

DUE DATE: / /

BDP-UNIT 5: REVIEW

The Exposure Triangle

NAME:	NO:	DATE:
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BUBBLE IN YOUR STUDENT ID >>

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1. (A) (B) (C) (D) (E)	0	0	0	0	0	0	0
2. (A) (B) (C) (D) (E)	1	1	1	1	1	1	1
3. (A) (B) (C) (D) (E)	2	2	2	2	2	2	2
4. (A) (B) (C) (D) (E)	3	3	3	3	3	3	3
5. (A) (B) (C) (D) (E)	4	4	4	4	4	4	4
6. (A) (B) (C) (D) (E)	5	5	5	5	5	5	5
7. (A) (B) (C) (D) (E)	6	6	6	6	6	6	6
8. (A) (B) (C) (D) (E)	7	7	7	7	7	7	7
9. (A) (B) (C) (D) (E)	8	8	8	8	8	8	8
10. (A) (B) (C) (D) (E)	9	9	9	9	9	9	9

1. Name several situations when you would use a tripod, monopod or other stabilization device? And at what shutter speed do you need it? **[6.3]**

2. Which exposure mode allows you to fully control your exposure? **[4.2]**

3. What three things affect exposure? **[4.2]**

a. _____ **b.** _____ **c.** _____

4. Describe the following and why you would use it: **[6.5]**

a. Aperture Priority:

b. Shutter Priority:

5. Describe the following and how you control it: **[6.2]**

a. Depth of Field:

b. Motion Blur:

6. If you wanted to capture sharp, clear shots of action subjects, how would you set your camera and what equipment would you use? **[6.3]**

7. List the typical *f*-stops in order from large aperture to small: [4.2]

8. List a typical range of shutter speeds in order from slow to fast: [4.2]

9. If your camera was set at a shutter speed of 1/125 and an aperture of *f*11 with the perfect exposure, describe what would you do if you wanted to decrease the depth of field? [6.5]

10. Regarding the flash and lighting, explain the following and how you use it: [6.4]

a. Red Eye

b. Key Light and Fill Light

c. When would you WANT to use a flash?

d. When would you NOT use a flash?

UNIT NOTES

11. Did you enjoy this unit? Why or why not?

VOCABULARY

f-stop, aperture, tripod, monopod, effect, control, motion blur, depth of field, aperture Priority, shutter priority, action subjects, light trails, overhand grip, underhand grip, lens, curtain, aperture ring, shutter speed dial, iris, diaphragm, fill light, key light, diffuser, hot shoe, red eye reduction, fill, shadows, backlight, exposure, bounce, reflector, rim light, hair light, continuous shooting (burst) mode, Program mode