

The background is a white canvas decorated with various hand-drawn elements. In the top left, there are several green circles of varying sizes and four parallel gold lines. In the top right, there are five pinkish-orange hand-drawn fingers. In the center, a gold lightbulb is surrounded by teal scribbles. To the left of the lightbulb are several thick green brushstrokes. Below the lightbulb, there are more green circles, some light and some dark. In the bottom right, there are several thick tan brushstrokes.

MUST HAVE CHEATSHEETS

FOR BEGINNING PHOTOGRAPHERS



MANUAL MODE 101

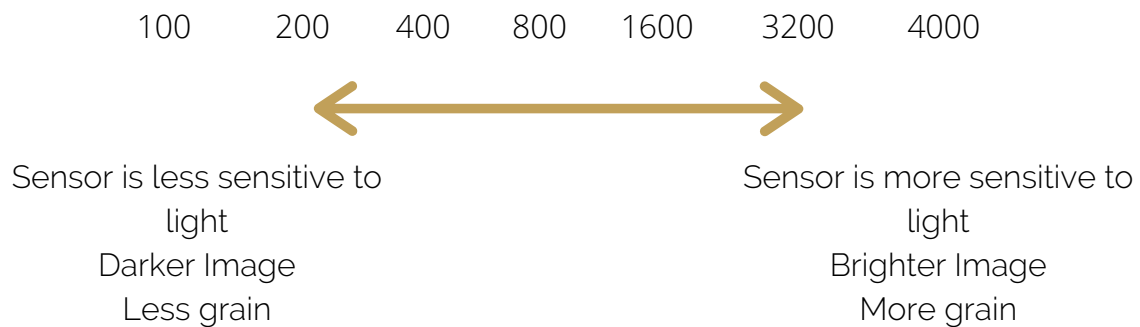
APERTURE | FSTOPS

Aperture or FStops is what controls your depth of field (how much of your image area that is in focus) and how much light that is let through!



ISO

ISO Determines how sensitive your cameras sensor is to light. The lower the number the less sensitive (darker) your image will be. The higher the number the more sensitive (brighter) your image will be. However, the higher your ISO number is the more grain (camera noise or blur) that will appear in your image.

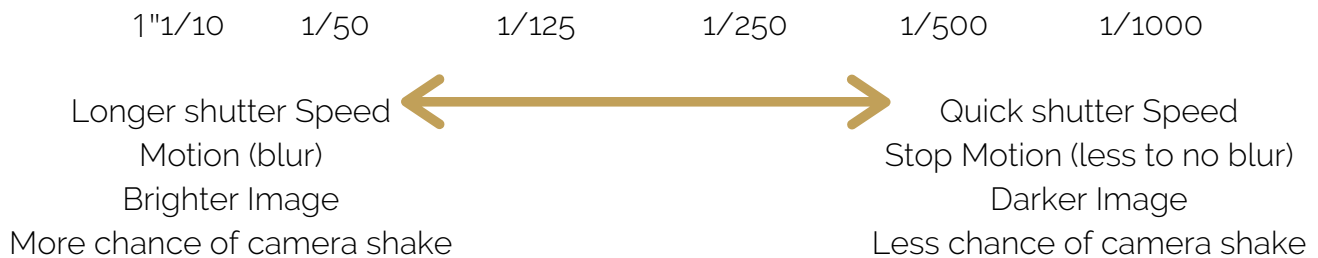




MANUAL MODE 101

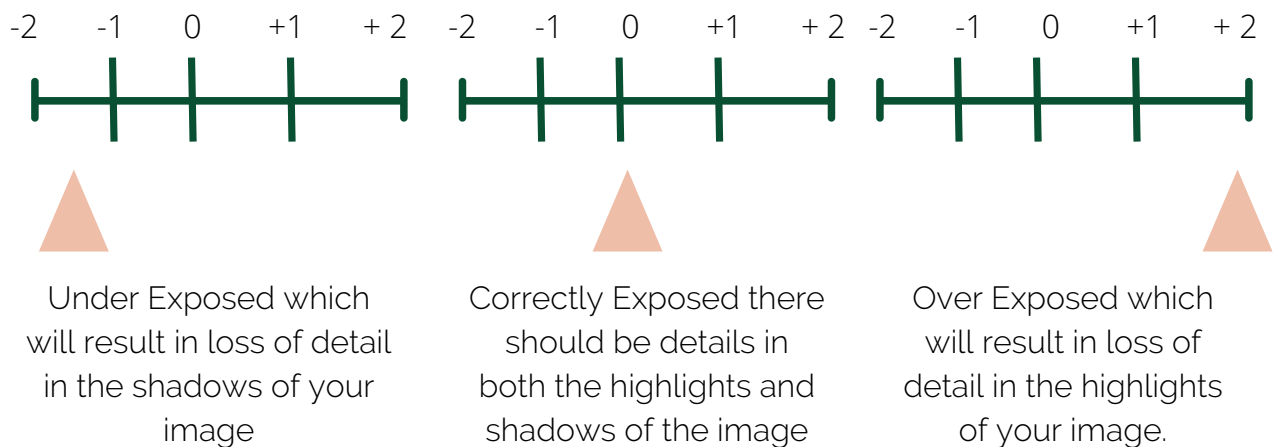
SHUTTER SPEED

Shutter Speed determines how long your shutter is open for thus effecting the exposure and if you capture stop motion or motion in your images. However, when you have a higher shutter speed you will eliminate the chance of camera shake caused by your movement holding the camera.



EXPOSURE

Exposure is the unit of measurement for the total amount of light hitting the cameras sensor.





TROUBLESHOOTING

PHOTO IS TOO DARK

1. Check your surroundings, not enough access to light?
 2. Increase your ISO
 3. Decrease your shutter speed (lower number fractions)
 4. Open your aperture up more (lower number fstops)
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PHOTO IS TOO BRIGHT

1. Decrease your ISO
 2. Increase your shutter speed (higher number fractions)
 3. Close your aperture more (higher number fstops)
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PHOTO IS BLURRY

1. Bump your aperture up more (higher number fstops)
2. Increase your shutter speed (higher number fractions)
3. Try using a Tripod or flat stable surface.