



#### **ANNEX 9**

### Camera operation

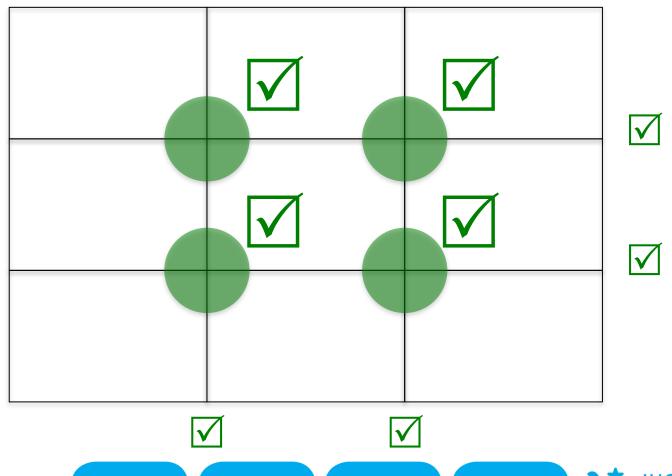
Framing, rule of thirds







## The rule of thirds

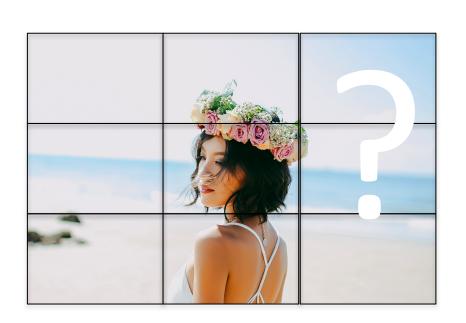


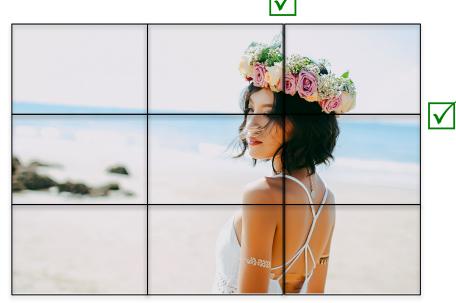






# The rule of thirds - example 1















# The rule of thirds - example 2

