- A star → a point source → flux/magnitude e.g., mv=15.7
- A galaxy or central part of a globular cluster
 → an extended source
 - → integrated flux, or surface brightness e.g., 18.2 mag/sq arcsec
- The sky is an extended source. In a dark site, sky~20-21 mag/sq arcsec











Photographic Process

Photon → grain → e⁻ excited + Ag⁺ (e.g., from thermal excitation) → Ag + Ag + Ag → latent image + reducing agent (adding hydrogen or removing oxygen or, in this case, removing bromine) → conversion of entire grain to pure silver Stop once a clear image is obtain







<u>Note</u> To increase the sensitivity, some measures can be taken
 Adding chemical sensitizers to the emulsion
 Baking or soaking in nitrogen or hydrogen
 → Process of hyersensitization
 <u>Note</u> In addition to low sensitivity, another disadvantage of a photographic plate is non-linearity
 → a given exposure may be correct for some stars, but overexposed for bright stars and underexposed for fainter stars

Even for a correctly exposed star, the density of the image does not directly reflect the brightness of a star, because of internal scattering

Incident photons are scattered within emulsion before being absorbed \rightarrow enlarged, circular image with size ~ # of scattering



Brightness of a star: a complicated function of total density *and* image size



Photography --- Summary

Disadvantages

- ≻low sensitivity
- ≻complex procedures, thus prone to error
- ≻density --- rather than intensity --- recorded

Advantages

- ≻Cheapness
- ≻long exposure (cf. eye ~ 0.1s)
- ≻ease of storage
- ➤ familiar techniques
- Large field of view (suitable for observations)

Field of View

- Schmidt telescopes use photographic plates 30 cm square, corresponding to a sky area ~6°x6°
- Some plates are 50 cm square
- In comparison, electronic detectors < 5 cm (1° FOV)

Plate Scale \uparrow \uparrow \uparrow \uparrow \uparrow \uparrow P["/pixel]=(206,265) x µ[micron] / 1,000 x f [mm]

LOT (Lulin One-meter Telescope)

- D=1000 mm
- f/8
- CCD camera has 24 micron x 1024 x 1024 pixels
- Calculate the FOV of the camera

