RealitySoSubtle 8x10

Features:

- 0.3mm precision pinholes, 85mm focal length. Aperture = f/283
- 3 separate pinholes and independent shutters. One central and 2 'rise' pinholes for fun perspective effects.
- 52mm filter thread inlouded inside the camera (note camera will vignette if more than 1 filter is stacked. Option also to step up rings and larger diameter filters.)
- Accurate bubble levels for both portrait and landscape orientations.
- Tripod mounts for both portrait and landscape orientations.
- Accurate sight lines engraved into the wood for ease of framing
- Construction is mahogany, poplar and stainless steel fittings.

Notes on use:

- Standard 8x10" film holders are required for use with this camera. The locking beams need not be removed for loading, all that is needed is to loosen the stainless steel thumb-wheels (don't remove them).
- The sighting lines are very accurate and can be used to effectively frame your image. Use your eye to follow the lines and see what is at the edge of your frame.
- This is an ultra wide camera, so although the f number is 283, it's often best to overexpose by a stop or two otherwise only the centre portion of the negative is exposed (the edges of the film are much further from the pinhole than the centre).
- To determine correct exposure I recommend a smart phone app called 'Pinhole Assist' that will do all the metering/calculation work for you, including reciprocity.
- Using the rise pinholes though there are no 'rules' the 'correct' method is to use the horizontal rise pinhole with the camera in the horizontal orientation and the vertical rise pinhole with the camera in the vertical orientation. This is especially effective for architectural photography.
- The pinholes can be removed/replaced by opening the shutters and using a finger inside the camera to push the brass discs out the front of the camera they will pop out with a little force.
- Please consider joining the flickr group (https://www.flickr.com/groups/realitysosubtle/)
 and adding the photos that you make with the camera. You can also find useful
 discussion there.