

"I Digital Cameras" (a combination of photographic techniques & computer technology)

Some of the reasons why digital cameras are great!

- Immediateness
- Usefulness
- Ease of use
- Simple & relatively undemanding of skills until you want to develop!
- Practical, challenging & interesting for the beginner as well as the experienced photographer
- Clean & not messy
- Doesn't need a darkroom or any special room in which to produce your own prints
- Doesn't need a computer to produce your own prints (direct printing/print lab or High Street Lab)
- Savings in costs (compared with film & processing costs)
- Leads to better photographs (selection, deletion, editing etc.)
- Special uses for photos:-
 - cards for special occasions
 - photos in documents (Newsletters/Brochures/DTP etc.)
 - up-to-date/ongoing records of family/hobbies
 - photos in presentations
 - pictorial presentations like slideshows (PC & TV)
 - lovely way to tell an unfolding story e.g. your garden through the year
 - calendars
 - electronic forms (email, website gallery)
 - creative images (picture editor & graphic artist)
 - stitched panoramas
 - transfers to use on T-shirts /pottery Mugs etc.
- Other ideas
 - work related uses e.g. Estate Agents, insurance claims, electrical H & S records.
 - training material
 - consultancy auditing of equipment, facilities etc.
 - record of building alterations, structural repairs etc.

It's an activity that begins at the point that you take the photo. Once you have your photo captured, there is so much that you can go on to change, improve, delete AND use it for! With a digitally captured photograph (digital file) then so much more can be at hand to develop it and experiment.

- A fast improving and developing technology/activity. One that after the initial outlay costs no more (unless you are going on to print). Even then, compared with a traditional film record, you will only be paying for what you want or know is a good picture.

What's your main reason for an interest in Digital Photography Using a Digital Camera: