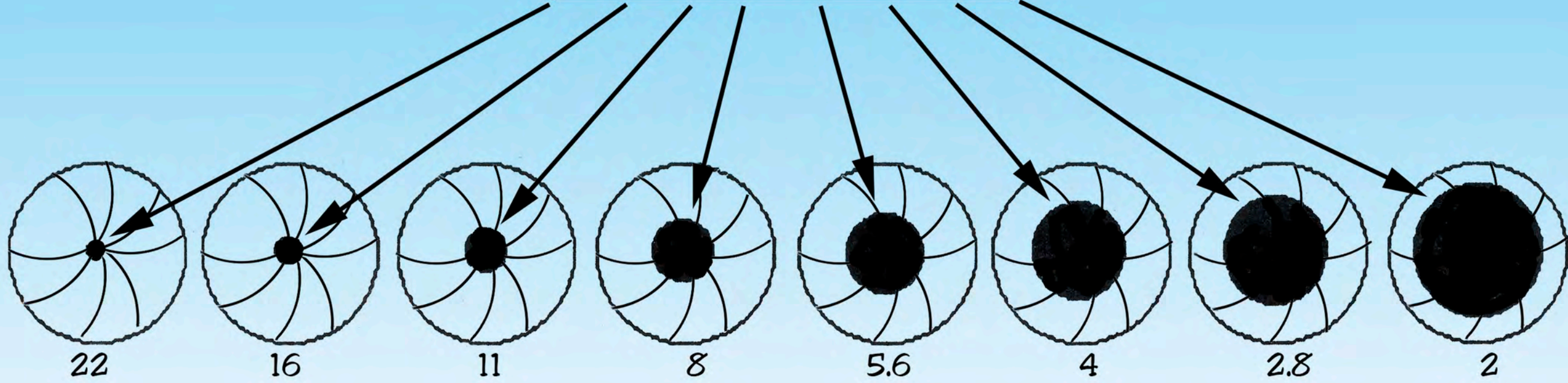
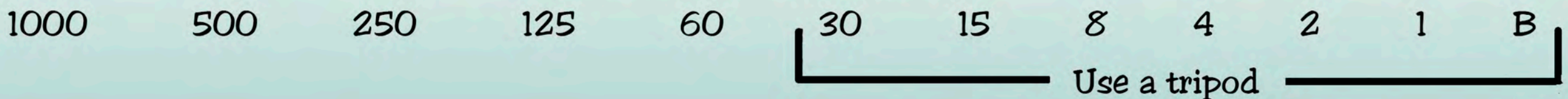


F/stops



Long depth-of-field ← → Short depth-of-field
Less light ← → More light

Shutter speeds



Stop movement ← → Blur movement
Less light ← → More light