

RESUME OF EXPOSURE

Although we covered a lot of ground on the topic of exposure and exposure metering this is what is really important to remember.

- Aperture, shutter speed and ISO are linked together to achieve correct exposure
- A large open aperture lets lots of light in BUT has a small "F" number so f-2.8 lets in lots more light than say f-11
- A large open aperture will give blurry and out of focus backgrounds
- A small aperture gives sharpness from foreground to background
- High shutter speeds around 1/500 sec will freeze all motion
- Even if your camera has stabilization shutter speeds lower than 1/30 sec may result in camera shake
- You cannot rely on your LCD for correct exposure you use your histogram
- On your histogram make sure you do not touch either the right or left ends (axis) do not worry about the stuff in the middle-you get to worry about it in Digi II
- Your light meter always thinks it is looking at the middle grey tone (18%) -remember how the black and the white cards both came out grey. To overcome the problem we add or subtract compensation.
- Some days correct exposure will be middle grey but when it is not and you cannot use a grey card look for an object that if you drained all the colour out it would be middle grey and meter on that using your spot meter if your camera has one and if not use partial. Avoid using evaluative/matrix for these conditions.
- **The following approximate middle gray**
 - green lawns
 - concrete roads (may have to come up +1/2 stop depending if light concrete)
 - Add +1 stop compensation to Caucasian skin
- For BRIGHT object you will add compensation (remember the snow that looked grey had to be made brighter by adding compensation)
- For DARK object you will subtract compensation (go to the left on the scale)