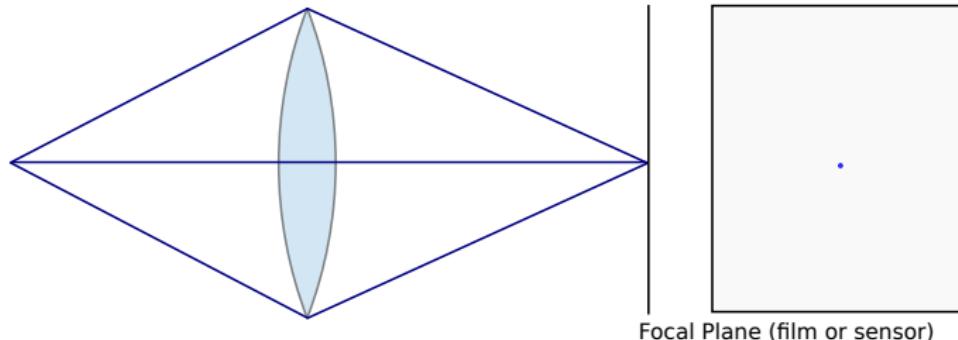
- A 100mm focal length with an f-number of 2 has an aperture diameter of 50mm and thus an aperture area of  $1,963\text{mm}^2$ .
- If the f-number is increased to f/2.8, the diameter of the aperture decreases to 35.7mm, and the area decreases to  $1,002\text{mm}^2$ .
- The area of the aperture (and the amount of light that is allowed through) decreases by (roughly) half for each subsequent f-stop value.
- Each number is incremented by  $\sqrt{2}$ .

## Depth of Field

- The depth of field is the depth of an image which is in focus.
  - Low depth of field: only the area which is in focus is clear.
  - High depth of field: a much larger area around the focal point is clear.
- The depth of field of an image is controlled by the aperture of the lens.
  - Lower f-number produces low depth of field.
  - Higher f-number produces high depth of field.
- How does this work?

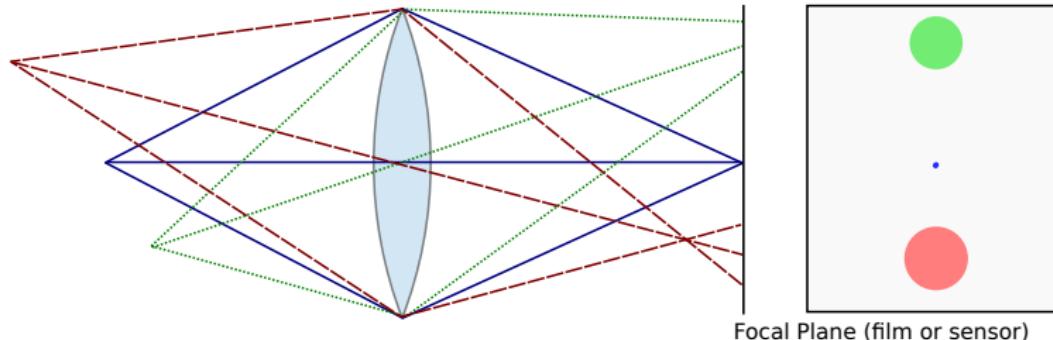
# Explanation

- Object in focus produces clear image.



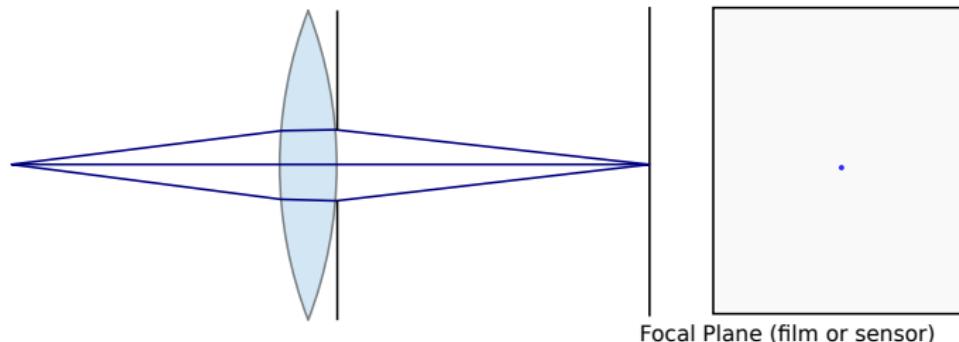
# Explanation

- Object in focus produces clear image.
- Objects not in focus are smeared out over a large circle (the circle of confusion).



# Explanation

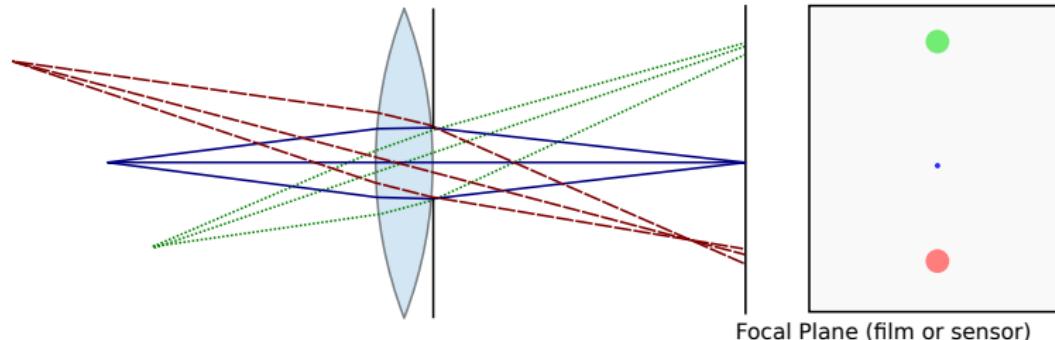
- Object in focus produces clear image.
- Objects not in focus are smeared out over a large circle (the circle of confusion).
- Add a small aperture (large f-number).



## Depth of Field

# Explanation

- Object in focus produces clear image.
- Objects not in focus are smeared out over a large circle (the circle of confusion).
- Add a small aperture (large f-number).
- Objects not in focus are smeared over a smaller circle.



Focal Plane (film or sensor)

f/1.7



f/2.8



f/5.6







# Exposure Value

- Since the scale for f-stop and shutter speed both increase/decrease the amount of light reaching the lens by a factor of two, one can compensate for the change in one by changing the other.
  - E.G., using a shutter speed of 1/250 and an f-stop of f/5.6 will produce the same brightness as a shutter speed of 1/125 and an f-stop of f/8.
- Two quickly determine if two settings are equivalent, define the Exposure Value:

$$EV = \log_2 \frac{N^2}{t} \quad (2)$$

Where N is the f-number and t is the shutter speed.

- For the example above, the EV is 13
- An increase in EV by 1 corresponds to a reduction in light intensity by half.

# Lenses

- To get a clear image, a lens must be focused on an object.
- Recall the thin lens formula

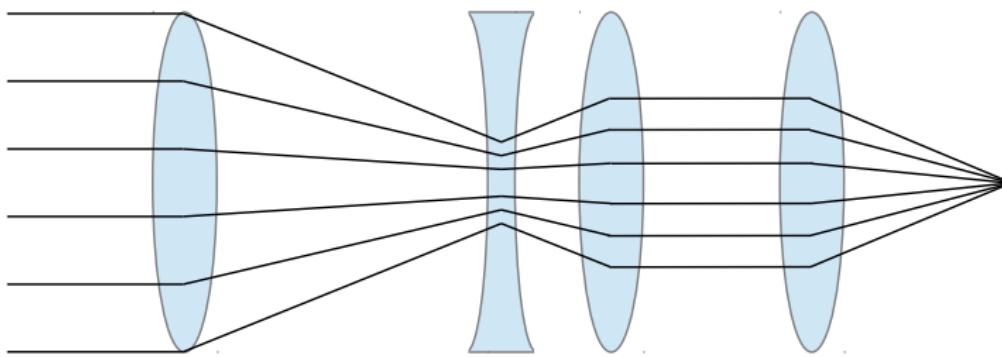
$$\frac{1}{f} = \frac{1}{S_1} + \frac{1}{S_2} \quad (3)$$

Where  $f$  is the focal length of the lens,  $S_1$  is the distance between the object and the lens, and  $S_2$  is the distance between the image and the lens

- In order to focus on some object, the lens must be able to move within its housing

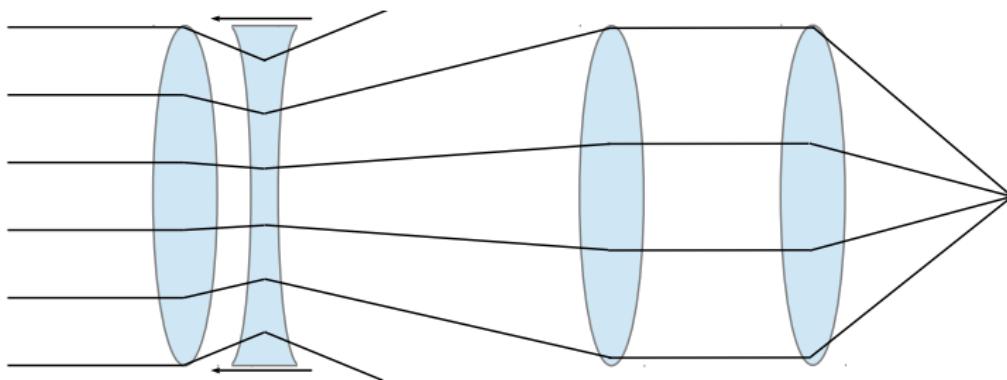
## Zoom

- A simplified zoom lens system consists of a pair of convex lenses with a concave lens between them, and a focusing element.
- For wide angle shots, the concave lens sits near the rear convex lens.
  - Light entering the forward lens is narrowed, decreasing the magnification.
  - A wide area is captured by the film/sensor.



## Zoom

- A simplified zoom lens system consists of a pair of convex lenses with a concave lens between them, and a focusing element.
- For telephoto shots, the concave lens is moved forward.
  - Light entering the forward lens is dispersed, increasing the magnification.
  - Only the center area is captured by the film/sensor.



## Zoom

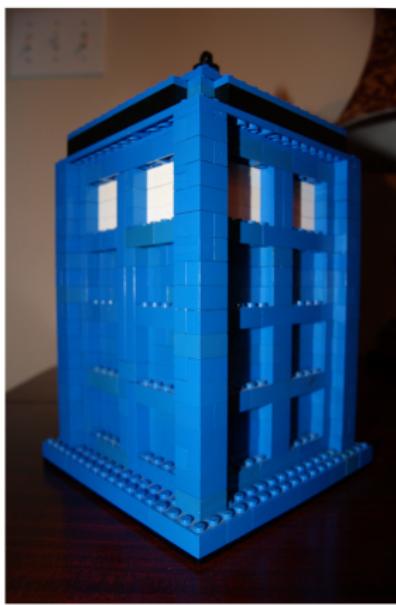
- In practice, zoom lenses are a lot more complicated, being comprised of several lens groups, some of which move and some which don't.
- Canon EF600mm F4L IS II cutaway:



## Perspective Distortion

- The next series of photos shows the same object at roughly the same size.
- What is going on here?

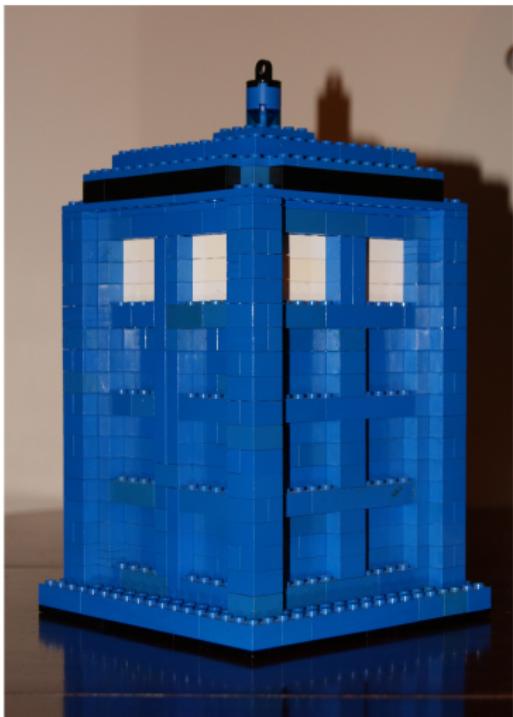
## Perspective Distortion



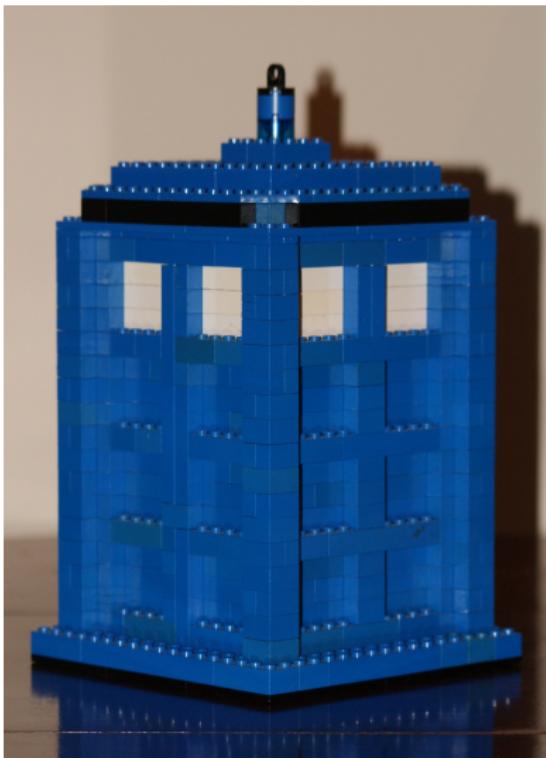
## Perspective Distortion



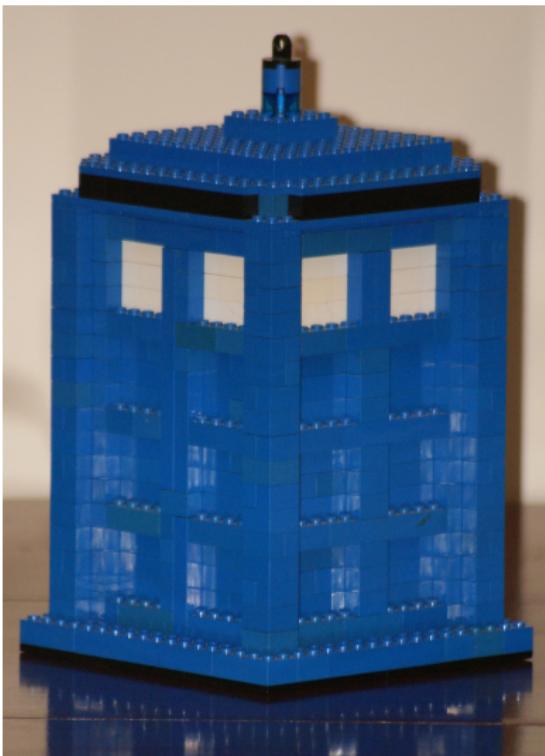
## Perspective Distortion



## Perspective Distortion



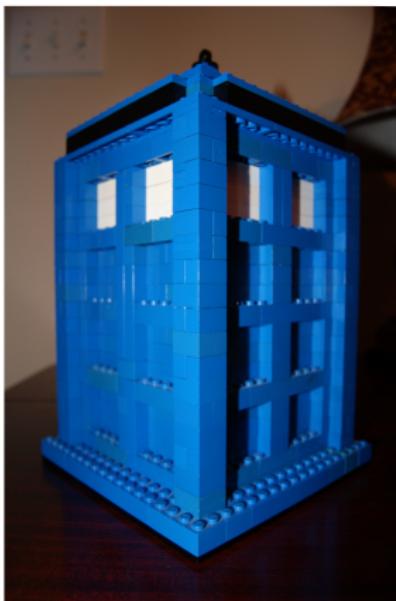
## Perspective Distortion



## Perspective Distortion

- Each of the photos are taken with a different focal length and a different distance from the lens
- Let's see them again, with the focal length and object distance included.

## Perspective Distortion



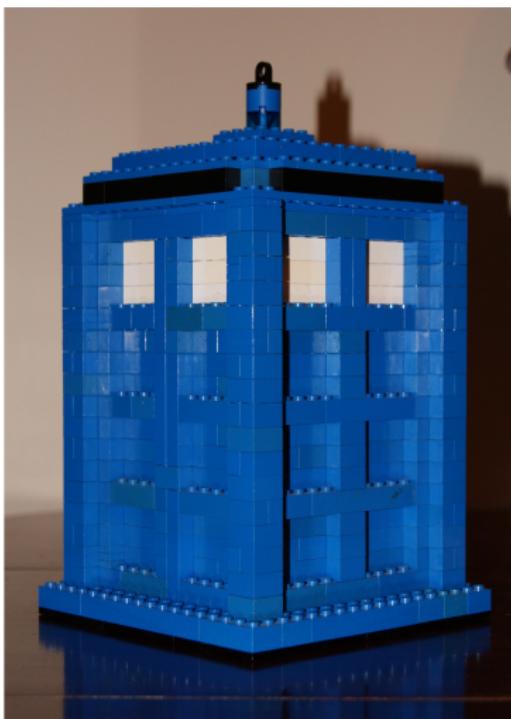
Focal length: 18mm  
Distance: ~20cm

## Perspective Distortion



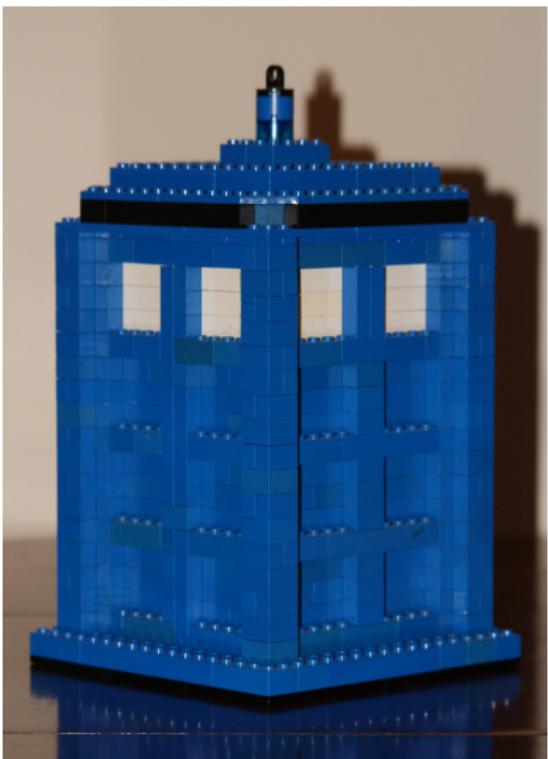
Focal length: 30mm  
Distance: ~40cm

## Perspective Distortion



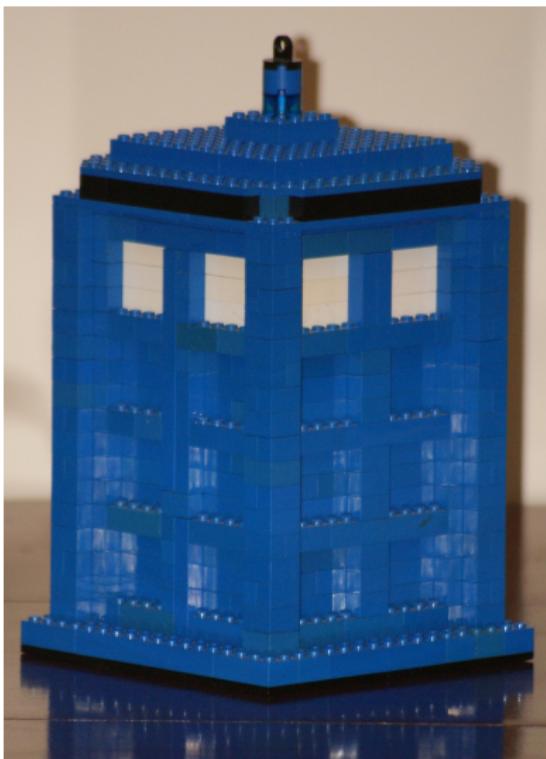
Focal length: 50mm  
Distance: ~60cm

## Perspective Distortion



Focal length: 70mm  
Distance: ~130cm

## Perspective Distortion



Focal length: 300mm  
Distance: ~450cm

## Perspective Distortion

- It's not the focal length that matters here, it's the distance to the object.
- If I had taken a photo of the Tardis from 450cm away using a focal length of 18mm, the Tardis would look the same as the last photo, only smaller (less zoom)
- The distortion comes from seeing an object from a distant perspective, but up close.
- You may be familiar with this effect from movies (particularly the horror genre) when a scene seems to 'telescope' inwards.

# Photographs

- Here are a few photos that I've taken.







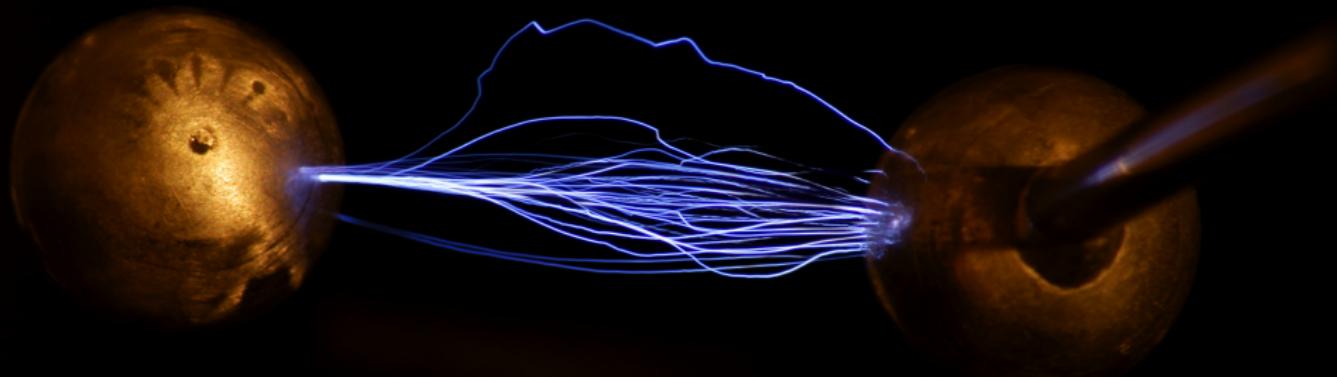






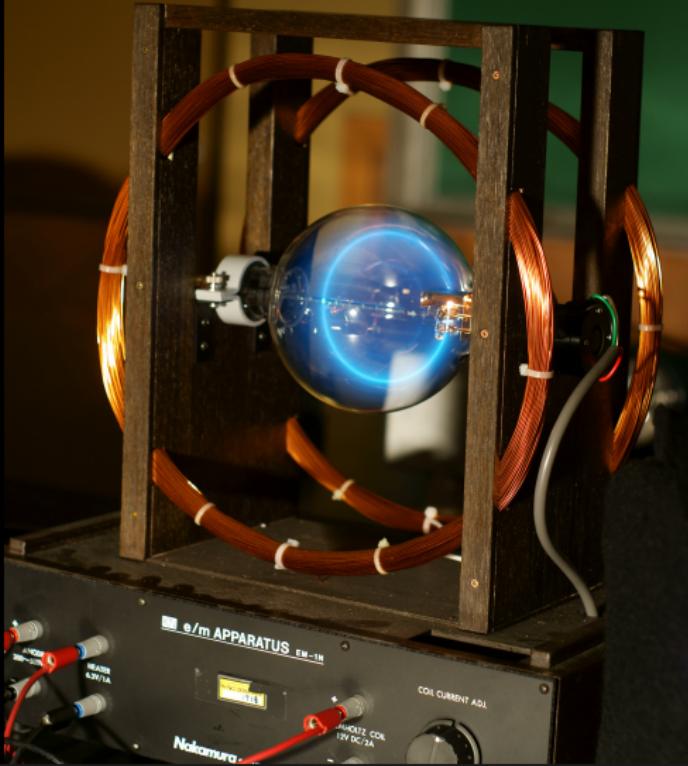














Samuel de Jong

Photography: The Big Picture

University of Victoria

35 / 41



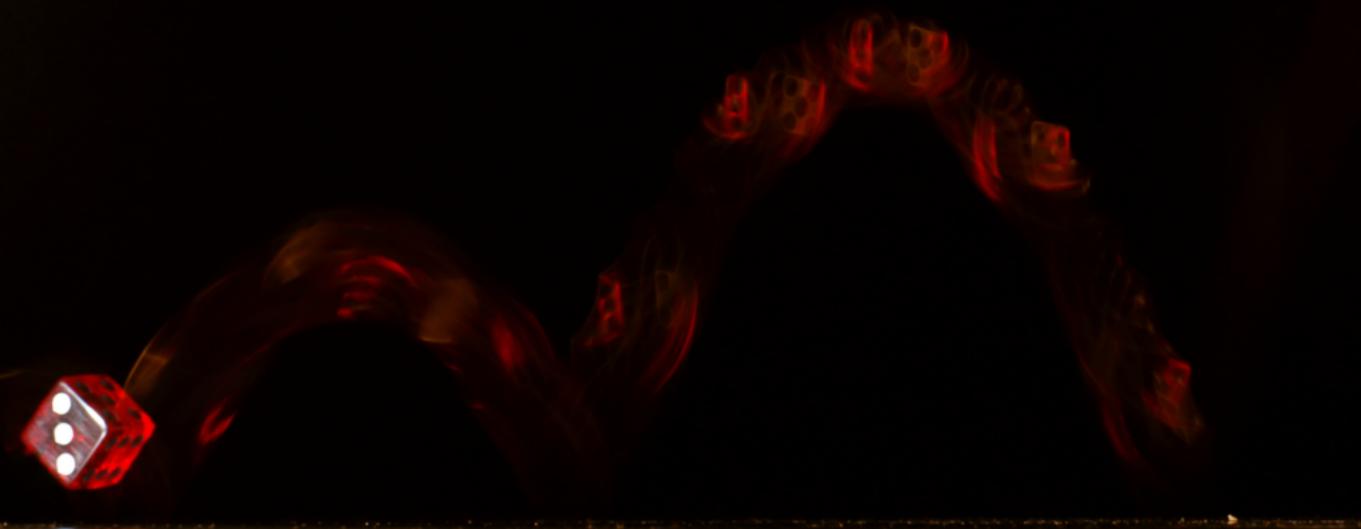


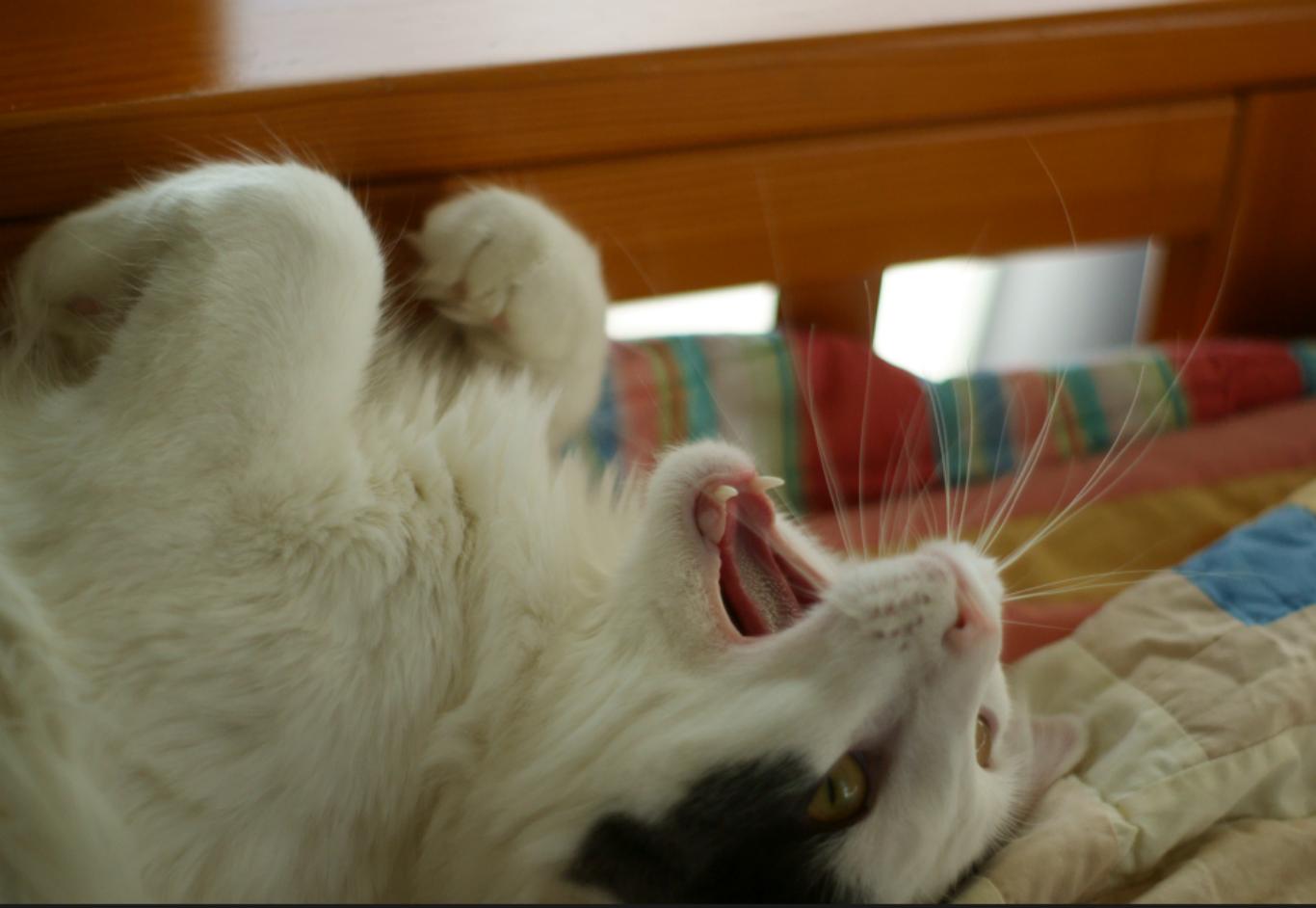
Samuel de Jong

Photography: The Big Picture

University of Victoria

37 / 41





# Conclusion

- There are two ways to control the amount of light reaching the sensor: shutter speed and f-number.
  - Both have side effects: motion blur and depth of field.
  - Either can be used to artistic effect.
- A simple zoom lens consists of a diverging lens which slides between two converging lenses.
  - In practice, zoom lenses are significantly more complex.
- When using higher focal lengths, one should be aware of perspective distortion.
  - Can also be used to artistic effect.
- What is detrimental in one situation may be desirable in others. The ‘rules’ of photography are really more like guidelines

# Sources

- f-stop:  
<http://www.uscoles.com/fstop.htm>
- Depth of field:  
<http://www.cambridgeincolour.com/tutorials/depth-of-field.htm>
- Zoom lenses:  
<http://www.trustedreviews.com/opinions/how-it-works-zoom-lenses>
- Perspective Distortion:  
<http://www.pentaxforums.com/reviews/photo-guide-perspective-distortion/introduction.html>
- Wikipedia pages for: Photography, Shutter speed, depth of field.
- My Flickr page:  
<http://www.flickr.com/photos/samdejong/>