

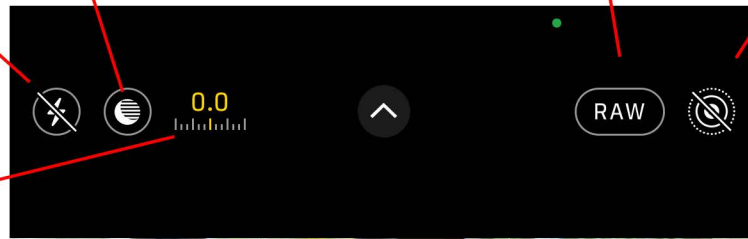
Flash Indicator

Night Mode (white suggested, yellow on. Helps get rid of blur in night photos, but photos take longer.

Camera RAW (currently on)

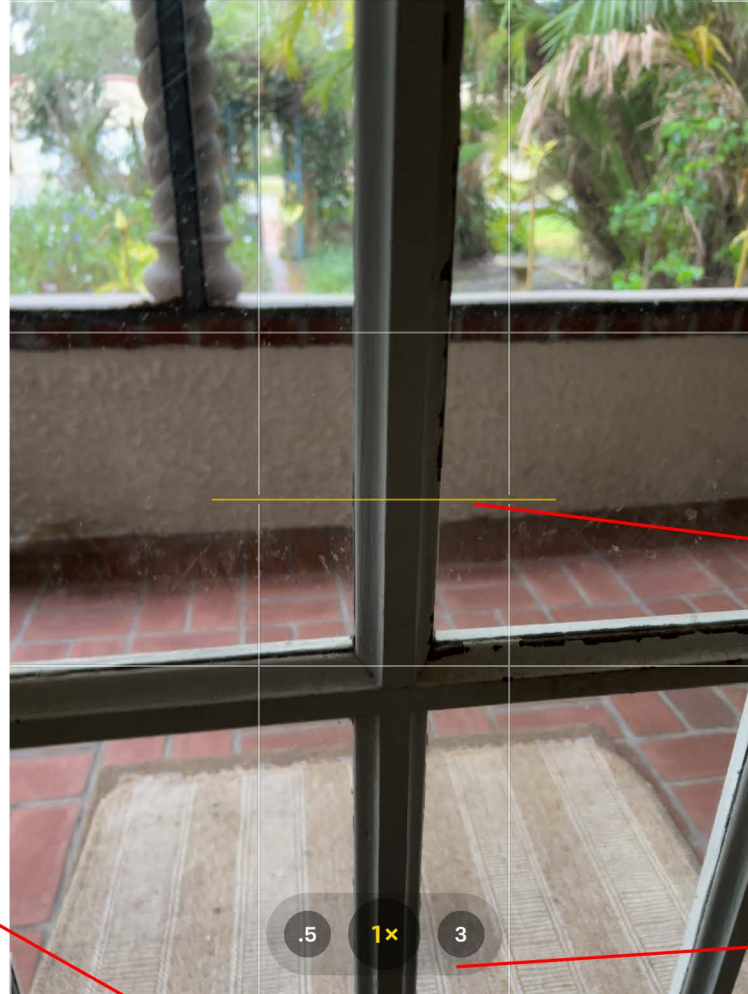
Live Photo Mode (currently off)

Exposure compensation. Will apply a negative or positive exposure compensation to your photos as you take them.



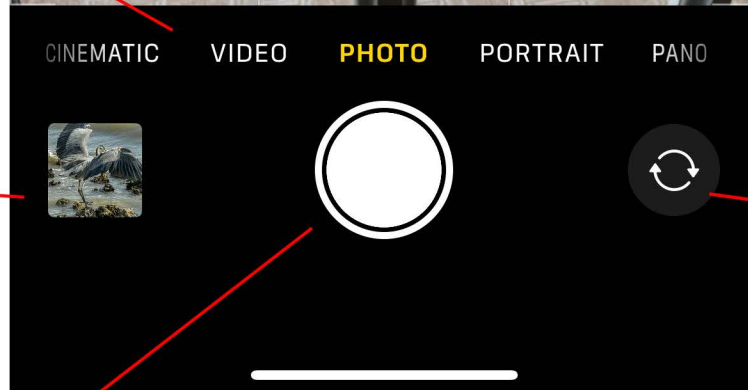
On-screen level indicator (turned on in camera settings)

Shooting modes (Main menu). Swipe left or right to get to different shooting modes, swipe up for additional menu



Switch to different lenses

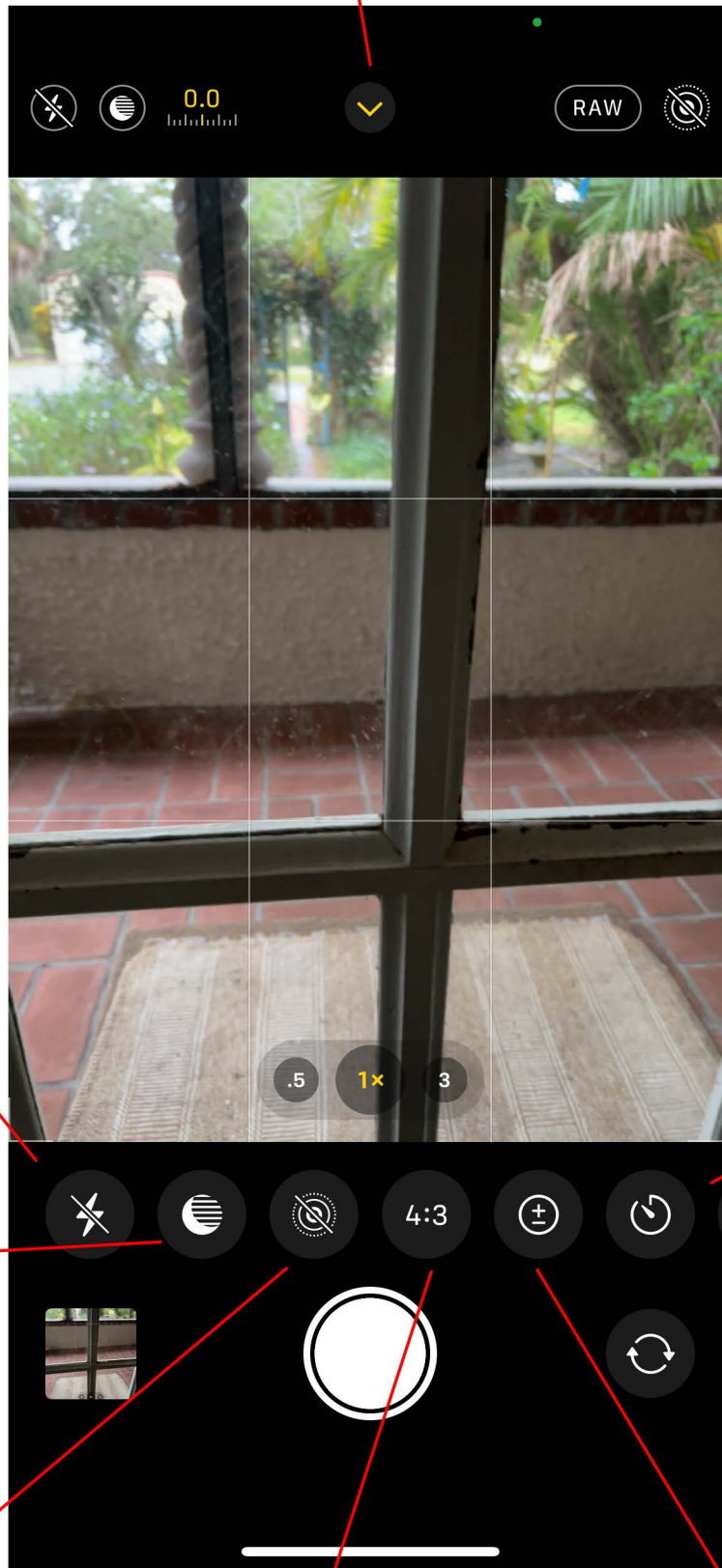
Most recent photo, click to be brought to photo library



Flip camera to front-facing

Shutter button. Swipe left for burst, swipe right for short video while holding

Additional way to switch camera menus. (Bring up "hidden" menu showed here at bottom.)



Flash control

Night mode control

Live photo control

Timer control

Aspect ratio. Use 4:3, unless you really want 1:1 for a specific purpose. 16:9 is just a cropped 4:3.

Exposure compensation control

Definitions for Adjust sliders in iPhone “Edit”

These sliders will be close to identical in almost every photo editing app. Different companies and programs have different “smart” sliders, and some may be named differently, but this is a good basic guide to terms you’ll see during post processing.

Exposure – adjusts exposure of the entire image. Powerful adjustments of brightening/darkening

Brilliance – Apple’s smart exposure slider. Affects highlights, shadows and overall brightness in a “smart” way

Highlights – adjust the brightest portions of the image. Usually bring this down for sunset/sky shots

Shadows – adjusts the darkest portions of the image. Usually bring this up to reveal hidden faces with a bright background

Contrast – adjusts the contrast of the image. I use frequently but sparingly (minor adjustments).

Brightness – affects brightness of the image (more selective than exposure)

Black Point – changes what black *is* to the camera. Use to get that “frosty” effect on photos (in Lightroom, you do this on the Tone Curve)

Saturation – affects color

Vibrance – affects color intelligently

Warmth – color temperature, warm/cool

Tint – color temperature, pink/green

Sharpness – artificial sharpening, doesn’t change the focus of the image, just sharpens what is already there

Definition - Apple’s texture slider. Affects visibility of lines and texture (Clarity + Texture sliders in Lightroom)

Noise Reduction – gets rid of noise by sacrificing definition. Good for night photos but can give photos a “painted” effect if used too strongly

Vignette – should be applied last, darkens or lightens the edges of the image