

## Amusement Park

Take more shots of the smiling faces of everyone in the family!



### Taking Videos or Still Images According to the Attraction

You may choose to take videos all the time. However, you may want to take some still images too.

The following section explains the scenarios suitable for taking videos or still images.

#### ■ Scenarios suitable for taking videos



Scenarios with changes in body movement are suitable for taking videos. This includes situations where there are rapid changes in facial expressions or voices of surprise and delight.

\*Some amusement parks do not allow passengers to perform any recording. Be sure to check beforehand.

[Examples]

- Merry-go-round, go kart, coffee cup, etc.

#### ■ Scenarios suitable for taking still images (photos)



Scenarios with little movement of the subject are suitable for taking still images.

Try to take the still images from an angle such that the surroundings can be seen clearly.

[Examples]

- Carousel, ferris wheel, fun bicycle rides, etc.

### Inducing Responses by Calling Out



Videos with no waving of hands nor laughter are not only dull when you view them later, but also put the capability of the audio-recording function of the camcorder to a waste.

When recording, induce more reactions by enthusiastically waving your hands or shouting out "Is it fun?" and the like.

### Capturing the Best Moment in a Video as a Still Image



Shots with the eyes closed are often taken by accident. To reduce such mistakes, make use of the function to capture still images from videos.

As videos are actually continuous recording of 60 still images within 1 minute, using this function allows you to select the best moment and save it as a still image.

### Advanced Operation with Backlight Compensation

It is useful to make use of backlight compensation when the subject's face is in backlight or when the expression cannot be seen clearly. Increase the brightness of the whole image by setting "BACKLIGHT COMP." if the faces appear too dark. Even the expressions of faces under shadows can be captured brightly and clearly.

#### ■ <Without backlight compensation>



#### ■ <With backlight compensation>

