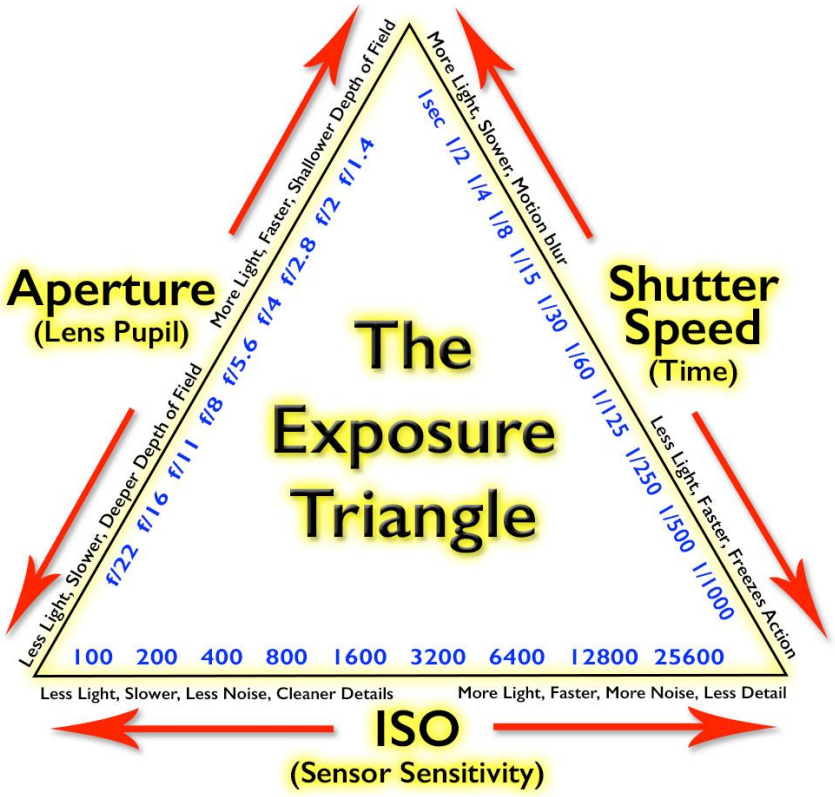
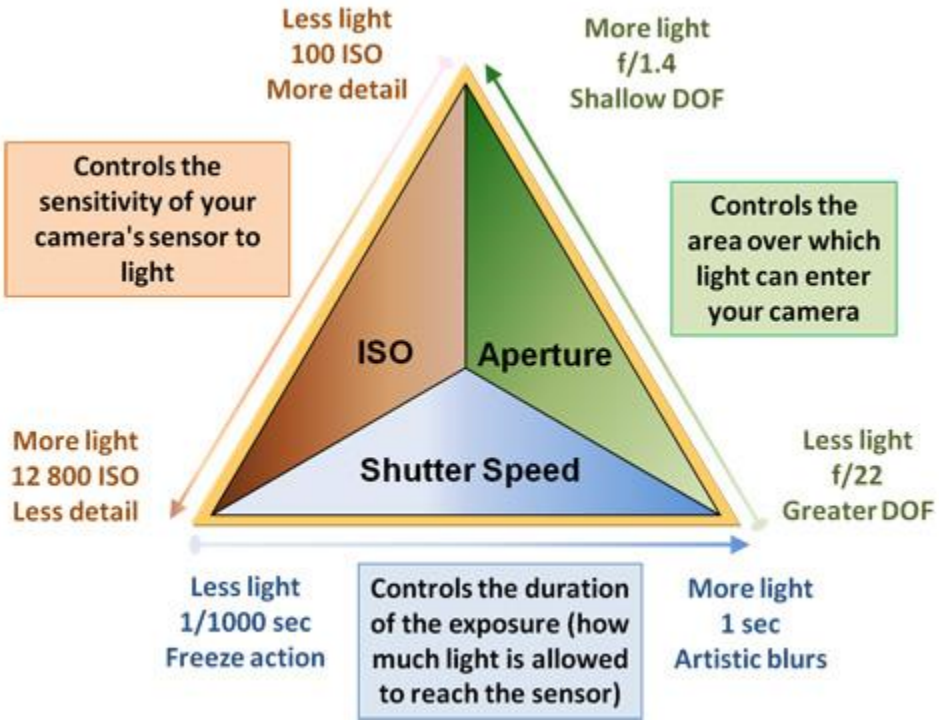
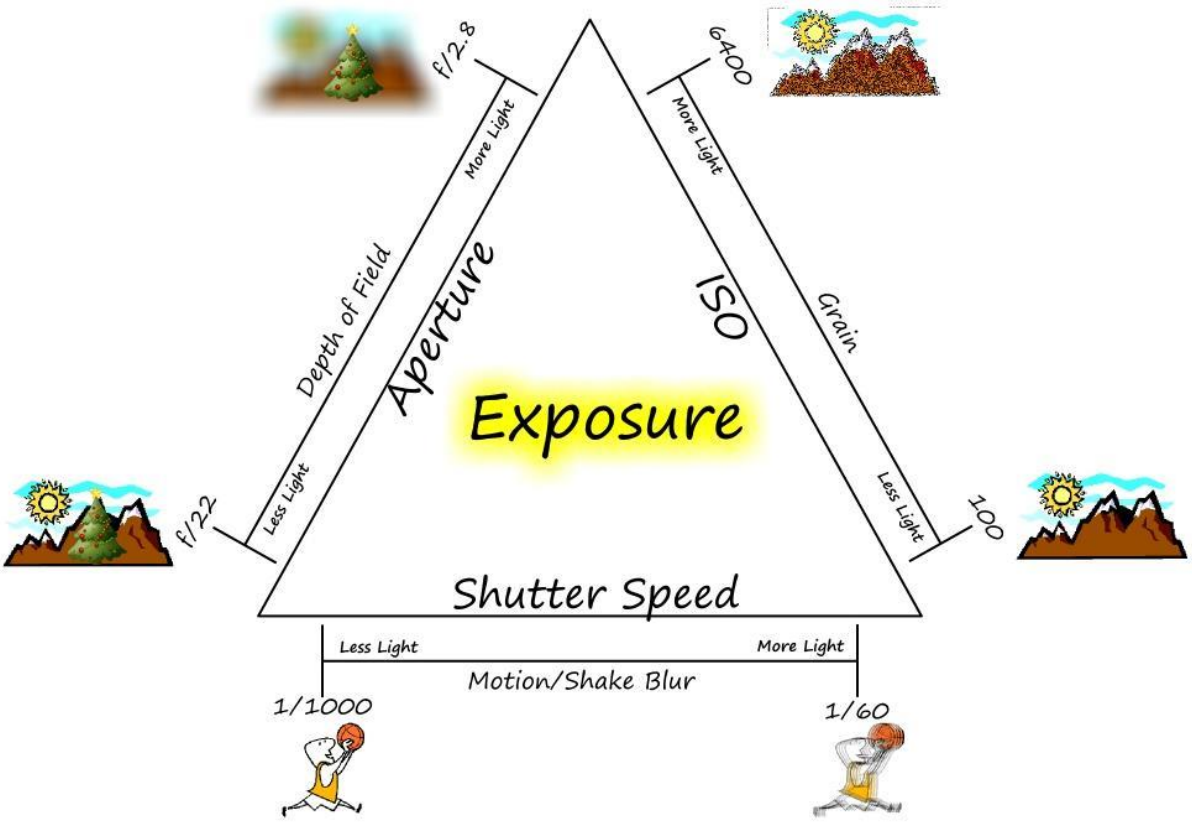
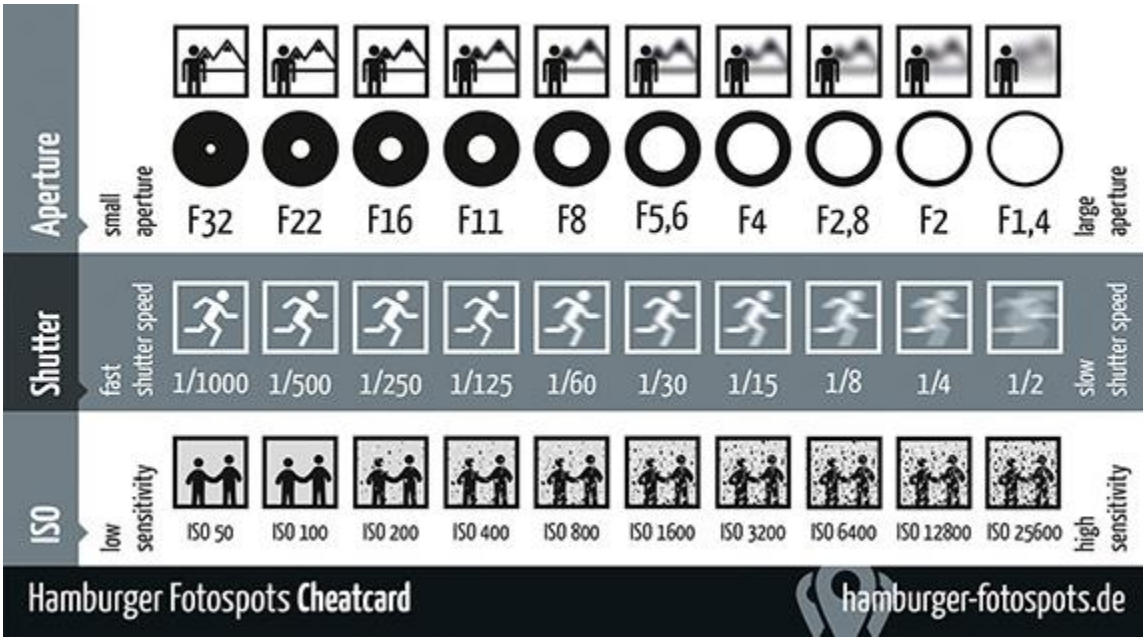
Exposure Triangle






f/2.8
6400
More Light
More Light
Depth of Field
Aperture
ISO
Grain
Exposure
f/22
Less Light
Less Light
100
Shutter Speed
Less Light
More Light
Motion/Shake Blur
1/1000
1/60


Aperture
small aperture
F32 F22 F16 F11 F8 F5,6 F4 F2,8 F2 F1,4
large aperture
Shutter
fast shutter speed
1/1000 1/500 1/250 1/125 1/60 1/30 1/15 1/8 1/4 1/2
slow shutter speed
ISO
low sensitivity
ISO 50 ISO 100 ISO 200 ISO 400 ISO 800 ISO 1600 ISO 3200 ISO 6400 ISO 12800 ISO 25600
high sensitivity
Hamburger Fotospots Cheatcard
hamburger-fotospots.de

Practical Application for ISO

When to use higher ISO settings:

In low light situations, generally adjust your ISO to higher numbers. If you are brighter conditions and shooting very fast motion, setting a higher ISO can be helpful to make sure you freeze motion. If you wish to create a blur or pan motion image, using lower ISO numbers are better. You should try to shoot at as low of an ISO as possible but not so low that unwanted visible motion occurs. (Sports photography at night or indoors would be a time when you really need to crank up the ISO pretty high).

When to use lower ISO settings:

In brighter conditions you should try to use lower ISO numbers. Generally, you should shoot as low an ISO as possible to have as little noise in your image as you can manage without having your images come out blurry.

Assignment for the week:

LightShine/NPHS Week Two Assignment

Practicing using the Exposure Triangle focusing on ISO and Light Meter usage

1. Shoot Textural Images
2. Shoot on manual mode if you have it
3. Shoot at least one texture photo in bright light, one in mid tone light and one in darker light.
4. As you shoot each one, adjust your ISO according to the light amount.

- In lower light, your ISO should be higher (800 or higher)
- In mid tone light you should use a middle ISO (400-800)
- In bright light you should use a lower ISO (100-200).

5. Use your light meter to get the correct exposure

If you do not have manual mode on your camera, just shoot the three texture images in the three different light sources. When you check the exposure settings on your camera, file, or on flickr you will see how the exposure triangle changes as you shoot in different amounts of light

Be ready to report back to class how your aperture values, shutter speeds and ISO settings changed as you shot in different amounts of light.

See if you can notice more noise in the lower light images as you used higher ISOs.

Biblical verse option

This chapter form Ecclesiastes is one of the most well-known verses from the Bible. There is a popular song written with its words. This passage has a lot of textural imagery in it. You are welcome to match one or more of your texture images with part or all of this passage.

Ecclesiastes 3:1-8

A Time for Everything

3 There is a time for everything,
and a season for every activity under the heavens:

2 a time to be born and a time to die,
a time to plant and a time to uproot,
3 a time to kill and a time to heal,
a time to tear down and a time to build,
4 a time to weep and a time to laugh,
a time to mourn and a time to dance,
5 a time to scatter stones and a time to gather them,
a time to embrace and a time to refrain from embracing,
6 a time to search and a time to give up,
a time to keep and a time to throw away,
7 a time to tear and a time to mend,
a time to be silent and a time to speak,
8 a time to love and a time to hate,
a time for war and a time for peace.