

The Pinhole Camera

1. What does light do when it hits an object?
2. What happens when light bounces off an object and hits a screen?

3. What happens if we put a pinhole between the object and the screen?

4. In what sense is this a camera?

5. Key parameters of the pinhole camera model:

- Optical center (camera center):
- Focal length:
- Image plane:

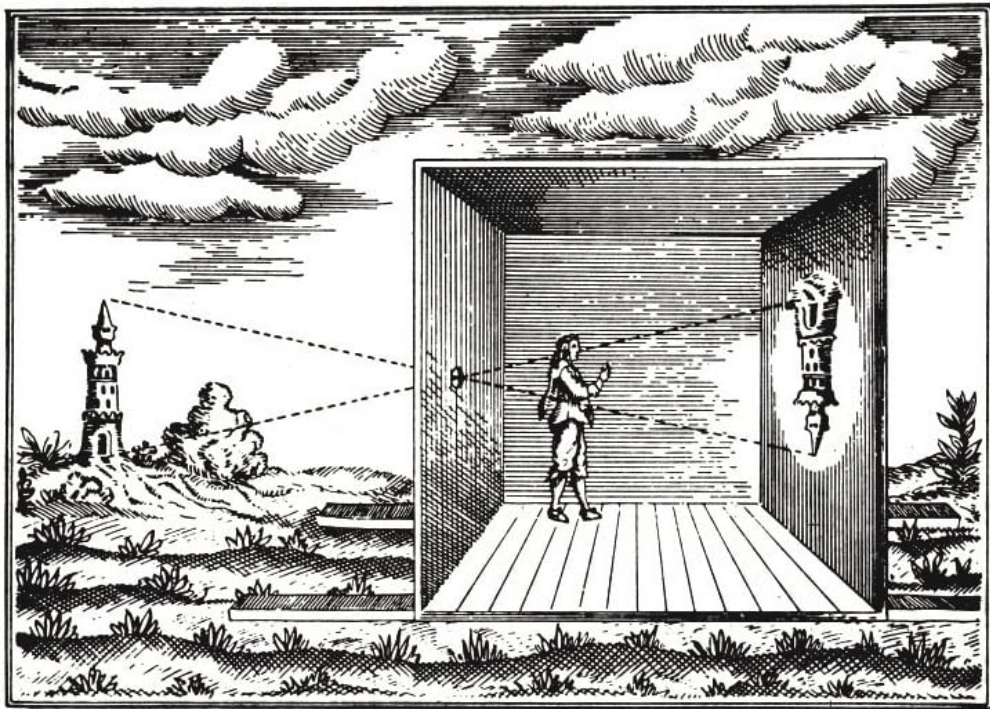


Figure 1: Illustration of a camera obscura from Athanasius Kircher's *Ars Magna Lucis et Umbrae* (1646). The camera obscura (Latin for "dark room") was used by artists and scientists to project scenes onto a surface for tracing or observation. Public domain.