

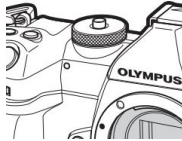
Night Sky Cheat Sheet

Olympus

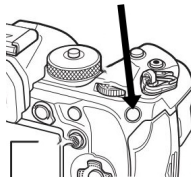
Common Steps:

1. Camera in Manual Mode
2. Set Shutter to 20 seconds
3. Set Aperture to smallest number (eg: f/2.8, f4)
4. Set ISO to 3200 (1600 to reduce or 6400 to increase exposure)
5. Set white balance to Fluorescent (or between 3800-4800k)
6. Set to shoot in RAW
7. Disable high iso & long exposure noise reduction
8. Focus your lens and switch to manual and Image Stabilisation
9. Enable mirror lockup (not required on mirrorless)
10. Set a 5 - 10 second shutter timer

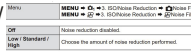
1 Turn the wheel until you get to M - manual mode



4 Press the ISO button, to change the ISO



7 Press MENU - ISO/Noise Reduction - Noise Filter to turn off High ISO NR



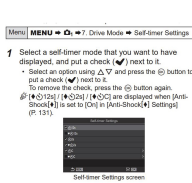
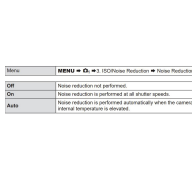
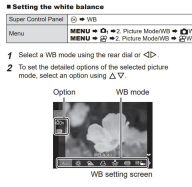
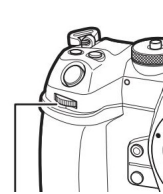
9 Skip this step - camera is mirrorless

2 Use the front wheel to change the shutter speed

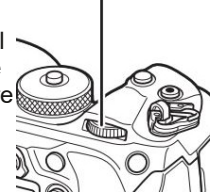
5 Press menu, go to picture mode to change white balance

7 Press MENU - ISO/Noise Reduction - Noise Reduction to turn off Long Exposure NR

10 Press Menu - Drive Mode - Self Timer to set a timer



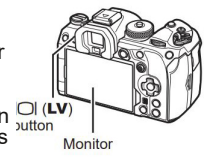
3 Use the rear wheel to change the aperture



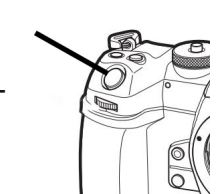
6 Press menu, basic settings, image quality to set to RAW



8 Use live view and press the magnifier or + & - to zoom, use focus ring on lens to focus



SHOOT



Night Sky Cheat Sheet

500 Rule – Camera must be set to 3200 or 6400 ISO, aperture f/2.8 (or faster).

See: <https://www.lightstalking.com/500-rule/>

On **full frame** sensors calculate 500 divided by your focal length

EG: $500 / 17\text{mm} = 29.4$ seconds

On **Canon** or 1.6x crop sensors calculate 500 divided by (focal length x 1.6)

EG: $500 / (17\text{mm} \times 1.6 \text{ eq } 27.2) = 18.4$ seconds

On **Nikon** or 1.5x crop sensors calculate 500 divided by (focal length x 1.5)

EG: $500 / (17\text{mm} \times 1.5 \text{ eq } 25.5) = 19.6$ seconds

On **Micro 4/3rd** sensors calculate 500 divided by (focal length x 2)

eg: $500 / (17\text{mm} \times 2 \text{ eq } 34) = 14$ seconds

600 Rule - Same as above but use 600 instead of 500.

