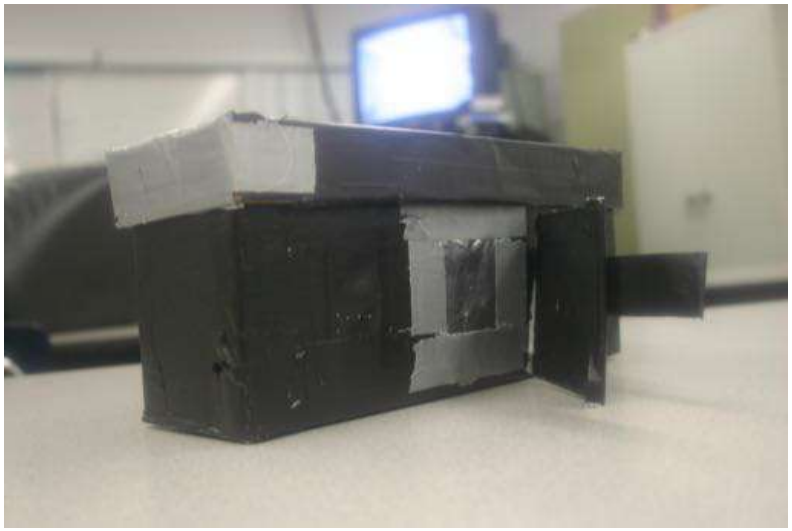
Pinhole Camera

Parts of the Camera

- Body
- Shutter
- Aperture
- Focal Plane

Body



- The body of the camera is the housing into which the lens, shutter, viewer, film-loading feature, and film advancing feature are fitted.
- In this case, there is no viewer of film advancing feature. Also, there is only only one piece of photographic paper loaded at a time.

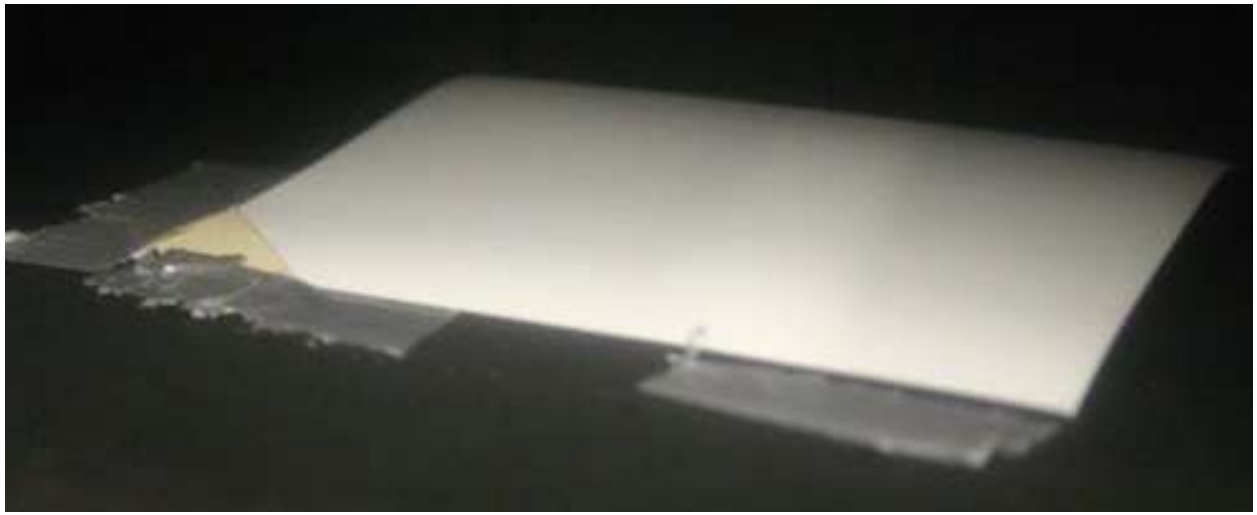
Shutter

- The shutter is the mechanical component of the camera system by means of which control the time interval of exposure is controlled. In this case, it's a manual shutter, moved by the person operating the camera.

Aperture

- The aperture is the opening through which light passes into the camera. The aperture in this case is mainly not able to be adjusted. The only way to adjust it is to make a larger hole in the tin foil, or replace the tin foil and make a smaller hole.

Focal Plane



- By definition the focal plane is the plane in which the lens forms a sharp image of an object at infinity. The film is located in the focal plane.

Developing Procedure

- Developing a picture is to process exposed photographic materials to transform the recorded image into visible patterns of metallic silver grains.

Safety Checklist

- Eyewash
- Goggles
- Exhaust Fan
- Safe Light
- Paper Safe

Safety Checklist

Eyewash

- Make sure to test before using the dark room.
- If not in working order, there will be no dark room work.

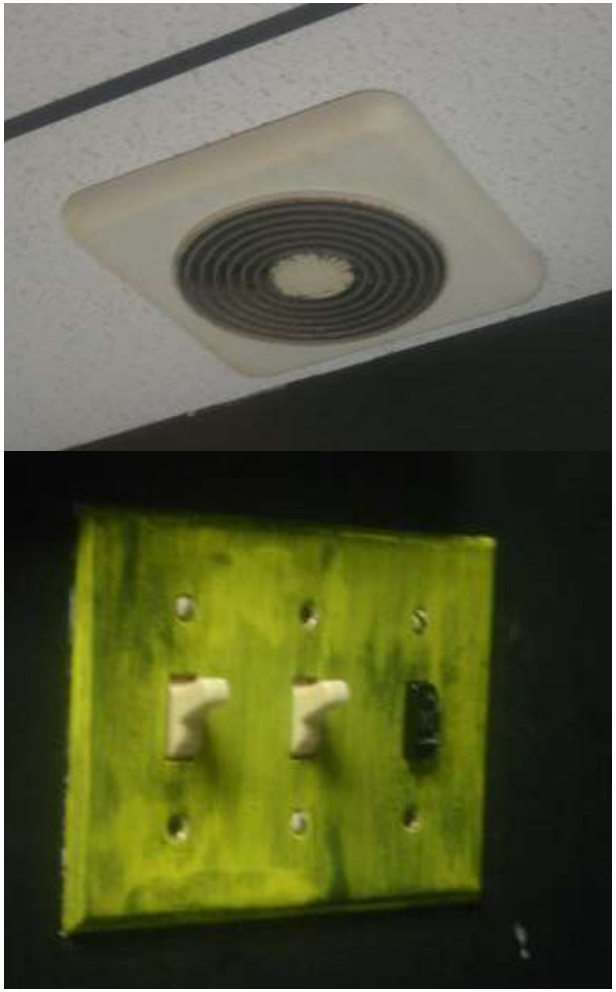
Safety Checklist

Goggles

- Should be warn if pouring chemicals to prevent chemicals from getting into eyes.

Safety Checklist

Exhaust Fan



- Exhaust fan must be turned on.
- The exhaust fan will help decrease the amount of harsh fumes in the air from the chemicals.

Safety Checklist

Red Light

- Red light provides safe light conditions to load photographic paper into a camera.

Safety Checklist

Paper Safe

- Paper safe provides a light tight enclosure for photographic paper, to ensure that it's unintentionally exposed.

Developing Summary

- Developer (1 Minute)
- Stop Bath (30 Seconds)
- Fixer (5 Minutes)
- Wash (2 Minutes)
- Dryer (Allow to warm up for approximately 15 seconds before use)

Developer

- A chemical solution that acts upon exposed silver halide crystals, releasing halogens and leaving a residue of metallic silver.
- Exposed photographic paper should be left in developer for 1 minute.
- Temperature for developer must be between 68˚ and 70˚.

Stop Bath

- A processing solution of dilute acetic acid, introduced following development to neutralize the action of residual developer promptly prior to fixing.
- Exposed photographic paper should be placed into the stop bath for 30 seconds after being removed from the developer.

Fixer

- Chemical agents used to dissolve light sensitive materials from photographic emulsion in order to render it chemically stable.
- Exposed photographic paper should be left in fixer for 5 minutes after the developer and stop bath.

Wash

- The wash clears any active chemicals from photographic materials by rinsing with water.
- Exposed photographic paper should be left in the wash for 2 minutes after the developer, stop bath, and fixer.

Dryer

- The dryer subjects wet photographic paper to procedures by which retained moisture will evaporate without leaving visible residue.
- The dryer should be allowed approximately 15 seconds to warm up before use.

Indoor #1

- Taken in the Studio with the lights on all of the way.
- Exposure Time 2 minutes
- Underexposed
- Almost all black

Indoor #2

- Taken in the Studio with lights on all of the way
- Exposure Time 5 minutes
- Slightly underexposed
- Edged are almost completely black

Indoor #3

- Taken in the Studio with lights on all of the way
- Exposure Time 8 minutes
- Minimally underexposed
- Only one corner black

Indoor #4

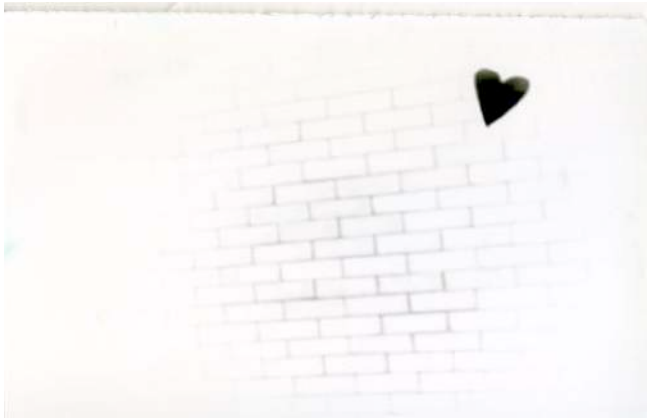
- Taken outside of the Studio, facing outer doors
- Exposure Time 8 minutes, door open about 20 seconds
- Area underexposed had no light from the outside
- Area that had outdoor light hit it, is almost perfect in it's exposure

Outdoo r #1

- Ovaltine Camera
- Outside, facing the fence
- Very sunny
- Exposure Time 2 seconds
- Possible light leaks
- Splatters
- Slightly underexposed

Outdoor #2

- Outside, facing wall
- Very sunny
- Exposure Time 3 seconds
- Underexposed
- Almost completely black



Outdoor #3

- Outside, facing wall
- Slightly cloudy
- Exposure Time 6 seconds
- Slightly underexposed
- Corners are still dark

Summary

- Safety First
  - Eyewash
  - Goggles
  - Exhaust Fan
  - Safe Light
  - Paper Safe
- Developing Procedure
  - Developer
  - Stop Bath
  - Fixer
  - Wash
  - Dryer