

## Shutter Speed Demonstration – Group Project

**Assignment Goals:**

To experiment with the digital cameras to learn how to use the shutter speed settings.

**Size requirement:**

4 inches x 6 inches  
or 6 inches x 4 inches  
resolution 150  
The final product will be four photos mounted either vertically or horizontally.

Using the digital camera, YOU and ONE PARTNER will work together to practice your shutter speed skills. This assignment is a group project so you can learn from each other, not for one person to do all of the work. You will be quizzed later to make sure you both know how to use the cameras. If the instructor believes only one of you is doing the actual work on this assignment, your grade will be reduced or you may receive no credit.

Your final product will be four photographs (size 4 x 6 or 6 x 4, resolution 150) mounted on tag board. These four photographs will CLEARLY demonstrate the differences between slow and fast shutter speeds.

You will use one subject and take **multiple** photographs using different shutter speed settings. You should take **more** than 4 photographs in order to get the best selection. Pick your starting shutter speed and adjust the camera in increments to get the best effects. BOTH PARTNERS should take photos for this project on the contact sheet.

**Example:**

Your four shutter speeds may be 1/30, 1/90, 1/250 and 1/750 – these speeds should show a wide variation of speed.

**Possible Subjects:**

Water always works well, running in a creek or from a hose will work  
Bicycle tire spinning, Ball being thrown, Person jumping  
Anything that spins or moves consistently  
Be creative with your photos

A hint would be to keep your camera still – do not move it at all while making changes. This will help you get the most consistent photos of the exact same subject.

To find out the shutter speed of your photos, Use PhotoShop. Go to the File menu and drag down to File Info... If the Shutter Speed is not listed under Camera Data 1, then look under Advanced, EXIF and ExposureTime (you may have to do some division here...)

