

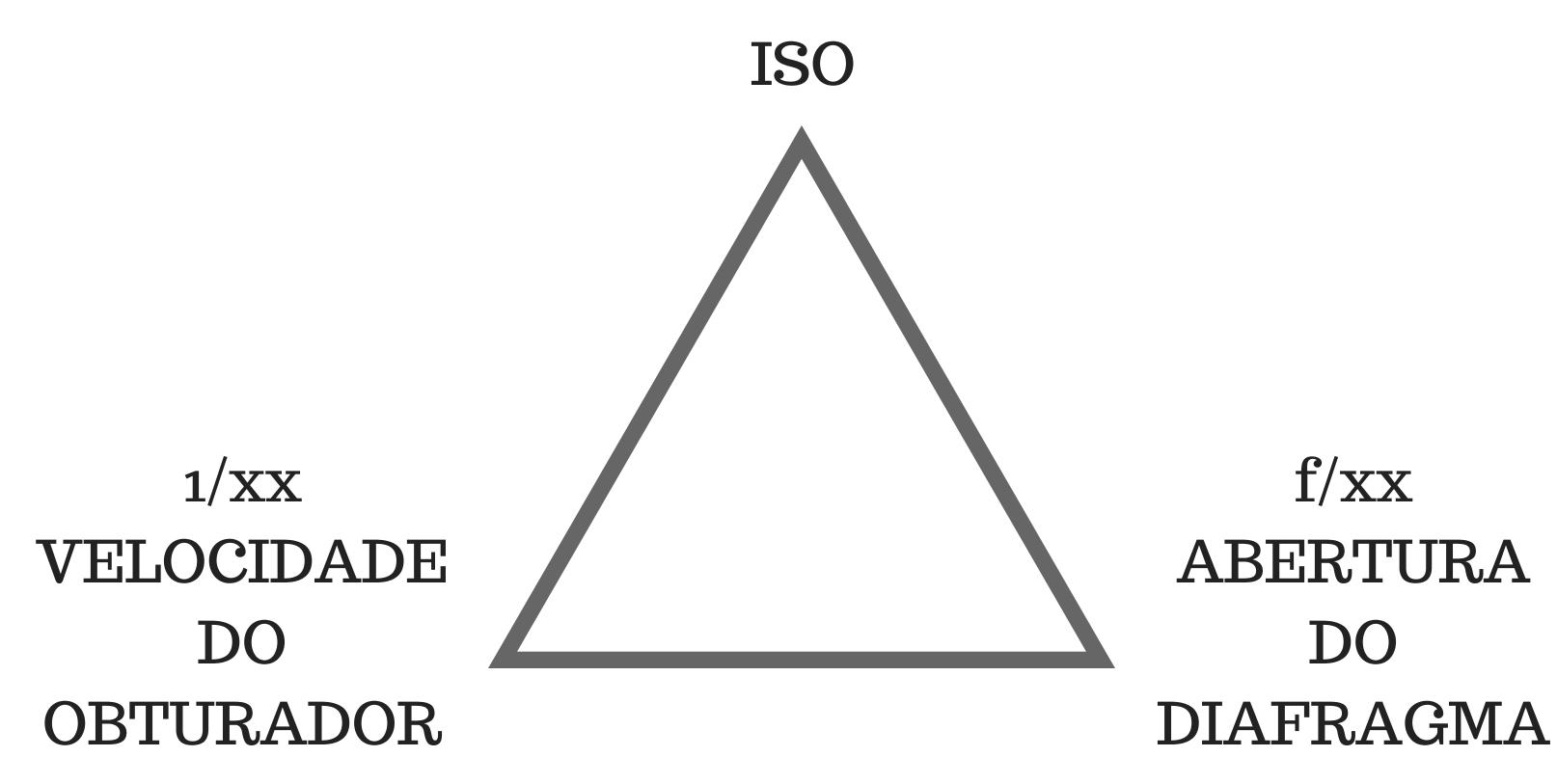


#### CONCEITOS BÁSICOS

FOTOGRAFIA = escrita com a luz FOTOMETRIA = medição da luz FOTÔMETRO = instrumento usado para medir a luz



## COMO É FEITA A MEDIÇÃO DA LUZ?

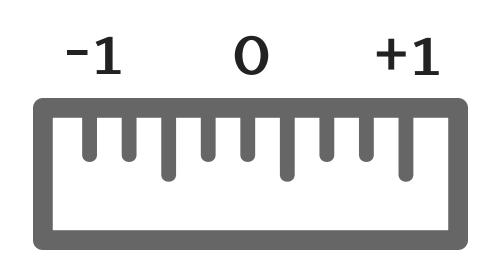


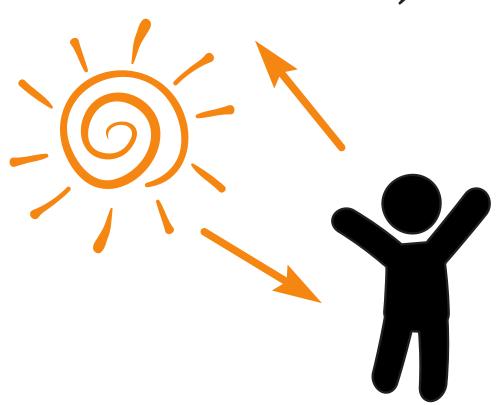
#### TIPOS DE LUZ

INCIDENTE = luz que cai no objeto REFLETIDA = luz que sai do objeto

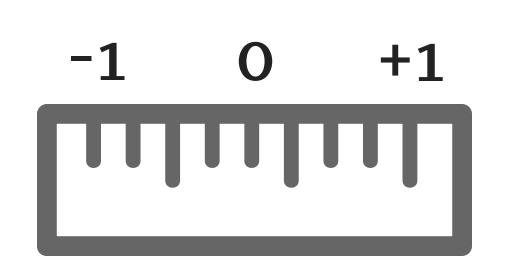


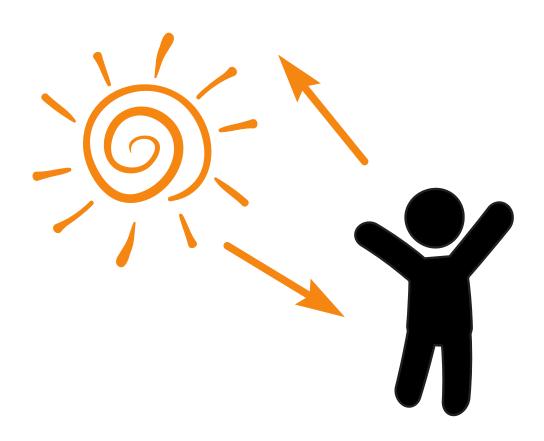
mede LUZ refletida não enxerga cores enxerga TONS (claros e escuros)



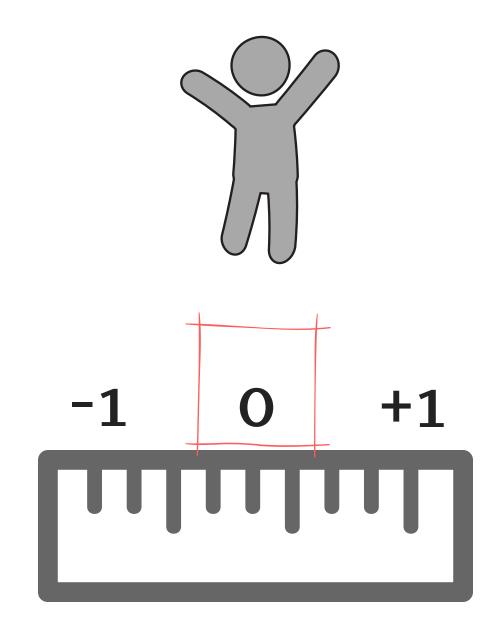


BRANCOS E CLAROS = muita luz (+1) PRETOS E ESCUROS = pouca luz (-1)

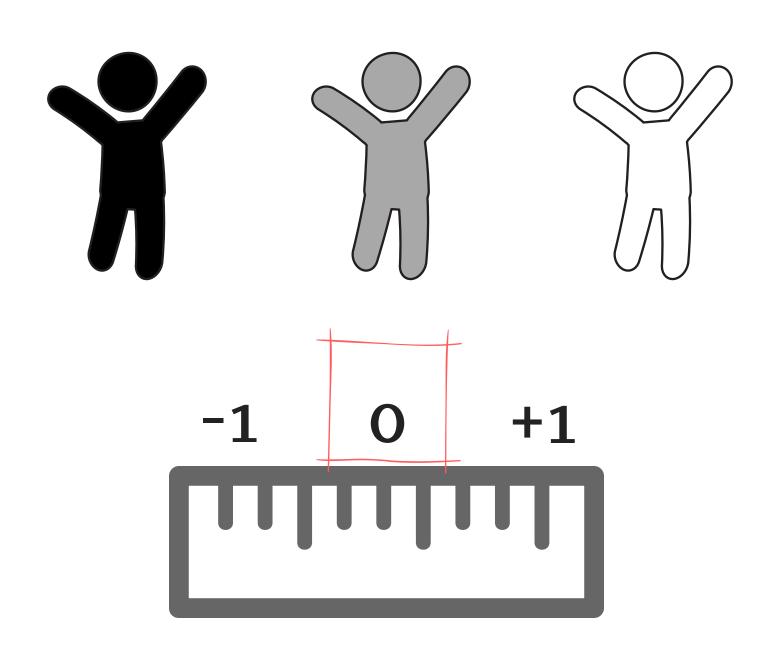




busca tons médios (0) - CINZA

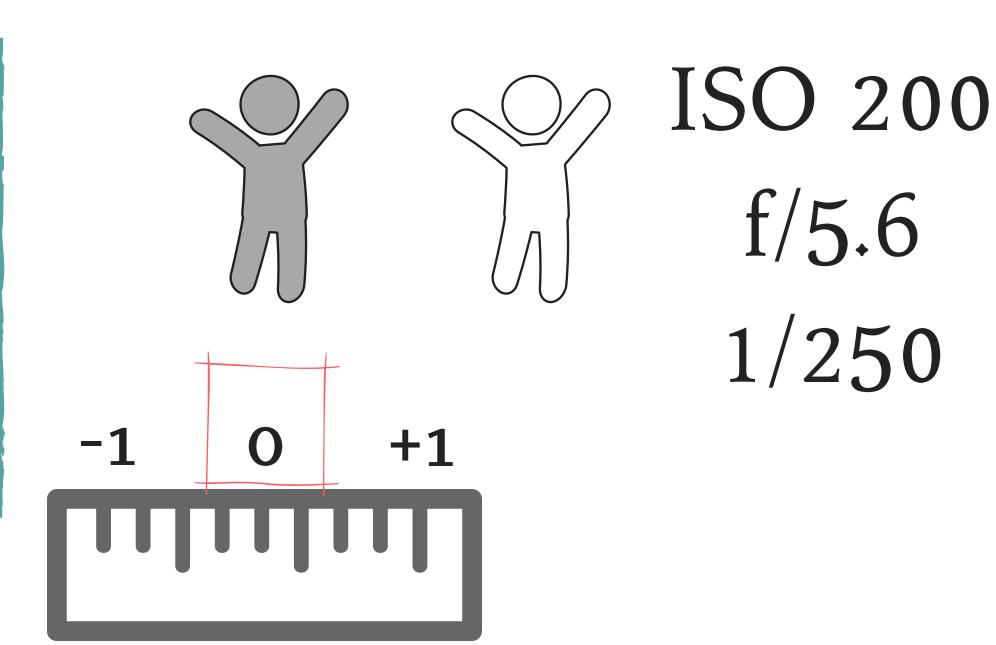


#### PRETO E BRANCO ficam CINZA



# EXEMPLO FOTÔMETRO ZERADO objeto BRANCO

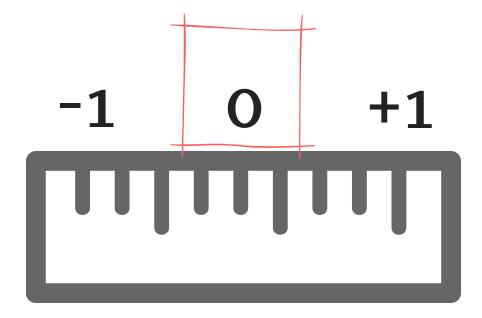
o que fazer
para o BRANCO
sair BRANCO e
não CINZA?

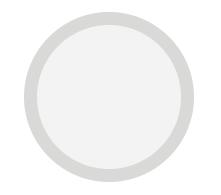


preciso de + LUZ

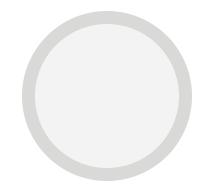
#### porque

fotômetro zerado = tons médios = cinza

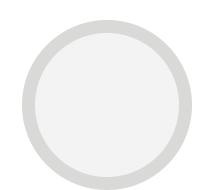




#### AUMENTAR O ISO



ABRIR O DIAFRAGMA



DIMINUIR A VELOCIDADE





# AUMENTAR O ISO OU



ABRIR O DIAFRAGMA OU

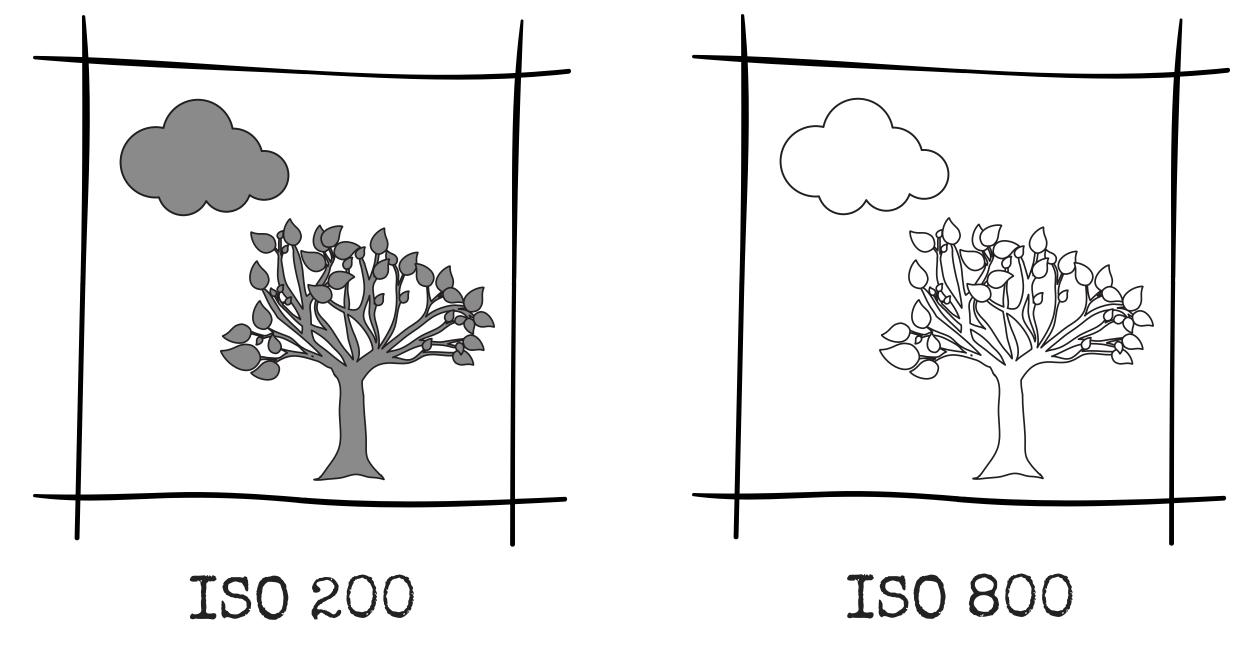




DIMINUIR A VELOCIDADE



## AUMENTAR O ISO



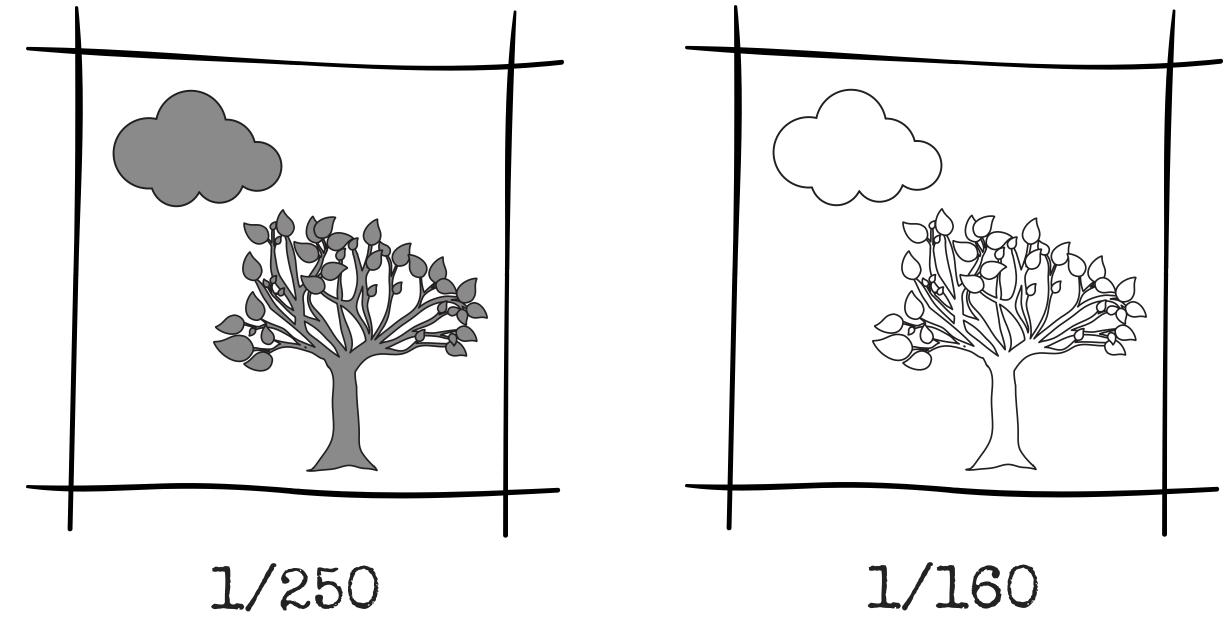


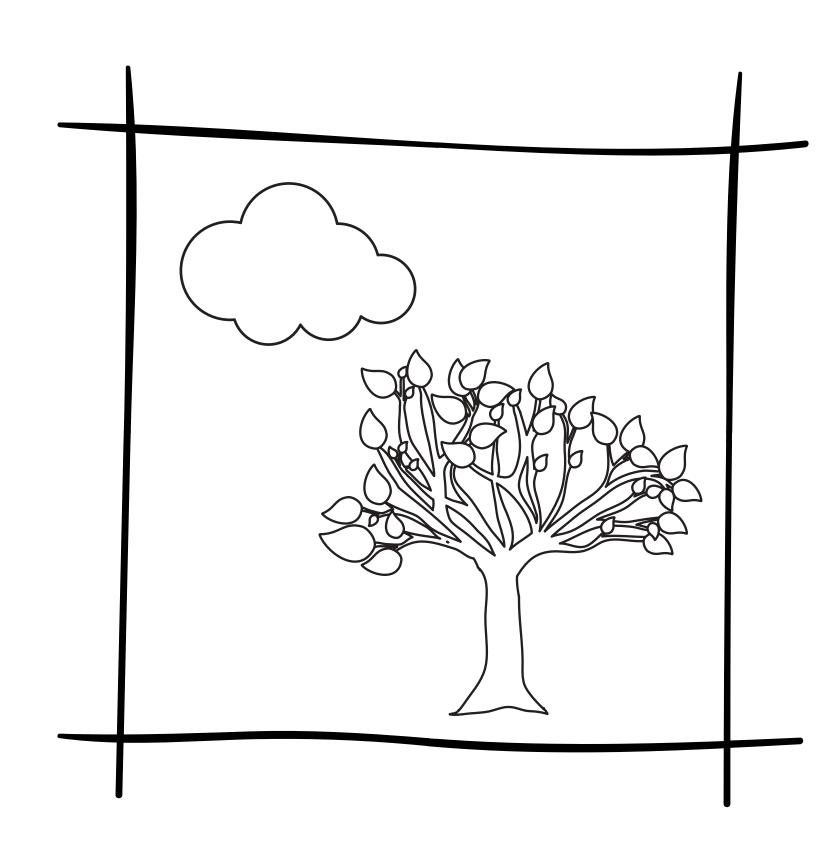
## ABRIR O DIAFRAGMA

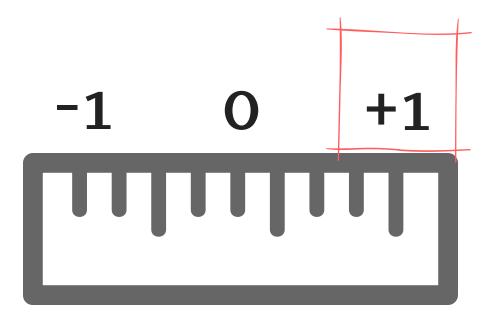




## DIMINUIR A VELOCIDADE







# BRANCO É BRANCO

# EXEMPLO FOTÔMETRO ZERADO objeto PRETO

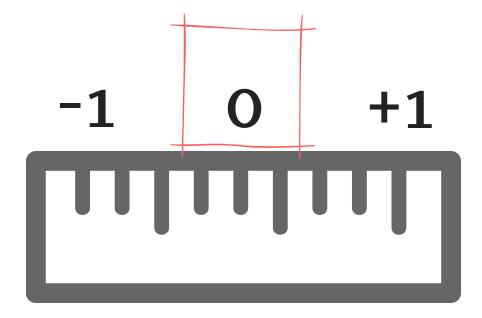
ISO 200 f/5.6 1/250 +1

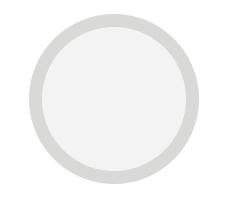
o que fazer
para o PRETO
sair PRETO e
não CINZA?

preciso de - LUZ

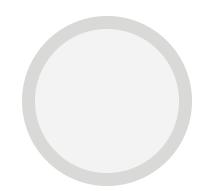
#### porque

fotômetro zerado = tons médios = cinza

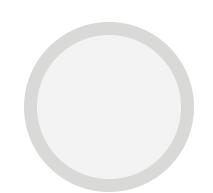




#### DIMINUIR O ISO



FECHAR O DIAFRAGMA



AUMENTAR A VELOCIDADE





# DIMINUIR O ISO OU



# FECHAR O DIAFRAGMA OU

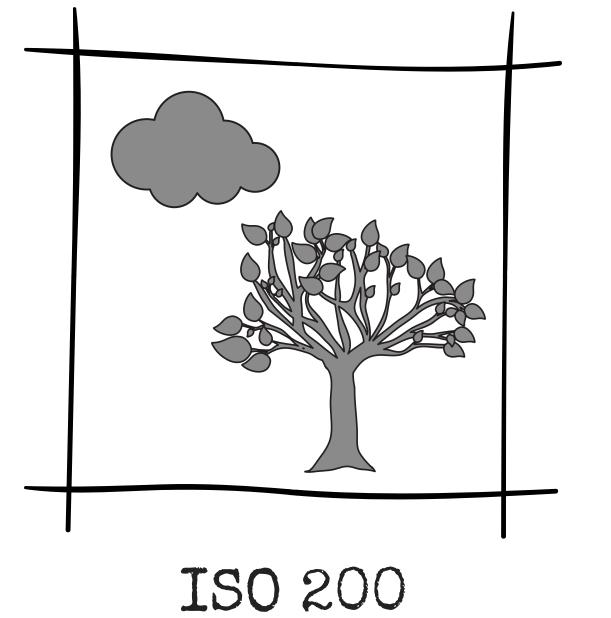


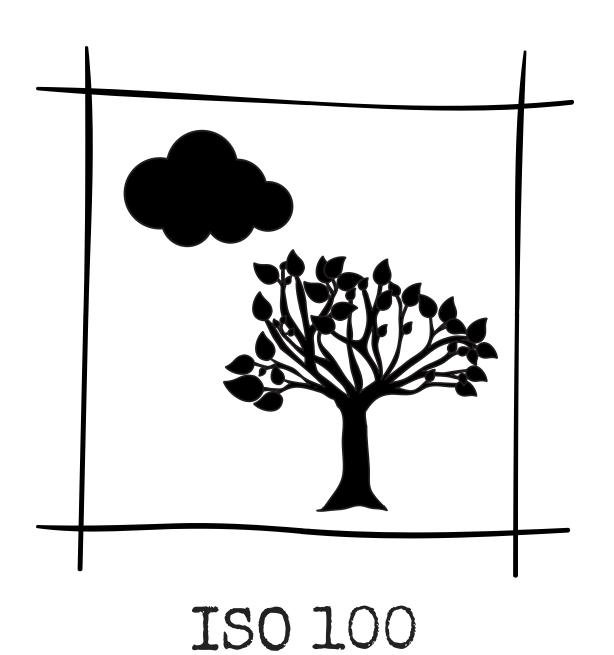


AUMENTAR A VELOCIDADE



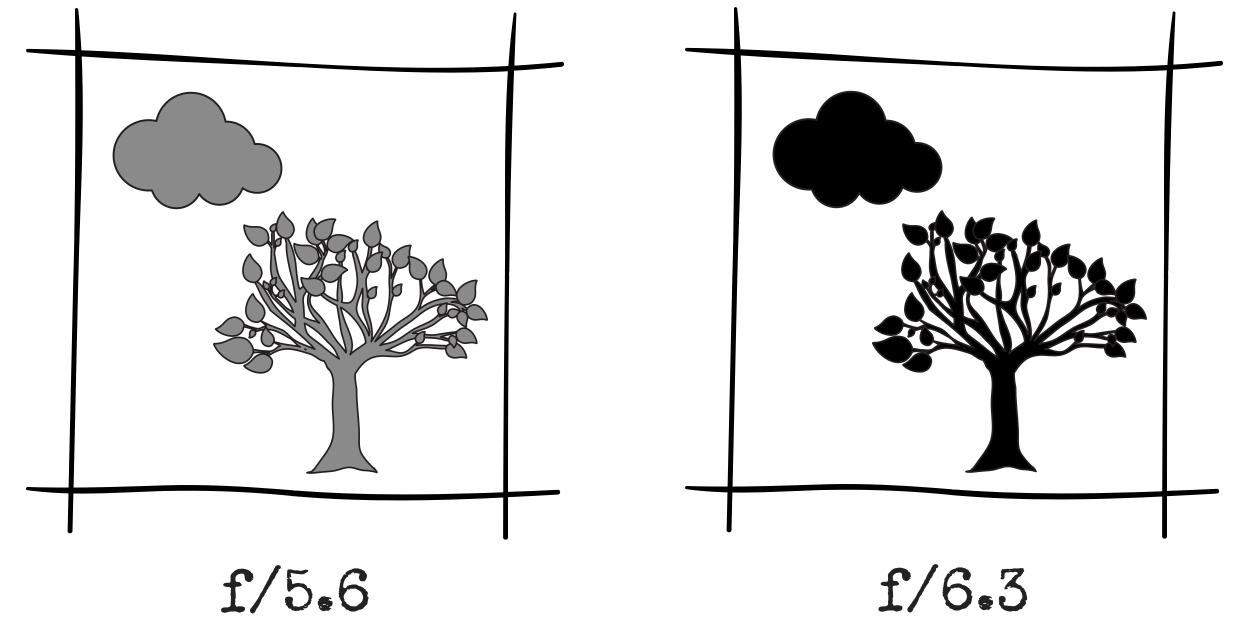
#### DIMINUIR O ISO





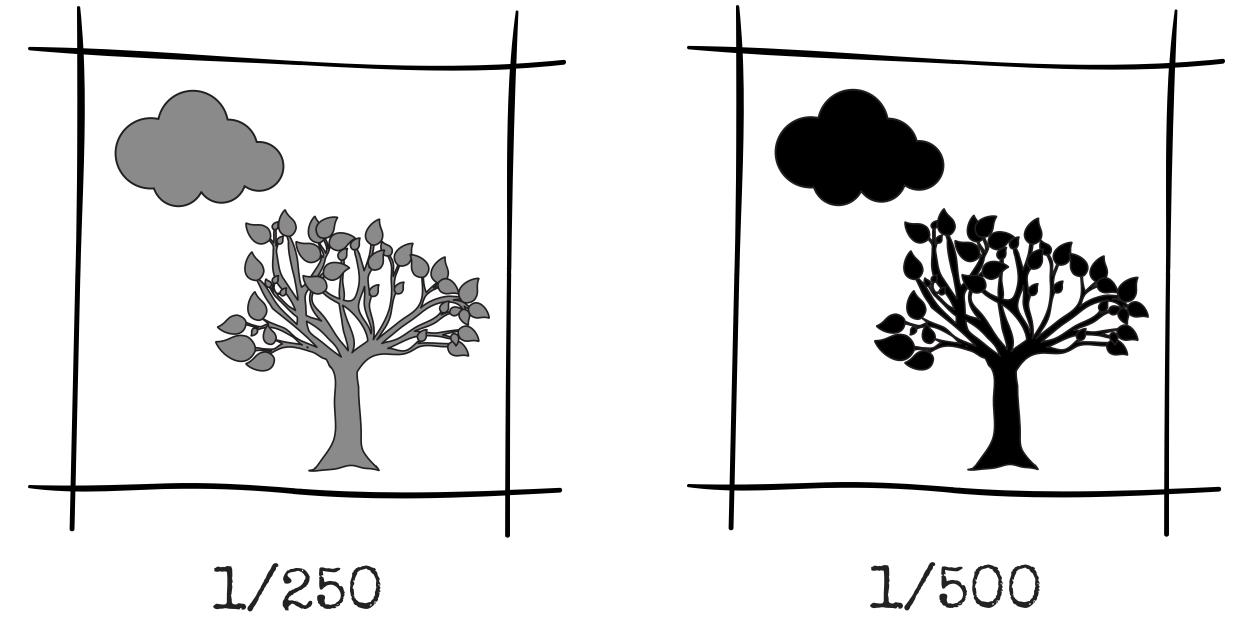


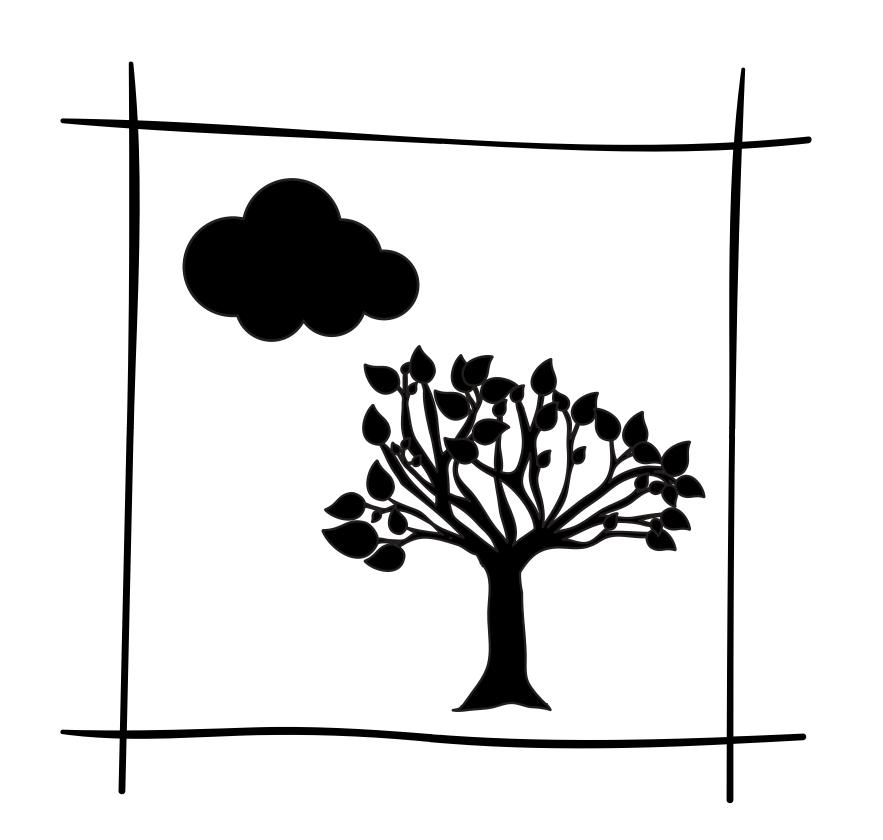
### FECHAR O DIAFRAGMA

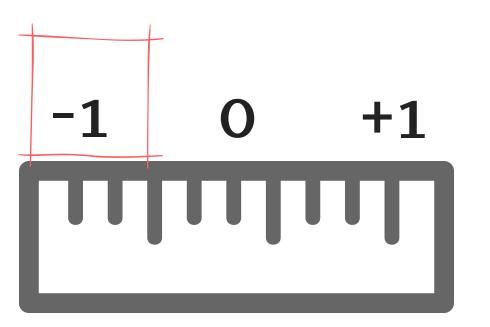




## AUMENTAR A VELOCIDADE







PRETO É PRETO

