

# DSLR CAMERA ANATOMY



### 3. Built in Flash

A small built-in flashgun used as a fill-in light.

### 1. Mode Dial

Lets you see the required shooting mode.

### 4. Hot Shoe

Mount for an external flashgun.

### 5. Secondary control dial

Used for setting the camera's shooting and menu functions.

### 6. Shooting Options Buttons

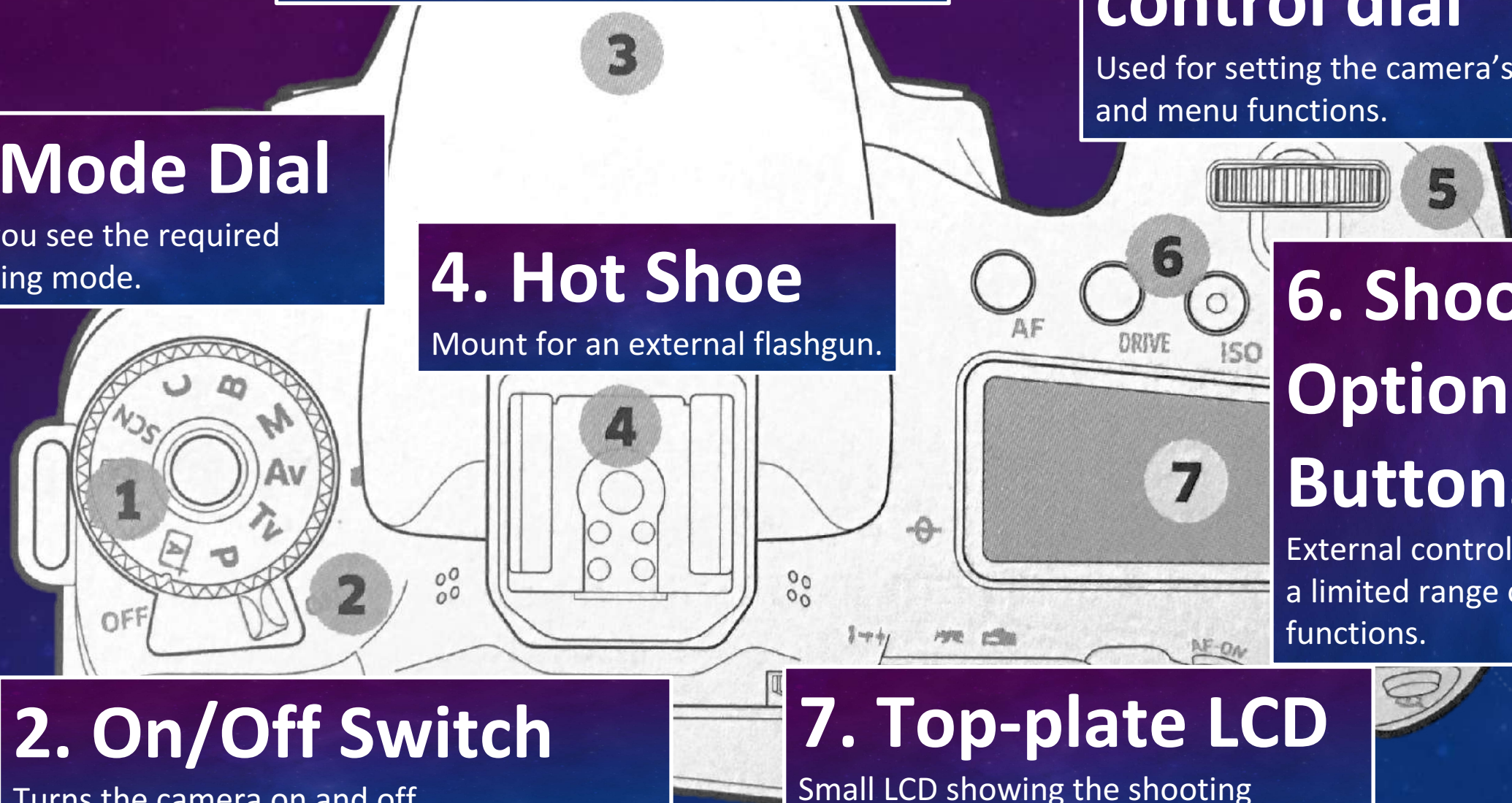
External controls for setting a limited range of shooting functions.

### 2. On/Off Switch

Turns the camera on and off.

### 7. Top-plate LCD

Small LCD showing the shooting options currently set on the camera.





## 2. Shutter button

Opens the camera shutter to expose the digital sensor to light and make a photo.

## 3. Self-timer light

Flashes to indicate the self-timer duration before the shutter fires.

## 1. Infrared shutter release sensor

Lets you fire the shutter remotely.

## 4. DOF Preview Button

Closes the lens's aperture to let you preview the extent of sharpness in a photo before you take it.

## 7. Lens mount index

Helps you align your lens correctly when attaching it to the camera.

## 6. Reflex mirror

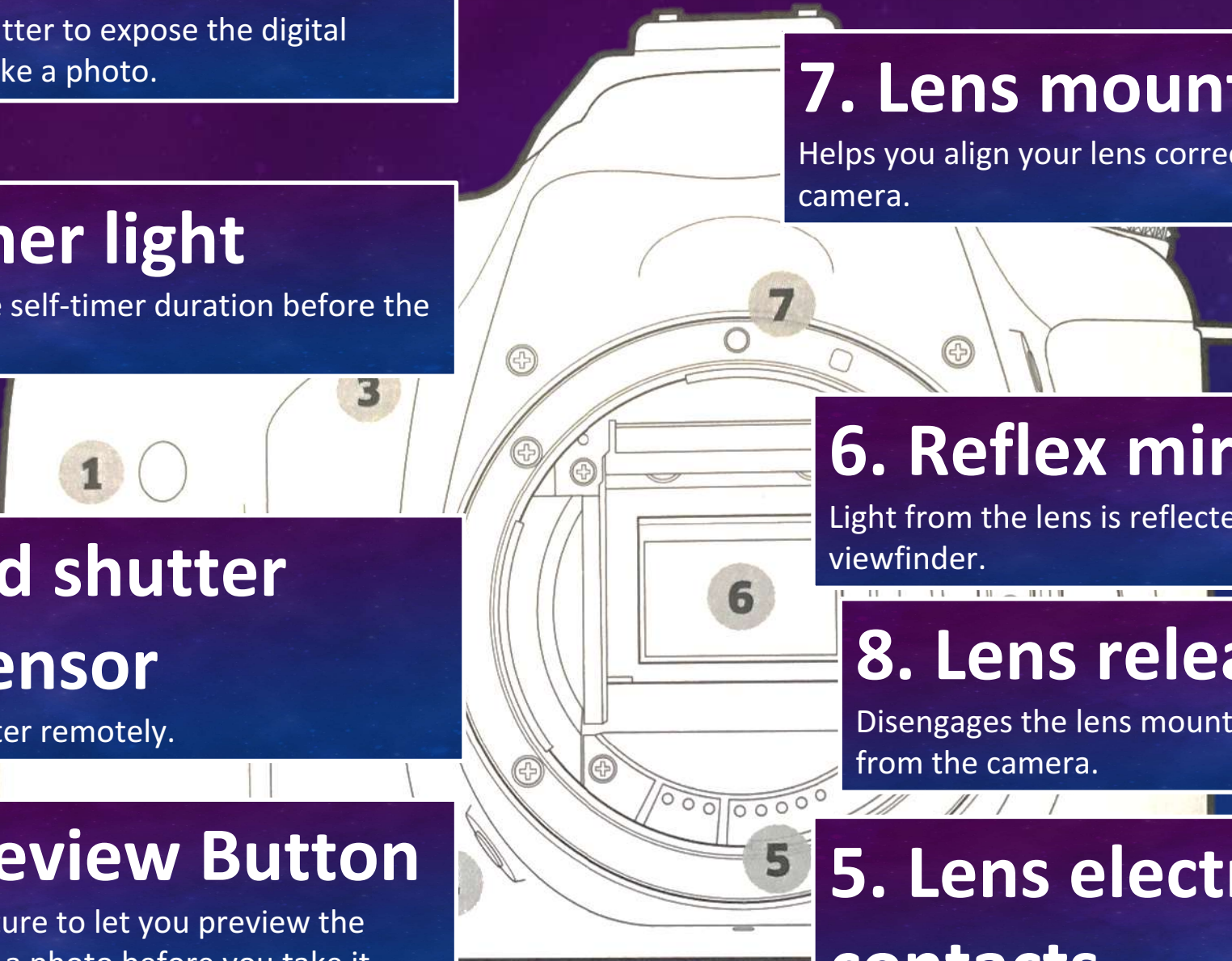
Light from the lens is reflected up the mirror to the optical viewfinder.

## 8. Lens release button

Disengages the lens mount, letting you remove the lens from the camera.

## 5. Lens electronic contacts

Let the camera communicate with the lens to set aperture





## 1. Menu and Info buttons

Lets you change camera options and view camera status.

## 2. Optical viewfinder

Lets you change camera options and view camera status.

## 4. Live view/Movie Shooting

Switches between Live View and Movie mode.

## 3. LCD Monitor

Shows camera menus, Live View, and Playback.

## 8. AF button

Activates the camera's autofocus feature.

## 9. Zoom button

## 5. Playback button

Lets you review and edit your photos or movies.

## 6. Control dial

Used to set camera options when shooting images or viewing menus.

## 7. Delete button

Erases photos stored on the memory card.



# 1. Flash button

Raises the built-in flash.

1

# 2. Microphone socket

Allows the use of an external mic when shooting movies.

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# 3. Remote release socket

Used to attach an optional cable-type remote release.

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# 4. HDMI socket

Lets you connect your camera to an HDTV to review your photos or movies.

# 5. Digital interface

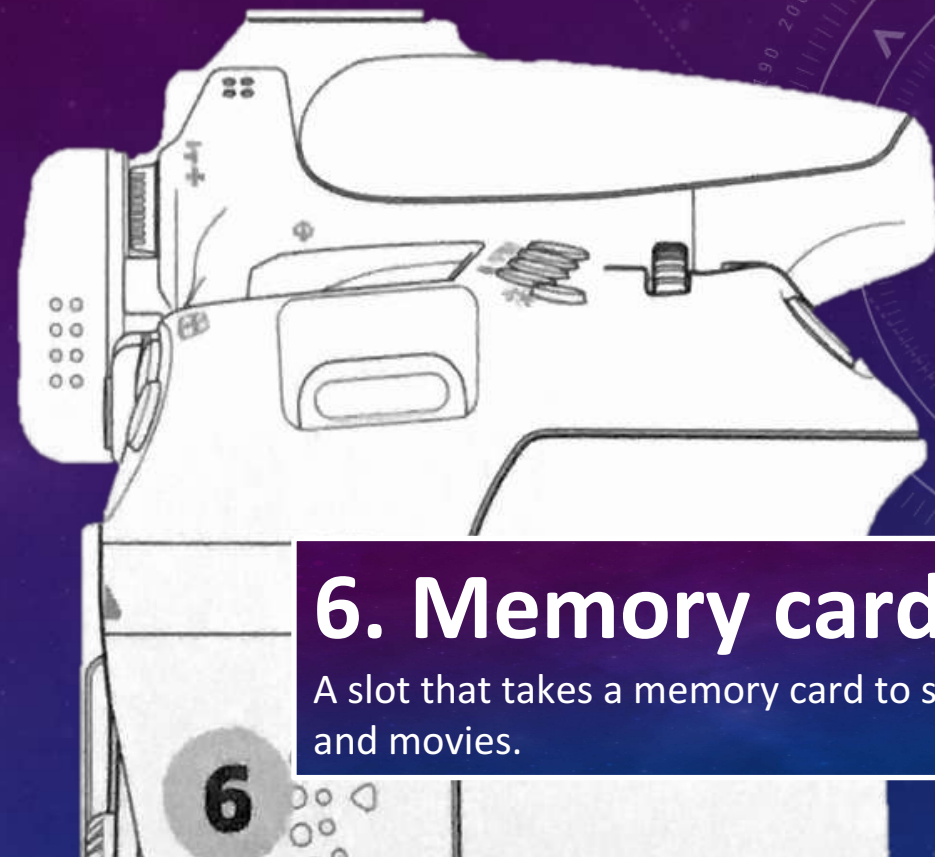
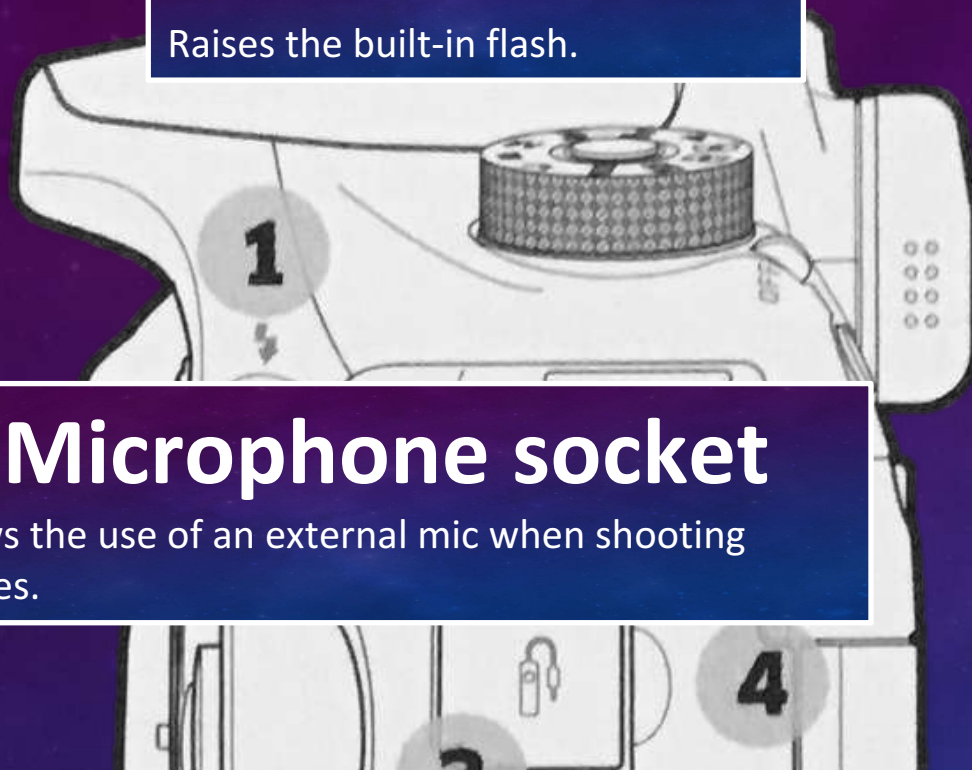
Used to connect your camera to a computer so you can download photos and movies.

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# 6. Memory card cover

A slot that takes a memory card to store photos and movies.





The diagram shows the underside of a camera. A central circular tripod socket is labeled with a large number '1' inside a light blue circle. To the right, a rectangular battery compartment cover is labeled with a large number '2' inside a light blue circle. The background is a dark blue gradient with faint circular patterns.

## 1. Tripod socket

Lets you mount your camera on a tripod to increase stability and avoid camera shake.

## 2. Battery compartment

The camera's rechargeable batteries are inserted here.