WORKING PRINCIPLE OF VIDEO CAMERA

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INTRODUCTION

- Camera is an electronic device which helps to capture moving and still images on any storage device.

Types of Video Camera (Technically)

- Analogue Camera
- Digital Camera

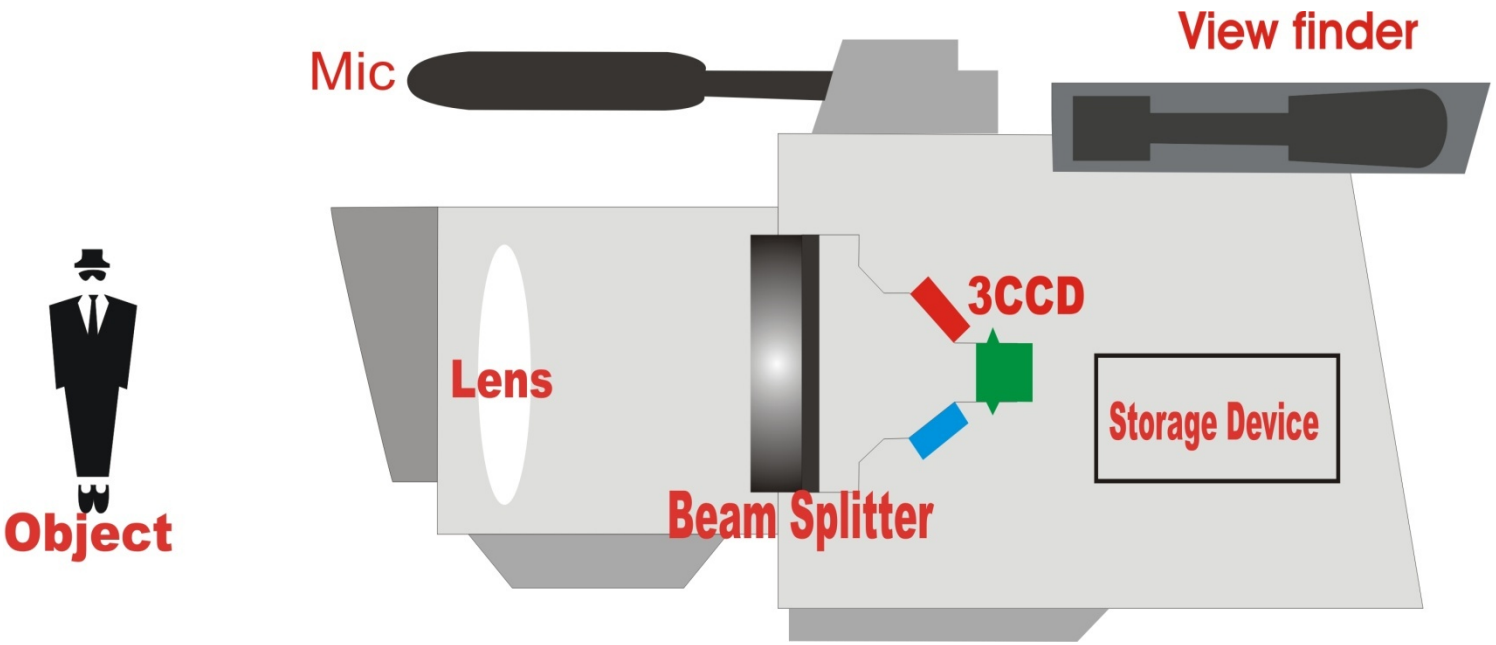
Types of Video Camera (As per use)

- Studio Camera
- Field Camera
- Prosumer Camera
- Sting Camera
- Drown Camera
- Infrared Camera
- DSLR Camera
- Spider Camera

INTERNAL PARTS OF CAMERA

- Lens
- Aperture
- Beam Splitter
- Imaging Device (CCD)
- View Finder
- Storage Device

GRAPHICAL REPRESENTATION



LENS

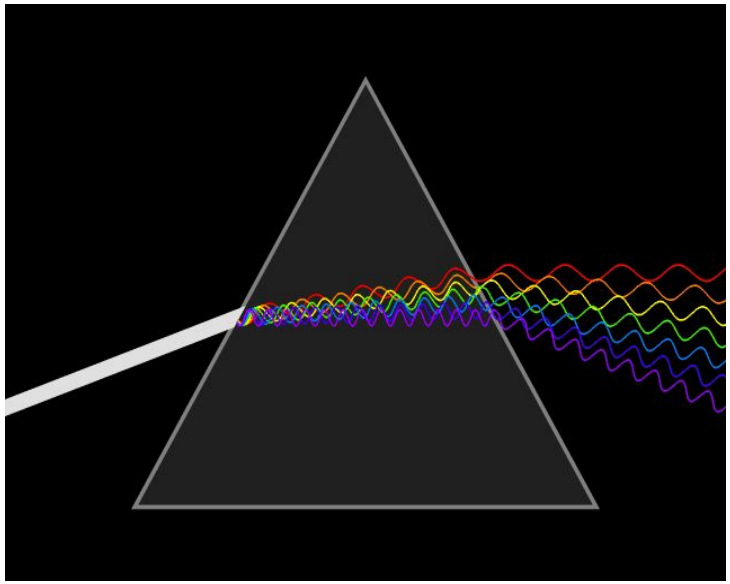
- It is a glass medium which gives proper direction to light rays.
- It determines what camera can see.
- It selects a certain field of view and produces a small optical image of object.

APERTURE

- Controls the amount of light
- Decide the depth of field
- Measure through F-stop Number

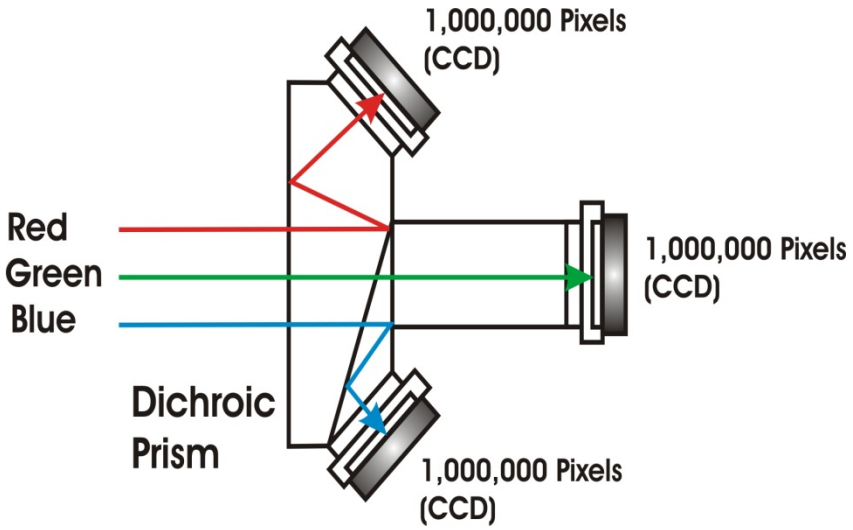
BEAM SPLITTER

- It contains various prism and filter.
- Prisms break up incident light into seven colours.
- Filters separate the white light into three primary colours namely Red, Green and Blue.



IMAGING DEVICE

- It is a transducer which converts light energy into electronic signals.
- It contain millions of image sensing elements called pixels.
- CCD and CMOS are widely used as imaging device.



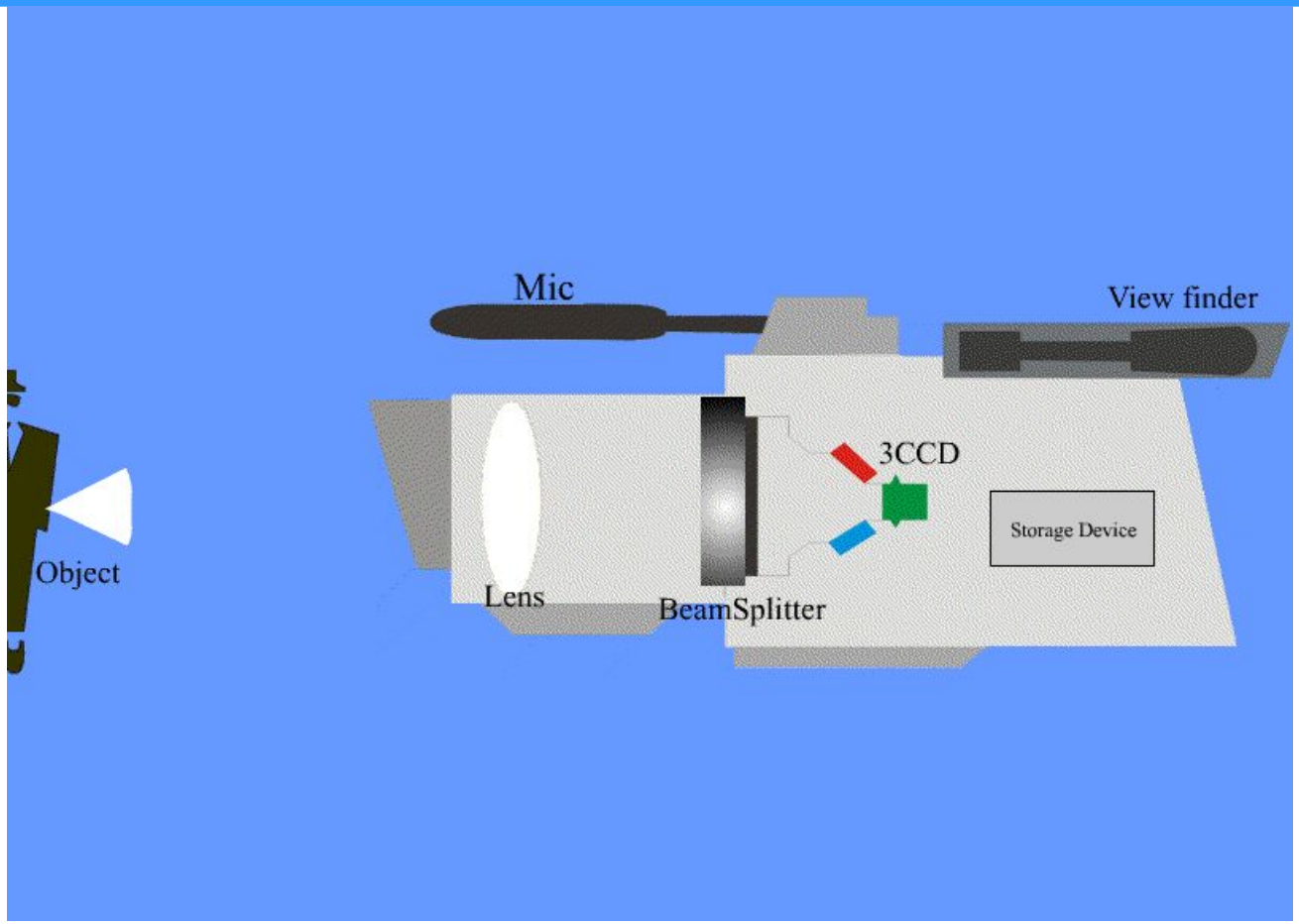
VIEW FINDER

- There are two types of View Finder.
  - Monochrome
  - Colour display (LCD)
- It presents the image what our camera lens see.
- Size varies according to their usage.

STORAGE DEVICES

- **Various Types of Storage Device**
  - 8mm DVC-PRO cassette
  - ½’’ Beta –SP tape format
  - Memory stick
  - CD Rom

WORKING OF VIDEO CAMERA



EXTERNAL PARTS OF CAMERA

THANKS