

<b>AE - Auto Exposure</b>	Camera automatically works out the exposure settings required for a scene.
<b>AE Lock</b>	Lets you lock the cameras exposure reading and then re-frame the picture.
<b>Aliasing</b>	Smoothing jagged steps between changes in colour and light
<b>Angle of View</b>	The angle of view that is visible from a lens at a given focal length.
<b>Anti aliasing</b>	A means of reducing “aliasing” (see above). This may happen physically in camera, or by camera software or computer software.
<b>Aperture</b>	The diaphragm mechanism in a camera which lets in more or less light through the lens.
<b>Aperture Priority AE</b>	Auto exposure mode which allows you to set the aperture and let the camera work out everything else.
<b>Aspect Ratio</b>	The ratio of width to height of an image. The standard for DSLR cameras is 2:3 for example a 10 x 15 inch print.
<b>Automatic Focus</b>	The camera automatically focuses when taking a photograph
<b>AWB. Automatic White Balance</b>	The camera balances out all the colours in the scene to try and produce an average white. Gets confused if a single strong colour is in the scene. Good at balancing out lighting conditions
<b>B &amp; W</b>	Short for Black and White
<b>Back Lit</b>	Where the subject is lit from behind. Also called contre-hour

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<b>Banding</b>	An artefact of digital images – especially noticeable on prints where instead of a smooth change in similar colours there is a sudden change – causing a “band”
<b>Barrel Distortion</b>	Lens distortion such that the edges of an image are pulled in (like a barrel)
<b>Bit Depth</b>	Recording depth of an image. Usually 24 bits – 8 bits (or 256 levels) of red, green and blue
<b>Bitmap</b>	A means of storing pixels for images. All image files are bit-maps.
<b>Blooming</b>	Over-exposure on a part of a picture
<b>Borderless</b>	A print without a border
<b>Bracketing</b>	Taking several photos adjusting exposure above and below the expected exposure to ensure a good image. Can also be used for focussing.
<b>Buffer</b>	Temporary memory in your camera
<b>Bulb</b>	Setting on your camera to allow shutter speeds of more than 30 seconds.
<b>Burst Mode</b>	Also known as “continuous mode”, “auto-wind” and “motor-drive”. Where the camera takes many shots in very quick order – from 4 to 20 shots per second.
<b>Calibration</b>	For colour: matching the colour outputs of a monitor, printer or other device so colours are shown correctly For equipment: matching two particularly pieces of equipment for correct function.
<b>Card Reader</b>	A device for reading data from a memory card and transferring data to a computer
<b>CCD (Charged Coupled Device)</b>	One of the types of digital sensor that cameras can use.

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<b>Centre-weighted</b>	Where exposure is calculated as an average of the scene, but favouring a correct exposure for the centre of the frame
<b>Channel</b>	One of the red, green or blue information stored for an image.
<b>Chromatic Aberration</b>	Also called purple fringing. Defect that can be seen around dark subjects surrounded by bright light on digital images.
<b>CMOS</b>	Complementary Metal Oxide Semiconductor. A type of digital sensor.
<b>CMYK. Cyan, Magenta, Yellow and Black</b>	The four colours used on many printers for producing prints
<b>Colour Balance</b>	The accuracy of the colour rendition in a digital image versus the actual scene
<b>Colour Cast</b>	An unwanted tint of colour in an image
<b>Colour Correction</b>	Correcting (or enhancing) colours in an image
<b>Colour Depth</b>	The number of individual levels of colour in an image.
<b>Colour Space</b>	An internal tag for a digital image or colour device that describes which colours it can accurately render.
<b>Compact Flash</b>	A memory card format.
<b>Compression</b>	Digital images can be very large. Compression reduces the size of file for easier storage on computers, memory cards etc. Compression may be “lossless” or “lossy”.
<b>Continuous Autofocus</b>	Where the camera continually focuses on a subject, whether still or moving.
<b>Contrast</b>	Amount of change between light and dark (or colours)
<b>Crop</b>	To select a smaller portion of an image – cropping out unwanted parts

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<b>Dark Frame</b>	A noise reduction process – used in astronomical photography
<b>Depth of Field (DoF)</b>	The distance in front and behind the focal distance which is sufficiently sharp and in focus. Narrow depth of field may be a matter of an inch to wide depth of field which may be miles.
<b>Digital Zoom</b>	Where a portion of an image is enlarged by software or camera. The software has to “invent” new information and so the quality of digital zoom is nothing like as good as optical zoom.
<b>Diopetre Adjustment</b>	Adjustment on a viewfinder to suit your own eyesight
<b>DPI. Dots per Inch</b>	Number of pixels displayed per inch on a computer screen or printer
<b>DPOF. Digital Print Order Format</b>	A means of tagging images for printing
<b>DSLR. Digital Single Lens Reflex (SLR)</b>	Sophisticated camera with swappable lenses.
<b>Dye Sub</b>	Dye sublimation is a type of print process – it yields smoother and better printing than most ink-jet printers.
<b>Dynamic Range</b>	The number of levels of colour or grey levels in an image. A wider dynamic range is better.
<b>E-TTL</b>	Evaluative Through The Lens – Canon’s term for measuring flash exposures.
<b>EV. Exposure Value</b>	Technical term for a particular exposure setting or brightness in a scene

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<b>EXIF</b>	Exchangeable Image File Format. Additional data stored in an image file which can contain a lot of information about the camera settings used when taking a picture.
<b>Exposure</b>	Amount of light hitting a digital sensor (or film) Also another word for “photograph”
<b>Exposure Bracketing</b>	See “Bracketing”
<b>Exposure Compensation</b>	Adjusting exposure a little to lighten or darken an image.
<b>Fixed Aperture</b>	Zoom lenses often have slightly different apertures depending upon what focal length is set. A fixed aperture zoom lens will keep the same aperture regardless
<b>Fixed Focal Length</b>	A “prime” lens
<b>Focal Length</b>	The angle of view of a lens. 15mm or less – very wide angle 15mm-25mm – wide angle 25mm-75mm - standard 75mm – 150mm – long 150mm above – very long – also telephoto
<b>Focus Assist</b>	Camera emits a light, sometimes invisible, to assist auto-focus
<b>Focus Lock</b>	Allows you to lock auto-focus to a subject then re-compose the frame
<b>Frame</b>	A single photograph One frame of the many from a movie The choice of composition and contents within the frame of an image
<b>Frame Rate</b>	Number of frames per second – either relates to movies (around 30 frames per second) or “burst mode”.

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<b>F-Stop</b>	Number indicating the size of the aperture.
<b>Full Bleed</b>	Where the print runs to edge of the page. Also known as “borderless”
<b>Gamma</b>	
<b>Gamma Correction</b>	Adjustment to the brightness levels – usually refers to computer screens but also applies to images
<b>Gamut</b>	The range of colours in an image or display process.
<b>Gigabyte (GB)</b>	Computer storage measurement. 1 Gigabyte = 1,000 Megabytes 1 Megabyte = 1,000,000 bytes
<b>Gradation</b>	Smooth transition between grey levels or colour levels.
<b>Grey Level</b>	The overall brightness of a pixel or image area
<b>Grey Scale</b>	Referring to images in black and white – the shades of grey which make up the image
<b>Guide Number</b>	Power rating for a flash unit. Higher is brighter
<b>Histogram</b>	A bar chart used to see the relative amount of light from dark to bright (applies to overall colour and individual Red, Green, Blue)
<b>Hot Shoe</b>	Connector on top of camera for mounting an external flash unit
<b>Hue</b>	One of the colour components in the colour spectrum
<b>ICC Profile</b>	A standardised profile which describes how a particular devices handles colour or how a particular image has colour information stored.
<b>iESP</b>	Olympus manufacturers exposure system

<b>Image Resolution</b>	The number of pixels in an image. May be given as pixel width, pixels per inch or total pixels for the image.
<b>Image Sensor</b>	A digital sensor for converting light into digital information
<b>Image Stabilization (IS)</b>	A means of reducing camera shake within a lens or camera. Also known as Vibration Reduction
<b>Inkjet</b>	A type of print process
<b>Intervalometer</b>	A device for triggering the shutter on a camera at preset intervals automatically. a.k.a. Interval Timer, Interval Recorder
<b>IR. Infra Red</b>	Light which the human eye cannot see. Infra red is a specialised type of photography – which records wonderfully different images to our normal eyesight Infra-red is also a technology used for communicating between equipment (remote controls, data transfer etc)
<b>ISO. Or ASA</b>	ISO – the light sensitivity of a digital sensor or film
<b>i-TTL</b>	Nikon name for “e-TTL”
<b>JPEG / JPG</b>	Type of file storage for digital images. Jpeg uses a “lossy” compression technique which is barely noticeable in an image but reduces file sizes greatly.
<b>Landscape Mode</b>	Holding the camera so the picture is wider than it is tall
<b>LCD</b>	Liquid Crystal Display Either the “TV” type as seen on the back of a camera or the “Character” type as seen on the top of a camera.
<b>Li-ion. (Lithium ION)</b>	Re-chargeable battery. Best of the battery types but more expensive.

**Lossless / Lossy**

Lossless: Storage of an image without any change of data at a pixel level.

Lossy: greater compression, by slightly changing pixels. Using normal quality compression this is not visible.

**Low Pass Filter**

A filter in front of a digital sensor which improves the picture quality by very slightly softening the image.

**Mac**

Apple Macintosh computer

**Matrix Metering**

Where the camera divides a scene into squares for determining best exposure

**MB. (Megabyte)**

Size of computer memory. 1 million bytes.

**Megapixel / MP**

Resolution count for a digital sensor. 15 mega pixels upwards is a reasonable size.

**Memory Stick**

A portable memory device

**Moiré**

Visible pattern that sometimes occurs with very tightly patterned objects

**Multi-Point Focusing / Multi Zone Focusing**

Auto-focus system which uses many points in the image to work out the best focus.

**NEF. (Nikon Electronic Format)**

RAW image format used by Nikon

**NiCd. / Nicad**

Nickel Cadmium rechargeable battery

**NiMH**

Nickel-Metal Hydride rechargeable battery – better than a NiCd, not as good as a Li-On

**Noise**

Random noise on an image – normally occurs with very long exposures or at higher ISOs. Caused by mis-readings from the digital sensor.



<b>Noise Reduction</b>	Means of reducing noise from an image – may be in camera or in software
<b>Optical Viewfinder</b>	Means of viewing the scene in a photograph – without electrical intervention – it is true light.
<b>Optical Zoom</b>	A means of taking “closer” pictures of distant objects. Much superior to digital zoom.
<b>ORF</b>	RAW file format for Olympus
<b>Orientation Sensor</b>	A sensor in the camera which knows which way round the camera was held when a shot is taken.
<b>Overexposure</b>	An image which is too bright
<b>Palette</b>	A range of available colours
<b>Panorama</b>	Technically a very wide, not very tall image – usually a landscape. May be made from a single image or exposure or by stitching many images together
<b>PC</b>	A type of flash connector for connecting cameras and flash units
<b>PictBridge</b>	A means of connecting cameras direct to printers without needing a computer
<b>Pin-Cushioning</b>	Distortion in a lens which causes all the edges to be squashed – think of a pincushion
<b>Pixel</b>	Individual point of colour on an image or device
<b>Pixelization</b>	The boxey appearance of an image if the pixels are made too large
<b>PNG</b>	An image file format
<b>Point and Shoot</b>	Used to describe simple, compact cameras with limited user controls.

<b>Polarizer</b>	A filter for reducing glare and reflections
<b>Pre-Flash</b>	A small power flash put out by flash units to evaluate exposure before the main flash immediately afterwards
<b>Prime Lens</b>	A lens which has a fixed focal length
<b>Programmed AE</b>	Where the camera sets exposure
<b>Prosumer</b>	A camera aimed between general consumer and professional. A good hobbyist camera
<b>RAW</b>	<p>An image file format</p> <p>RAW files usually contain the most information and is stored directly from the camera.</p> <p>Every camera model stores RAW files in slightly different ways so they are not easy to share.</p> <p>RAW files are also very large.</p> <p>However, RAW files let you adjust a lot of the image information later with no loss of quality. This includes, exposure, colours, white balance, sharpness</p>
<b>Red-Eye</b>	“Demon-Eyes” caused by flash reflecting from the back of an eye.
<b>Red-Eye Reduction Mode</b>	Various modes on camera to reduce red-eye
<b>Resolution</b>	The number of pixels in an image.
<b>RGB. (Red, Green and Blue)</b>	The primary colours from which all digital images are made. The digital sensor will capture in RGB and your computer will work in RGB.
<b>Saturation</b>	Amount of colour – undiluted by white. A deep saturation is very colourful. Little saturation is very pale.
<b>Scanner</b>	A device for converting photographs (or documents) into digital images.

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<b>Scene Modes</b>	A setting on a camera which presets certain values for a particular type of shot: i.e. portrait, landscape, sports etc
<b>SD. (Secure Digital)</b>	A type of memory card
<b>Self Timer</b>	A means of setting a preset delay before the camera takes a picture
<b>Sepia</b>	A slightly brownish tint for black and white pictures
<b>Shutter</b>	The physical barrier which opens and close to take a picture. Modern digital cameras may also use an electronic equivalent.
<b>Shutter Lag</b>	The time between pressing the shutter button and the picture actually being taken. On DSLRs this lag is very short, on compact cameras and smart phones this lag can be quite long and irritating.
<b>Shutter Priority AE</b>	Auto exposure mode where you set the shutter speed and the camera sets the rest.
<b>Skylight Filter</b>	Filter that absorbs ultra-violet light and reduces the amount of blue recorded.
<b>Slow Sync</b>	A flash is of very short duration, as long as the shutter is at the “sync” speed for the flash the image will be recorded. Slow sync uses very slow shutter speeds relative to the flash to record ambient light as well as the flash
<b>SLR. (Single Lens Reflex)</b>	A camera system where what you see through the viewfinder is an actual view through the lens of the camera.
<b>Spot Metering</b>	Type of exposure metering based on particular point with the frame
<b>Stitching</b>	Joining several photographs together to make a “panorama”
<b>Telephoto</b>	A long lens

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**TFT. (Thin Film Transistor)**

A type of LCD screen

**Thumbnail**

A small version of a larger image file – used for quickly identifying or selecting images.

**TIFF. (Tagged Image File Format)**

A type of image file format

**Time-Lapse**

A series of images recorded at set intervals – usually for making a movie sequence

**TTL. (Through the Lens)**

Auto exposure or auto focus systems which use the light coming through the lens – as the camera actually sees it.

**Under exposure**

An image which is too dark

**Unsharp Masking**

A process for adding apparent sharpness to a captured image

**USB**

Universal Serial Bus. A standardised means of connecting devices together – i.e. camera to computer.

**UV Filter**

See “Skylight” filter

**Vignetting**

Typically a slight darkening in the corners of an image. Some lenses have this as a defect. Many images are processed to add a vignette as it improves the image by focussing attention on the centre.

**White Balance**

Balancing an image so that whites appear white, rather than being affected by different lighting conditions.

**Wide angle**

A lens with a wide field of view

**xD-Picture Card**

A type of memory card

**Zoom Lens**

A lens which can zoom in or out – varying the focal length – to take pictures of close or far objects

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