

Digital SLR and viewfinder

# Parts of the camera

# The camera

- All cameras are basically the same
  - A box with a piece of “film” in one end
  - A hole in the other end
  - The hole is there so that light can enter the box, strike the light-sensitive surface of the film and make a picture

# The camera

- All cameras are basically the same
  - Light-tight body
  - Lens
  - Shutter
  - Film

# Parts of the camera



**1. Body** - Made of high grade plastic or metal; holds all parts together; provides protection to the delicate internal parts of the camera.

# Parts of the camera



**2. Lens** - Lens Assembly is several layers of lenses of varying properties providing zoom, focusing, and distortion correction. The most important part of the camera

# Parts of the camera



**3. Shutter Release Button** - This is the "trigger" of the camera.

# Parts of the camera



**4. Mode Dial** - Contains several symbols (differs by model), allows you to select a shooting mode, automatic or manual or one of the pre-defined settings.



# Parts of the camera



**5. Viewfinder** – Small window that shows the image the camera's imaging sensor sees.



# Parts of the camera



## *Aperture Control*

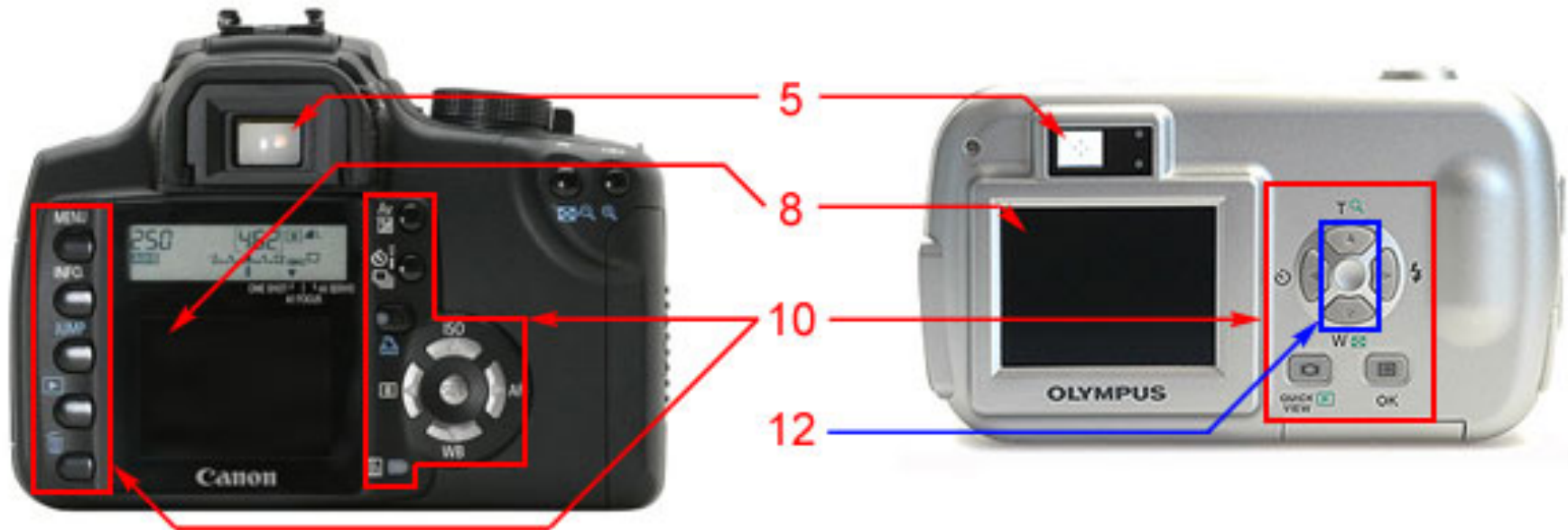
**6. Aperture Ring** – Found on older SLR cameras; it is used to select an aperture opening. In modern lenses, the aperture is controlled electronically through the body.

# Parts of the camera



**7. Focusing Ring** - found around the lens of SLR and DSLR cameras; turn to manually focus the lens.

# Parts of the camera



**8. LCD Display** - In some compact cameras this acts as the viewfinder; small opening at the back of the camera used for framing or reviewing pictures



# Parts of the camera



**9. Flash** - Built-in on the body of most compact and some DSLR cameras; can be fixed or flip type; provides an instantaneous burst of bright light to illuminate a poorly lit scene.

# Parts of the camera



**10. Control Buttons** - Usually includes a set of directional keys and a few other buttons to activate certain functions and menus, this is used to let users interact with the camera's computer system.

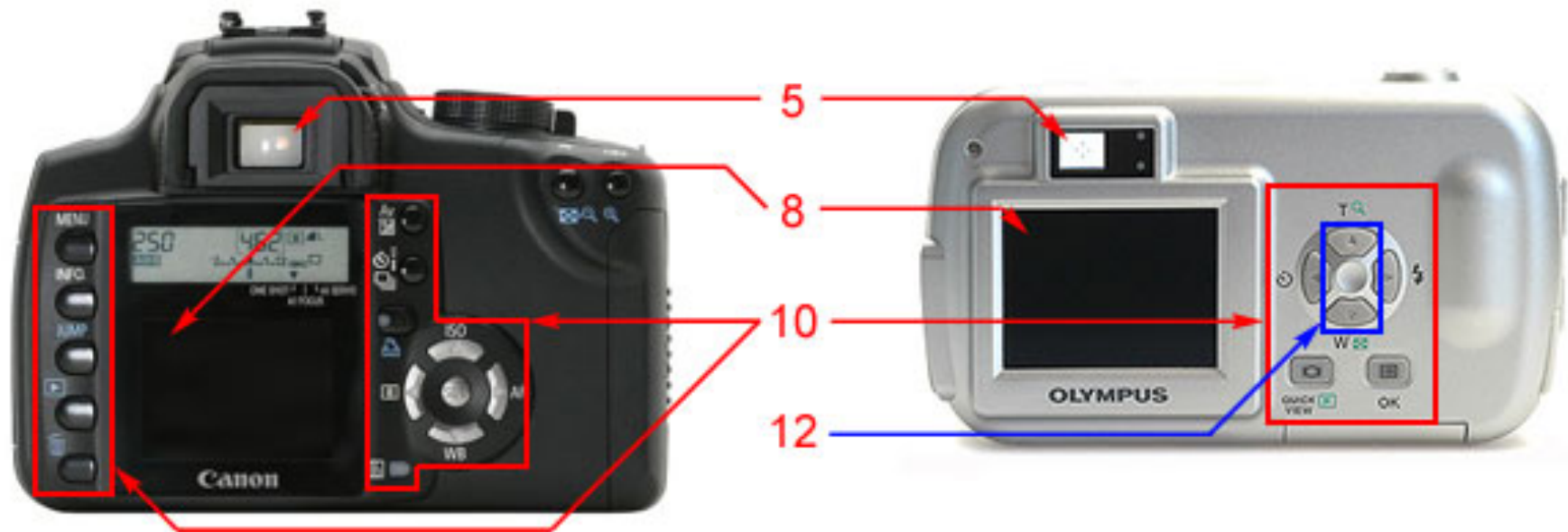


# Parts of the camera



**11. Power Switch** – Turns the camera on or off.

# Parts of the camera



**12. Zoom Control** - Usually marked with W and T, which stands for "Wide" and "Tele"; used to control the camera's lenses to zoom-in or zoom-out. For DSLR cameras, the zoom is usually controlled by a zoom ring in the lens.



# Parts of the camera



**13. Battery Compartment** - Holds the batteries; vary in size and shape by camera type/brand

# Parts of the camera



**14. Memory Card Slot** - where memory cards are inserted

# Parts of the camera



**15. Hot-Shoe** - Standard holder with contact plates for optional flash accessory.

# Parts of the camera



**16. Diopter** - varies the focal length of the lens in the viewfinder to allow people wearing eyeglasses to see clearly through it even without the eyeglasses.

# Parts of the camera



**17. Tripod Mount** - where your standard tripod or monopod is attached for added stability

# Parts of the camera



The-Digital-Picture.com Reviews





# Parts of the camera





# How to hold a camera





# How to hold a camera

It's worth taking a few minutes to practise holding your camera before you start shooting – you'll get sharper shots



## FINGER

The camera body is designed to be gripped with your right hand and your index finger over the shutter release. You should be able to press the button without having to reposition your grip.

## HAND

Rest your lens in your left hand. You should be able to twist the barrel of the lens to zoom or focus with this hand, leaving your right hand to grip the camera body.

## ELBOWS

Tuck your elbows into your body to keep your camera sturdy. The further out your elbows are, the more unstable you will be.

## EYEBROW CONTACT

Lift the camera up to your eye and rest the viewfinder against your eyebrow. This makes another point of contact on the body for more stability.



## PORTRAIT

If you need to switch your camera to a portrait orientation then turn it over so the shutter release sits at the top. If you do it the other way around your arms will become all twisted up!



## LEGS

Place your legs a little apart so you're balanced. If you're leaning in to take a shot then move one foot forward to create a sturdier body shape.

## TAKE A MAT

When kneeling to take shots outdoors, you might get a wet or dirty knee. Take a mat or a plastic bag to place under your knee for comfort and to avoid ruining your clothes.



## BACK PANEL CONTROL

With your hands in the correct position, your thumb is well placed to access the controls on the back of the camera to alter the shooting settings.



## BRING ONE LEG UP

By coming down into a crouching position and bringing your leg up you can turn your body into a human tripod. Place your elbow on your knee to connect your leg and arm together, creating a braced position so you don't wobble around.



## REST ELBOWS

If you have a surface area in front of you, lean your elbows onto it to steady yourself. Look for level surfaces, such as a table or wall.



## CONTROL YOUR BREATHING

Breathe out when you take a shot. If you hold your breath or breathe in, you'll find you move around a lot more. It's amazing how much of a difference controlling your breathing can make.



## LEAN IN

Leaning against a wall creates instant support for your camera. This can be useful when shooting at slow shutter speeds without a tripod.





The Tourist



**The ROCK CONCERT**



THE JAZZ HANDS



The Hipster



*The Peek-a-boo*



**The Risk Taker**



**THE THRILL RIDE**



**THE OKEY-DOKEY**



The Safe-Shot



The Capison



**It's so simple even a baby can do it!**

