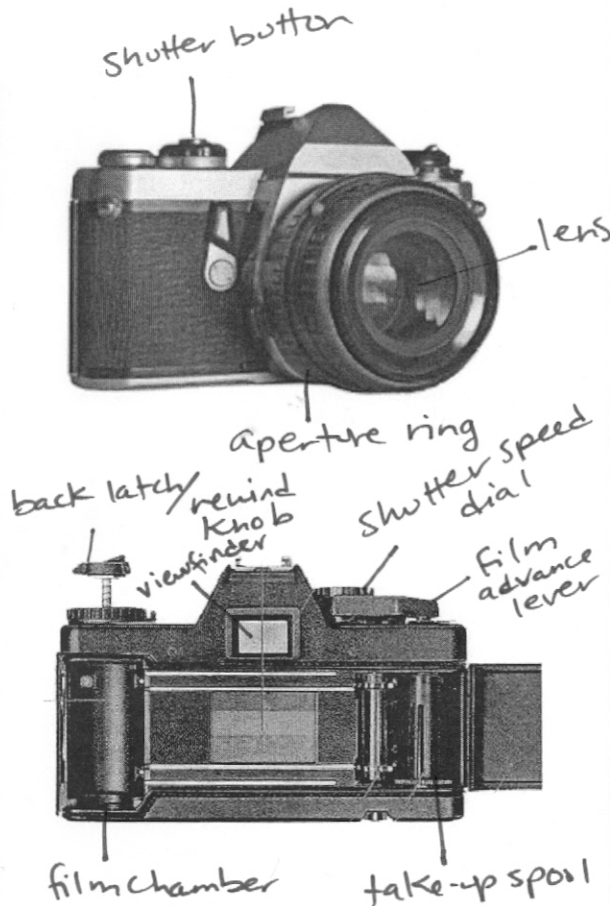


CAMERA TEAM:

CAMERA PARTS

Label: shutter button, shutter speed dial, viewfinder, lens, back latch/rewind knob, take-up spool, film chamber, shutter button, film advance lever



APERTURE

Description:

Size of the lens opening

DEPTH OF FIELD

Description:

How much of the image is in focus

List possible F-Stops:

SMALLEST ◀ lens opening ▶ LARGEST

16, 11, 8, 5.6, 4, 2.8

Most

◀ depth of field ▶

least

SHUTTER SPEED

Description:

how fast the shutter opens and closes

List Possible Shutter Speeds:

(Circle slowest shutter speed to hand hold camera)

SLOWEST ◀ shutter speed ▶ FASTEST

60, 125, 250, 500, 1000, 2000

most

◀ amount of blur ▶

least

CAMERA TERMS

Lens:

Opening where light enters the camera

Shutter:

Opens to allow light to reach the film

Viewfinder:

Look through to frame the subject

Light Meter:

Measures the amount of light entering the camera

Middle Grey:

Average exposure of 18% grey, which the light meter recommends

Bracketing:

Take three shots of the same subject (over exposed, under exposed, and light meter reading)

Over Exposure:

Too much light reaches the film

Under Exposure:

Not enough light reaches the film

Camera Obscura:

"Dark Room"

Exposure Record:

Place to document camera settings while exposing film

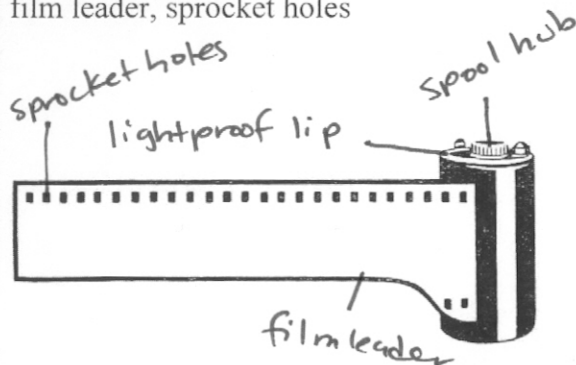
LCD Panel:

Screen on the camera used to view settings and controls

FILM TEAM:

CANISTER PARTS

Label: spool hub, lightproof lip, film leader, sprocket holes



FILM TERMS

Bulk Loader:

Holds film to load canisters

Negative Sleeves:

Keeps negatives safe from dust/scratches

Emulsion:

Chemical side of paper (shiny) or film (dull)

Contact Sheet:

Used for viewing miniature version of film positives to choose enlargements

NEGATIVE PROBLEMS

Clear Film:

No light reached the film

Black Film:

Light leak caused film to be exposed

Irregular Purplish splotches:

Film was touching during development

Torn Sprocket Holes:

Film Rewind Release Button was not pushed

FILM SPEED (ASO/ISO)

Description:

Measures the film's sensitivity to light

Examples:

(Circle the one we use the most)

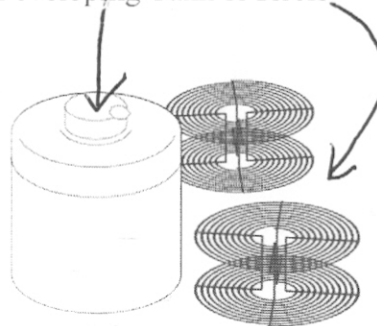
LEAST ◀light sensitivity▶ MOST

100, 200, 400, 800, 1600, 3200

Least ◀graininess▶ Most

FILM DEVELOPING EQUIPMENT

Label: Developing Tank & Reels



FILM DEVELOPING SAFETY

What is the most important thing you need to do after processing film?

Clean up your mess & materials, then wash your hands

FILM DEVELOPING TERMS:

Agitation:

Rocking to spread chemicals evenly

Exhaustion:

Weakened, contaminated, or ineffective chemicals

Hypo Check:

Determines if fix is exhausted

Recycle vs. Discard:

All chemicals are re-used except T-MAX 2, which is thrown out

FILM DEVELOPING STEPS

Step 1: Developer

Description:

Exposed silver halides darken

Step 2: Stop

Description:

Neutralized the developer

Step 3: Fix

Description:

Removes remaining silver halides so paper is no longer sensitive to light

Step 4: Rinse

Description:

Removes the fixer

Step 5: Hypo Clear

Description:

Shortens wash time

Step 6: Wash

Description:

Cleans the film

Step 7: Photo Flo

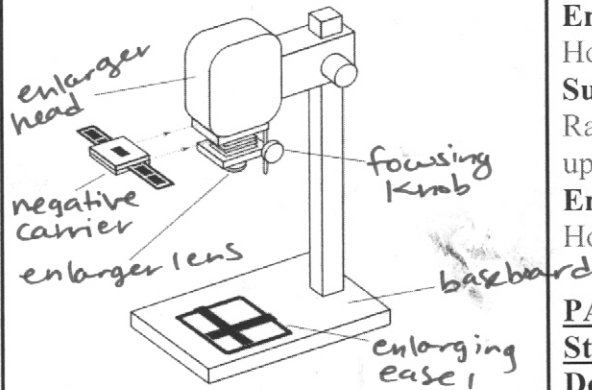
Description:

Removes water spots

DARKROOM TEAM:

ENLARGER PARTS

Label: negative carrier, enlarger lens, baseboard, enlarging easel, focusing knob, elevation control, enlarger head



What is the difference between dodging and burning?

Dodging removes light from the exposure time to lighten an area.
Burning adds light to the exposure to darken an area.

ENLARGER DESCRIPTIONS

Negative Carrier:

Holds negative in the enlarger head

Enlarger Lens:

Changes size to allow more or less light

Baseboard:

Bottom support of the enlarger

Enlarging Easel:

Holds paper flat for enlarging

Supporting Column:

Rail on which enlarger head can be moved up and down

Enlarger Head:

Holds the light source

PAPER DEVELOPING STEPS

Step 1: Developer

Description:(see Film Team)

Step 2: Stop

Description:(see Film Team)

Step 3: Fix

Description:(see Film Team)

Step 4: Wash

Description:(see Film Team)

DARKROOM TERMS

Safe Light:

Darkroom light that your paper is not sensitive to (but your film is)

Timer:

Turns enlarger light on and off for set amount of time

Paper Tray:

Holds chemicals and paper for developing

Tongs:

Used to transfer prints from paper trays

Test Strip:

Expose separate time intervals to choose the best for enlargement

Enlargement:

Expanding the size of a print

Contact Print:

Original comes in contact with the paper to make a reversed image the exact same size

Chemical Stain:

Not fixing or washing paper or film properly

Anti-Static Cloth:

Soft orange cloth used for removing dust from film

Photogram:

Place objects on photo paper and expose to light

COMPOSITION TEAM:

ELEMENTS OF DESIGN

Line:

Mark connecting two points

Leading Lines:

Invisible line that your eye follows

Converging Lines:

Lines that come together to an eventual vanishing point

Shape:

2-D outline of an object

Space:

Distance between objects or from foreground to background

Value:

Lightness or dark quality

Texture:

Look or feel of a surface that appeals to the sense of touch

PRINCIPLES OF DESIGN

Balance:

Distribution of visual weight

Symmetrical:

Equal distribution (even on both sides)

Asymmetrical:

Unequal distribution (more weight on one side)

Contrast:

Difference between elements of design

Emphasis:

Makes areas stand out

Focal Point:

One area that grabs the viewer's attention first

Repetition:

Elements that are re-occurring

TECHNIQUES

Subject:

Main idea or concept

Subject Distance:

How far the camera is from the subject

Bird's Eye View:

Dramatic angle from above looking down

Worm's Eye View:

Dramatic angle from below looking up

Framing:

Using objects within the photograph to frame important subject matter

Rule of Thirds:

Placing the subject in the left, right, top, or bottom third of the photograph

Movement:

Sense of motion or continuous flow