

Digital Imaging Photometry with Common Cameras – Methods, Results and Perspectives

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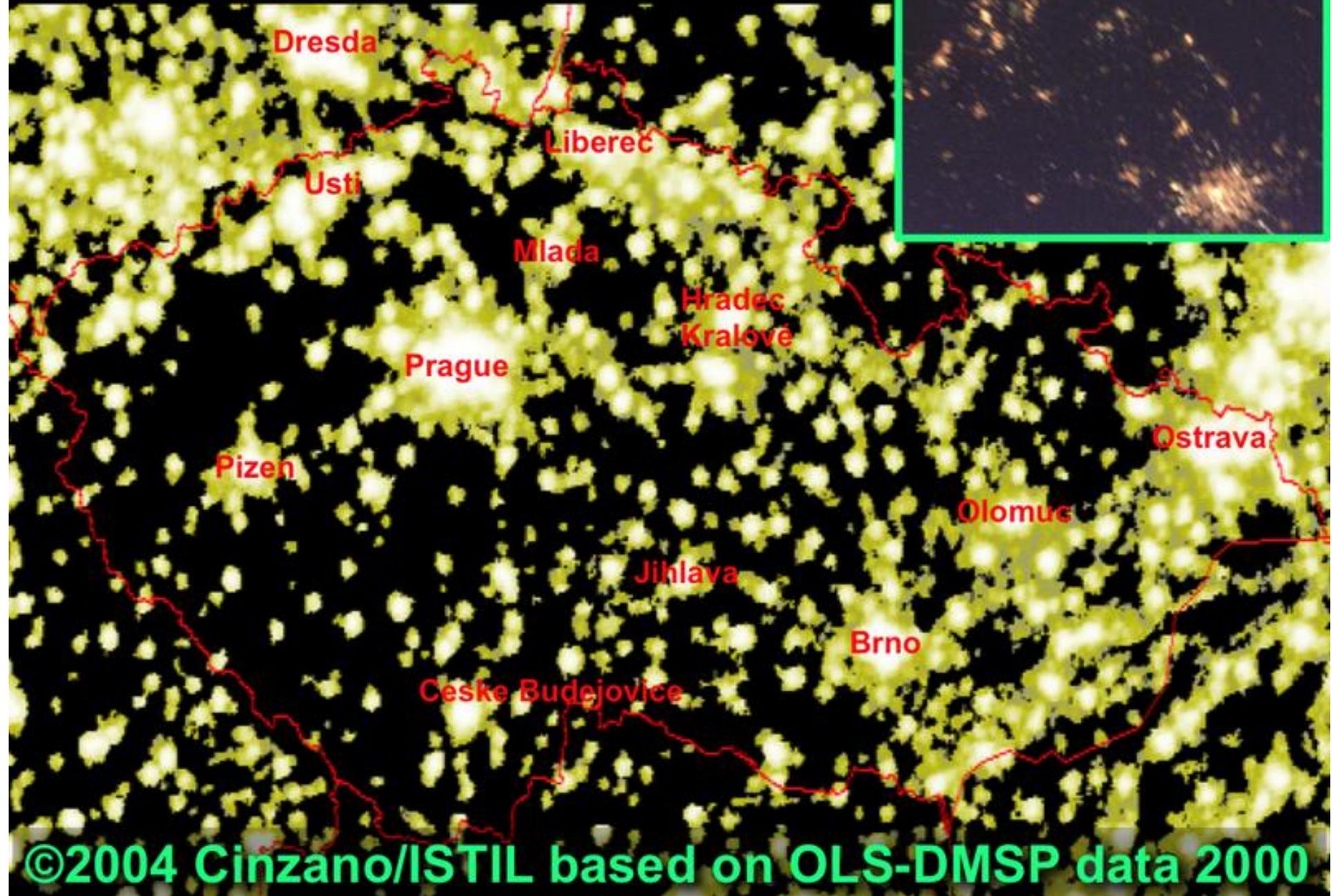
IAU commission 50 meeting, Prague 2006

Natural Darkness: A prime attribute of the night

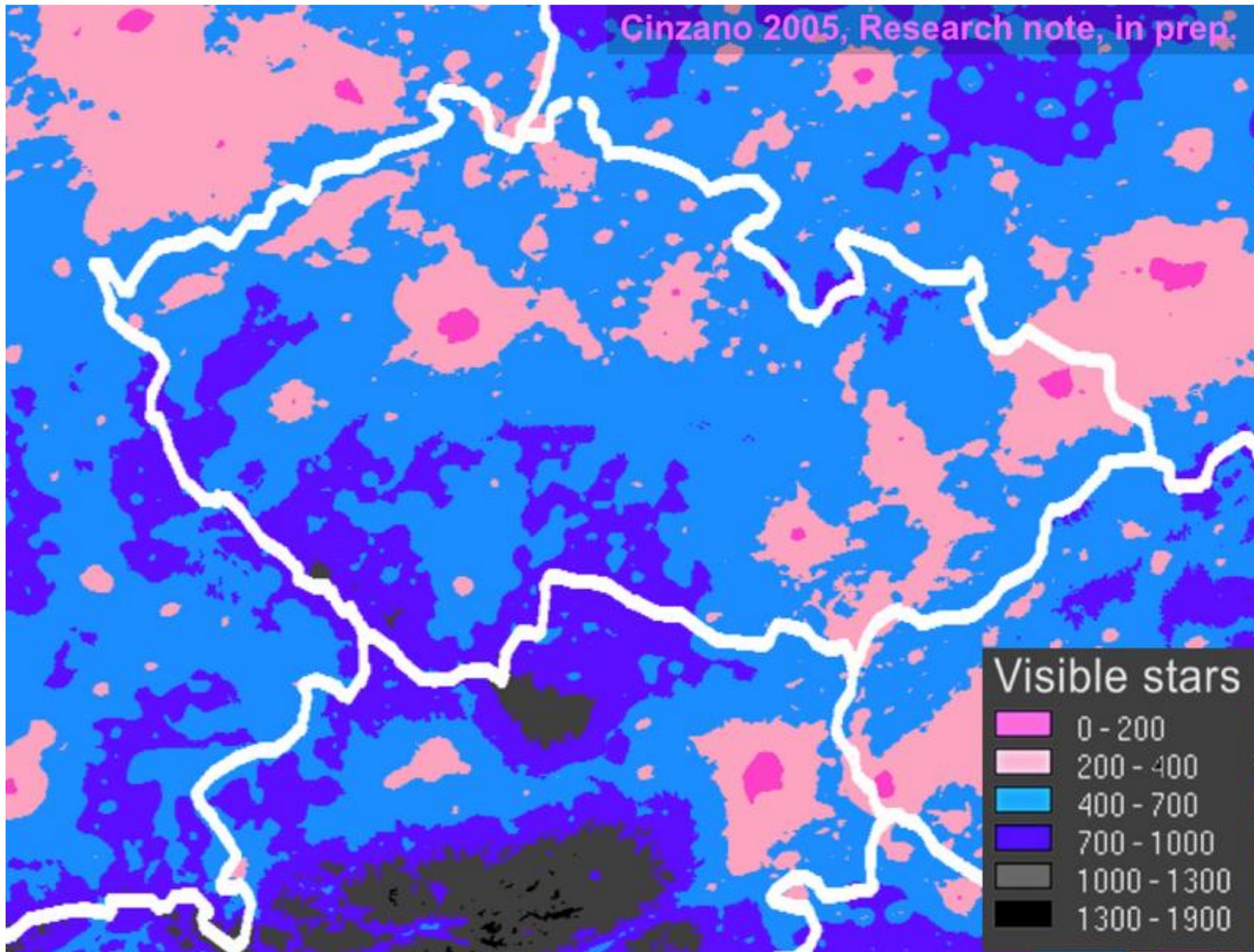
A need to quantify:

- How much light, man-made and natural is there and from where it comes?
- How it was decades ago?
- How much does it vary with time and weather?
- How much do various individual anti-LP measures help, like adhering to the 0 cd/klm limit?

Lights in Cekia



©2004 Cinzano/ISTIL based on OLS-DMSP data 2000



Satellite images and old instruments don't answer:

- complete angular distributions of light emissions
- amounts of unuseful light from luminaires
- amounts of light from lit vertical surfaces and from lit terrain
- imissions to bedroom windows, gardens, protected nature areas
- their most harmful proportion – direct light from luminaires

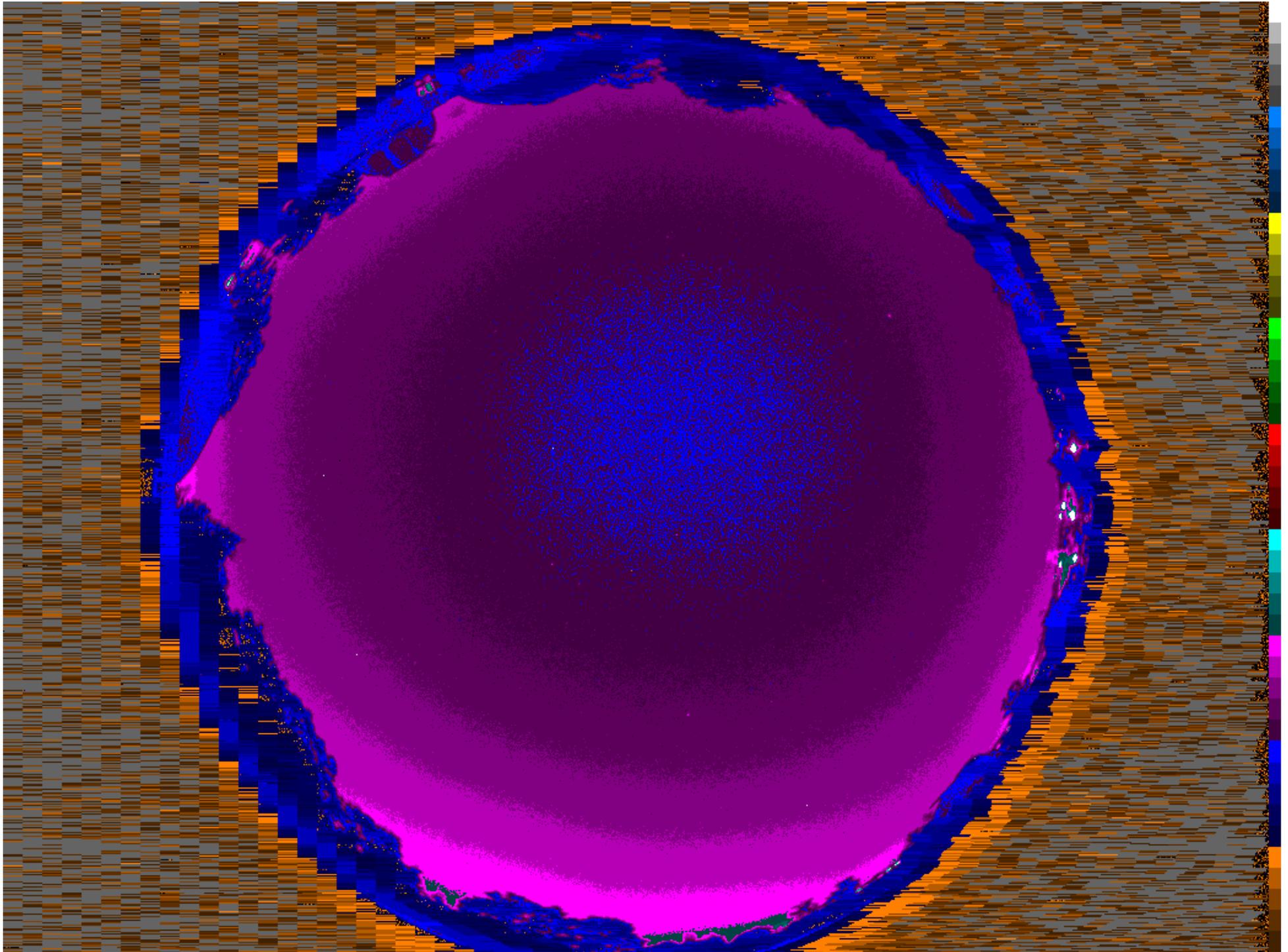
SQM – Sky Quality Meter helps a lot.

Modern digital cameras

– offering raw data, manual control and many second exposures –
can give all answers.

Full fish-eye view – an ideal. Two examples:





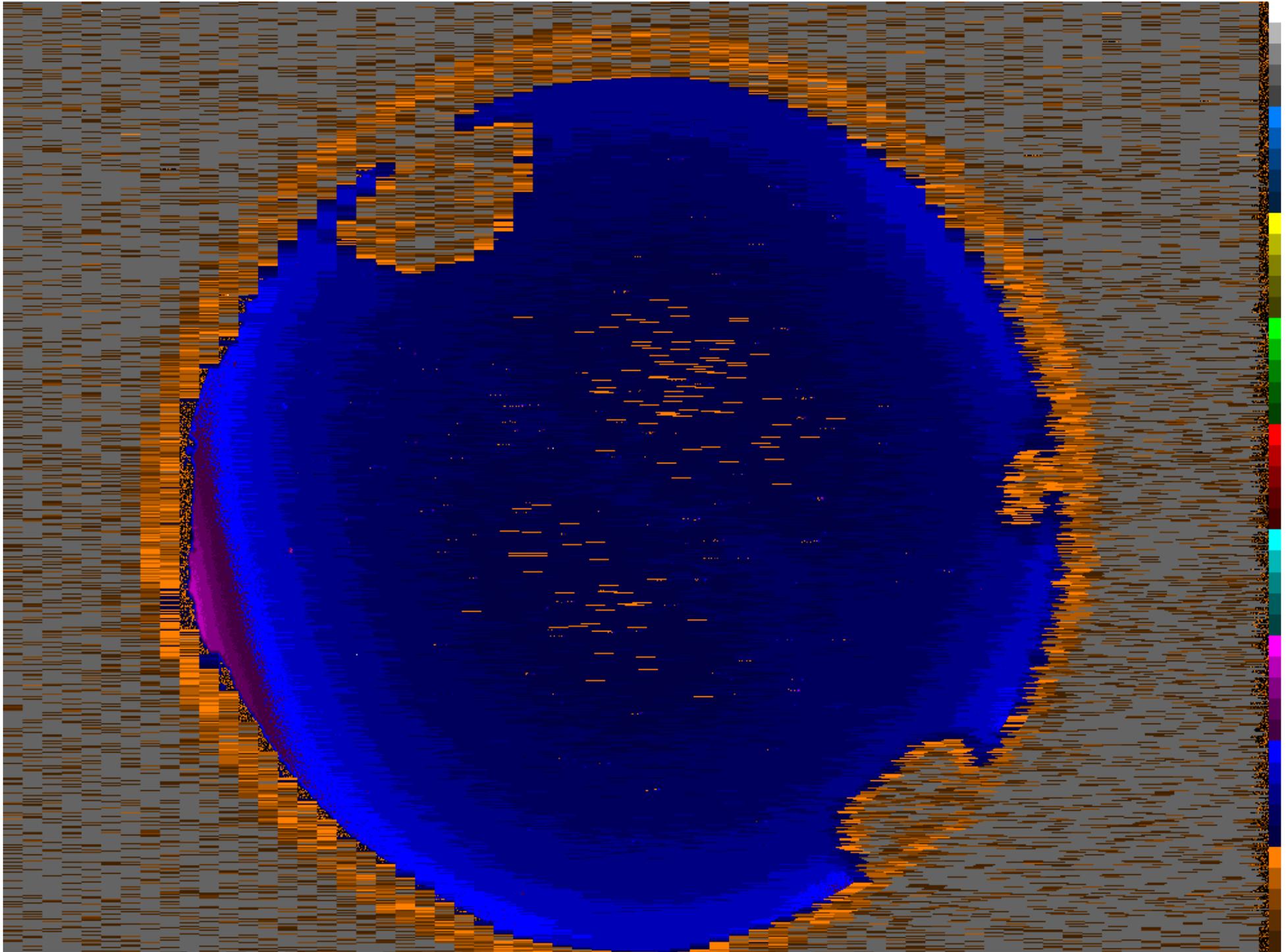
– sky above Brno Observatory, 2005-8-12 22:32:33
(Perseid maximum, beginning of astronomical night)
Nikon 990 with FC-E8 fish-eye converter, 60 s exposure

Horizontal illuminance 0.018 lx

Computed SQM 0.0041 cd/m², 18.54 mag

Fine steps: 0.2 mag, middle red: 1 cd/m², middle magenta: 0.01 cd/m²





– 22 km to the WNW, three hours later

Horizontal illuminance 0.0020 lx

Computed SQM 4.79E-4 cd/m², 20.88 mag

Middle blue: 0.001 cd/m²

2003: first results presented (Ecology of the Night conference).

2004: software published (GPL), report for the Czech Ministry of environment, poster at Cancer and Rhythm conference

2005 and 2006: Giant Mountains Natural Park exploration

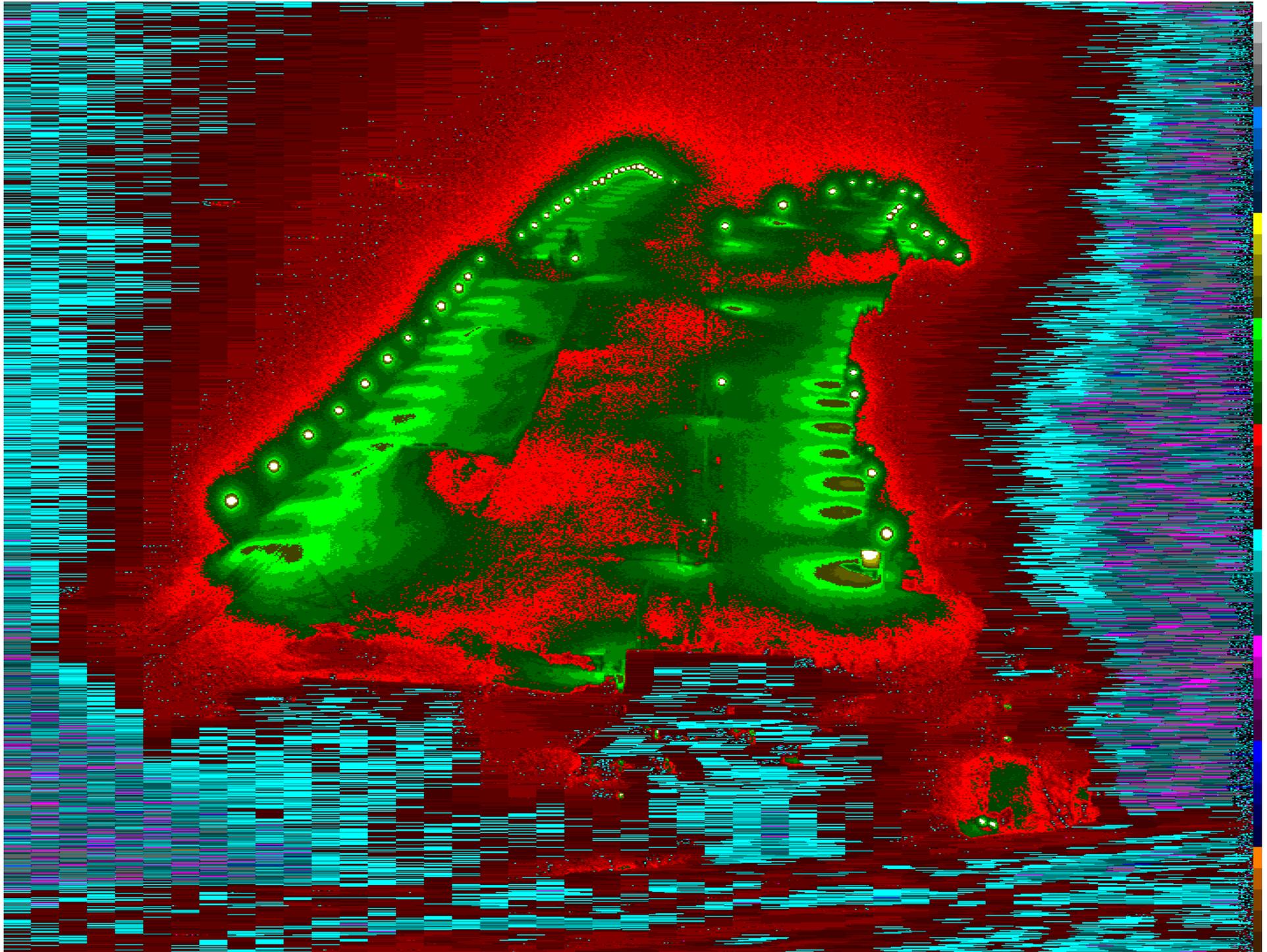
The Park's winter night environment:

2× to 10000× more light than in nature

natural dominants disappear, lamps reign the landscape

two strongly lit ski slopes add more light than the rest of the world





1 0 8 0.315	1 1 22 0.420	1 2 34 0.524	1 3 50 0.719	1 4 76 1.04	1 5 96 1.24	1 6 87 1.15	1 7 64 0.888	1 8 33 0.565	1 9 2 0.277
2 0 14 0.339	2 1 27 0.444	2 2 44 0.602	2 3 68 0.927	2 4 124 1.61	2 5 158 1.98	2 6 131 1.64	2 7 90 1.18	2 8 40 0.602	2 9 0 0.215
3 0 15 0.363	3 1 30 0.505	3 2 52 0.794	3 3 98 1.36	3 4 276 6.39	3 5 314 6.50	3 6 241 4.33	3 7 141 2.60	3 8 42 0.624	3 9 0 0.120
4 0 15 0.344	4 1 33 0.521	4 2 65 0.937	4 3 160 2.70	4 4 649 9.52	4 5 360 5.48	4 6 385 6.02	4 7 284 7.57	4 8 38 0.614	4 9 0 0.0906
5 0 17 0.329	5 1 36 0.547	5 2 89 1.23	5 3 663 10.7	5 4 513 7.24	5 5 313 4.71	5 6 428 6.16	5 7 78 1.38	5 8 27 0.441	5 9 0 0.0961
6 0 16 0.325	6 1 49 0.704	6 2 168 3.58	6 3 1088 14.3	6 4 340 4.95	6 5 329 4.92	6 6 764 11.8	6 7 58 0.850	6 8 14 0.342	6 9 0 0.0688
7 0 18 0.345	7 1 77 1.23	7 2 387 11.1	7 3 820 12.3	7 4 290 3.78	7 5 452 5.96	7 6 1082 18.3	7 7 64 1.06	7 8 9 0.280	7 9 0 0.0716
8 0 21 0.362	8 1 131 4.24	8 2 1283 18.3	8 3 393 5.50	8 4 253 3.05	8 5 380 4.93	8 6 1152 17.5	8 7 101 3.16	8 8 13 0.317	8 9 0 0.0680
9 0 23 0.423	9 1 166 4.14	9 2 1102 15.2	9 3 357 4.76	9 4 294 3.51	9 5 446 6.09	9 6 944 18.8	9 7 155 5.02	9 8 16 0.339	9 9 0 0.0693
10 0 29 0.533	10 1 120 1.67	10 2 191 2.91	10 3 232 2.77	10 4 342 4.87	10 5 230 2.56	10 6 251 3.08	10 7 172 2.30	10 8 31 0.575	10 9 0 0.0434
11 0 4 0.196	11 1 58 0.868	11 2 34 0.698	11 3 51 0.963	11 4 75 2.69	11 5 30 0.706	11 6 43 0.841	11 7 80 1.09	11 8 41 1.13	11 9 0 0.0777
12 0 0 0.0838	12 1 11 0.255	12 2 20 0.348	12 3 31 0.508	12 4 71 1.25	12 5 26 0.518	12 6 26 0.564	12 7 88 1.49	12 8 106 1.85	12 9 0 0.0692
13 0 0 0.0727	13 1 0 0.108	13 2 12 0.278	13 3 26 0.419	13 4 38 0.691	13 5 29 0.552	13 6 22 0.418	13 7 56 1.69	13 8 50 1.16	13 9 24 0.463
14 0 16 0.405	14 1 27 0.474	14 2 28 0.507	14 3 30 0.530	14 4 28 0.519	14 5 36 0.616	14 6 40 0.638	14 7 32 0.564	14 8 24 0.445	14 9 18 0.414

– maxima over 200 lx

half of the light to the camera comes directly from luminaires

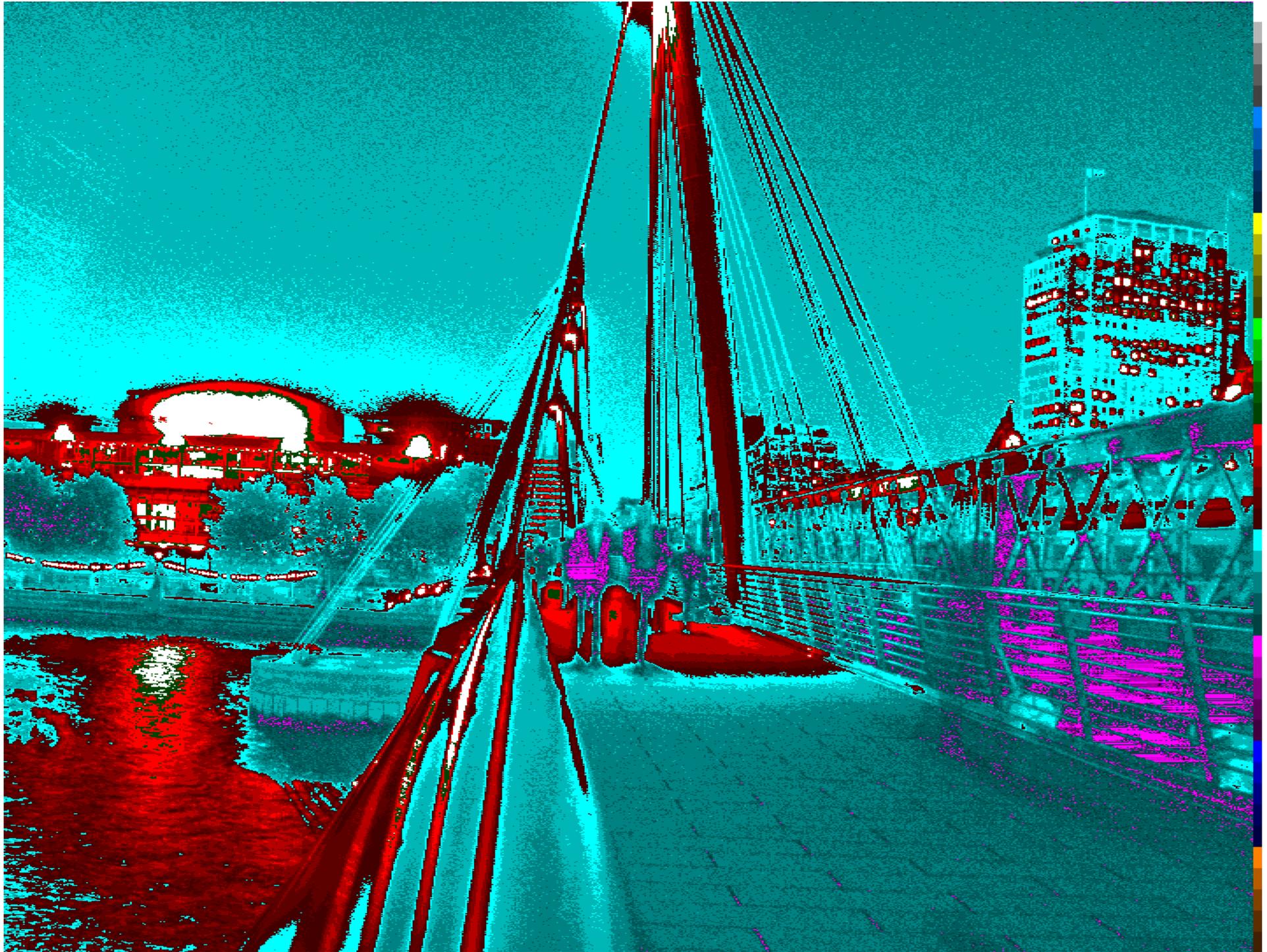
(luminances are given at the bottom of the grid tiles,
median pixel readings in the centre)

London views:

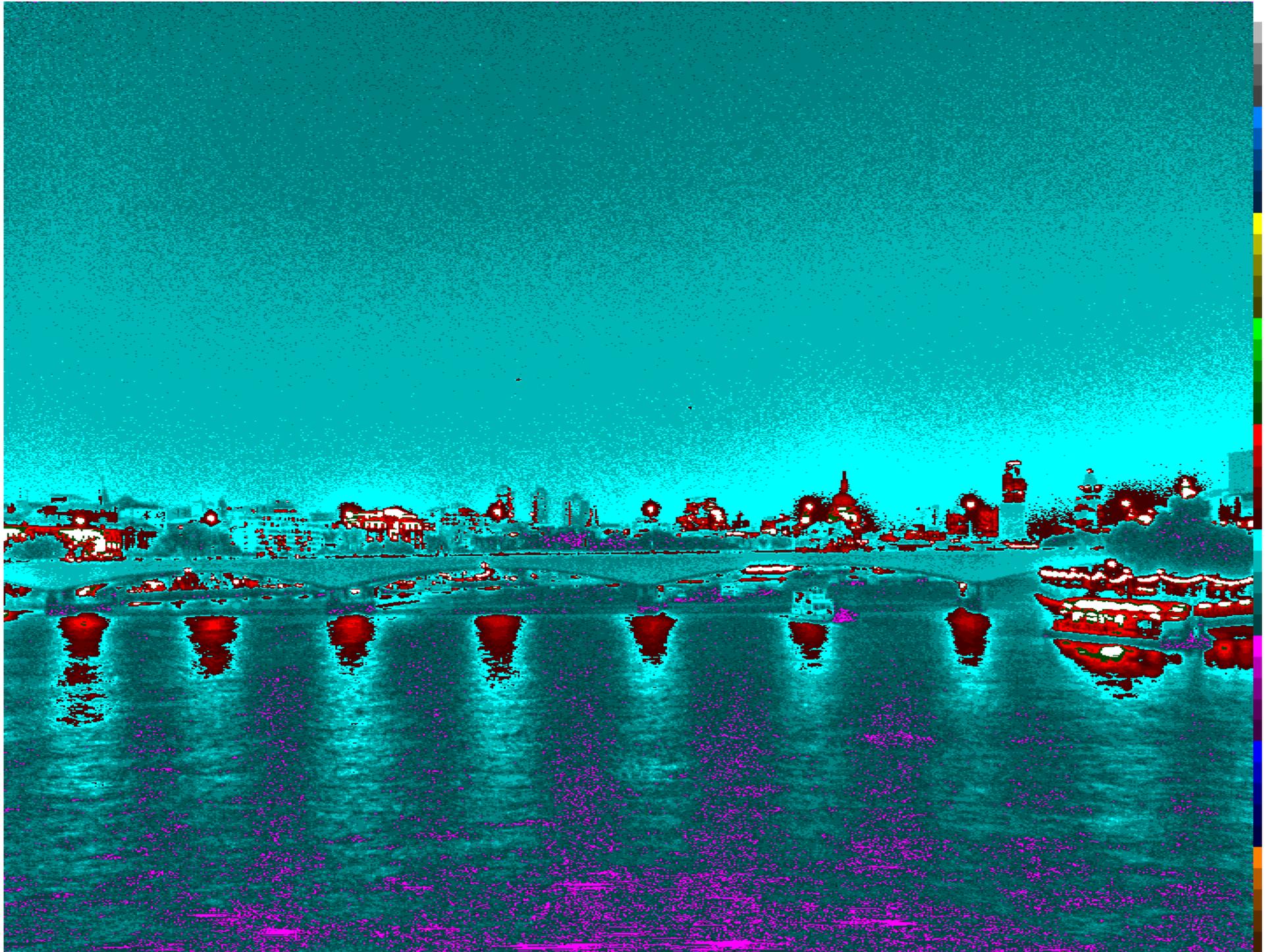




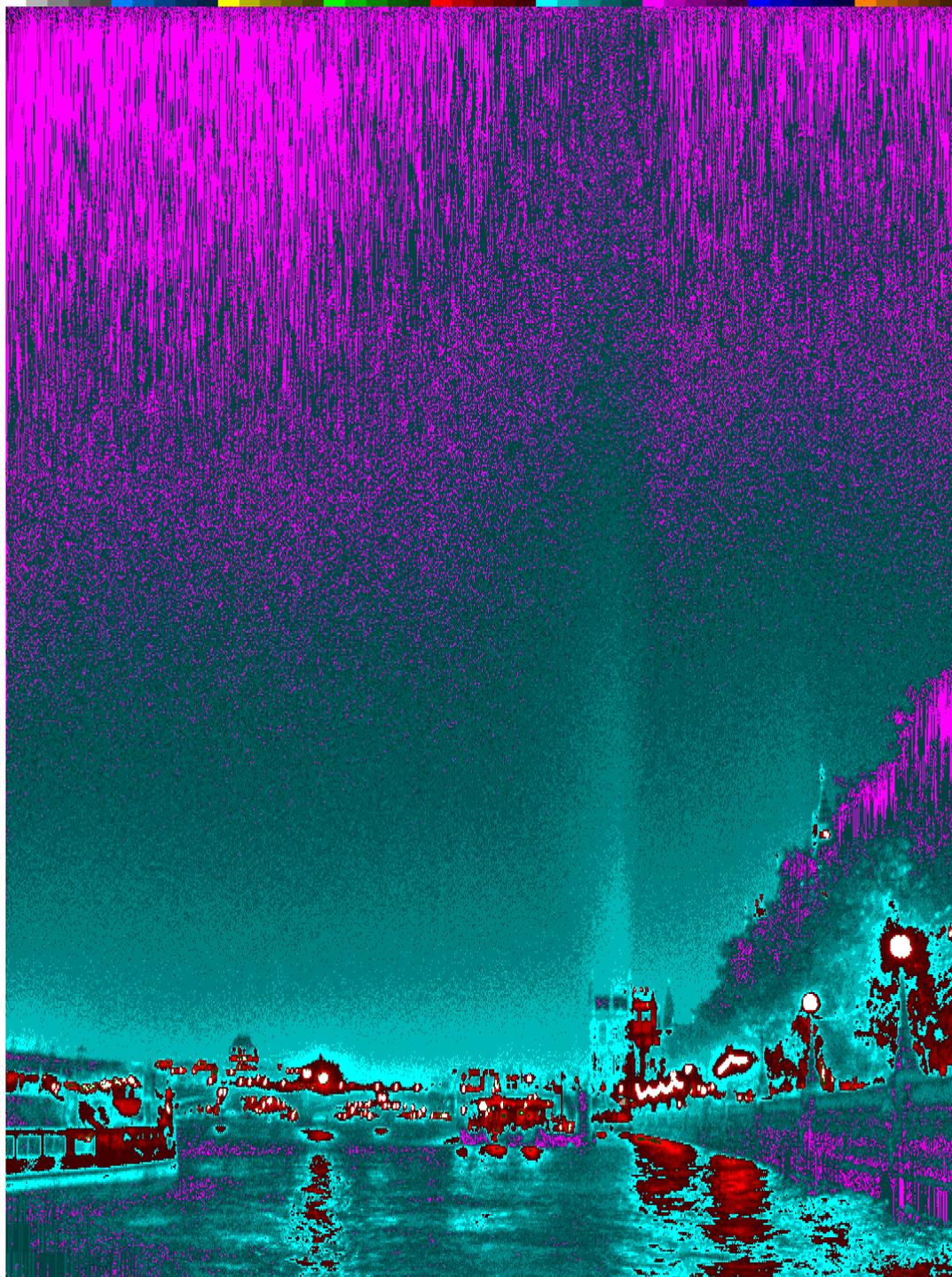




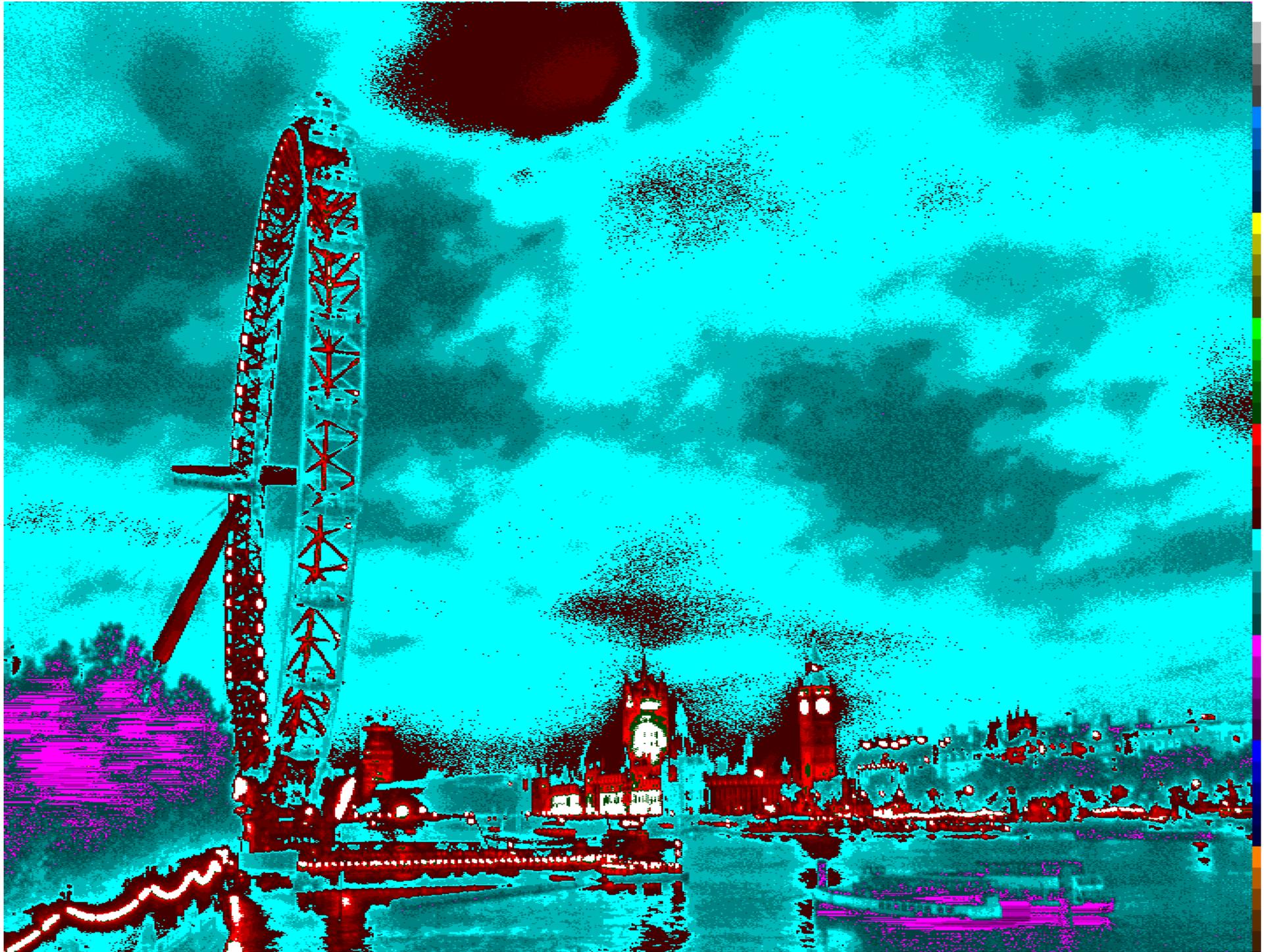




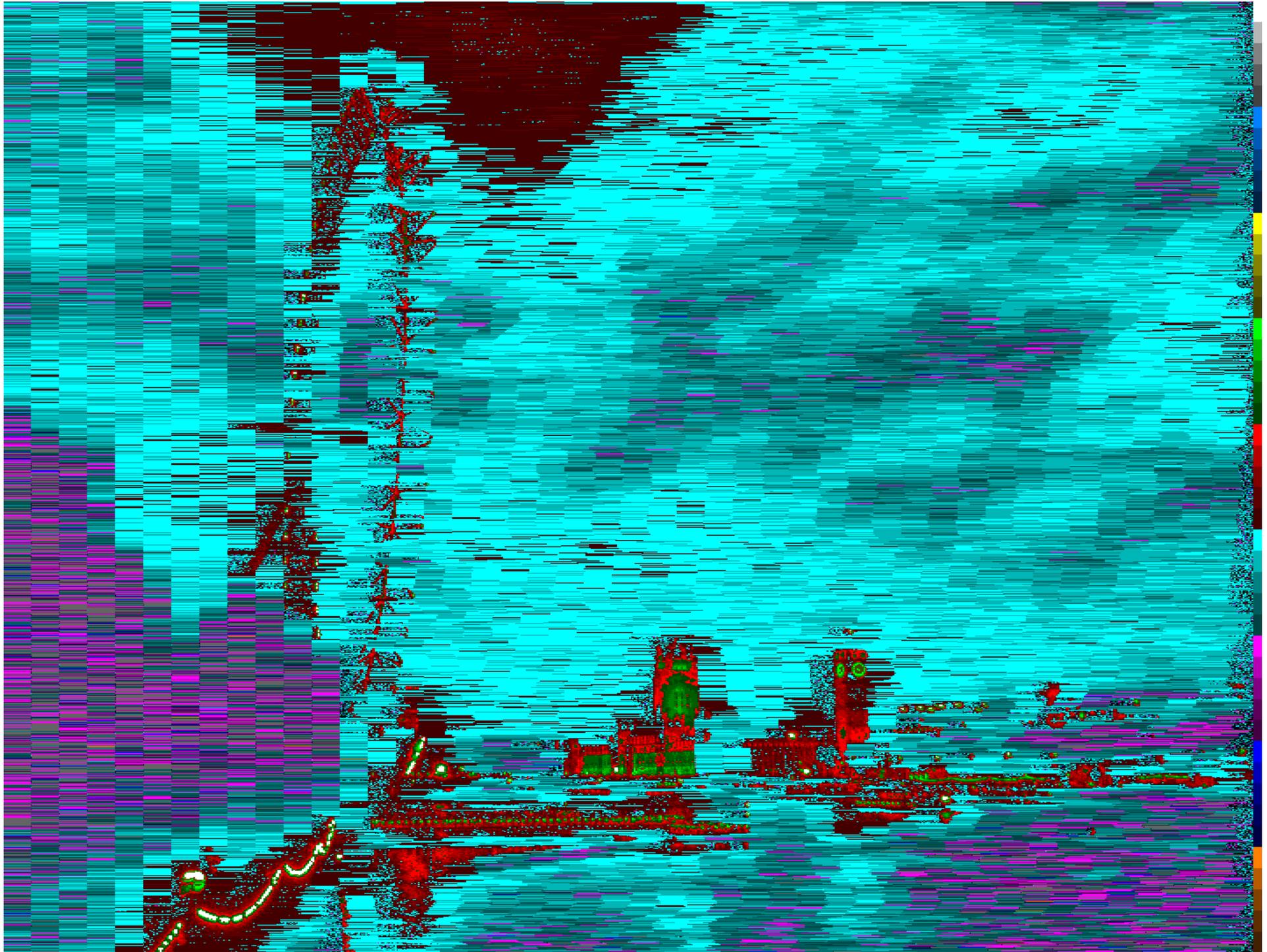




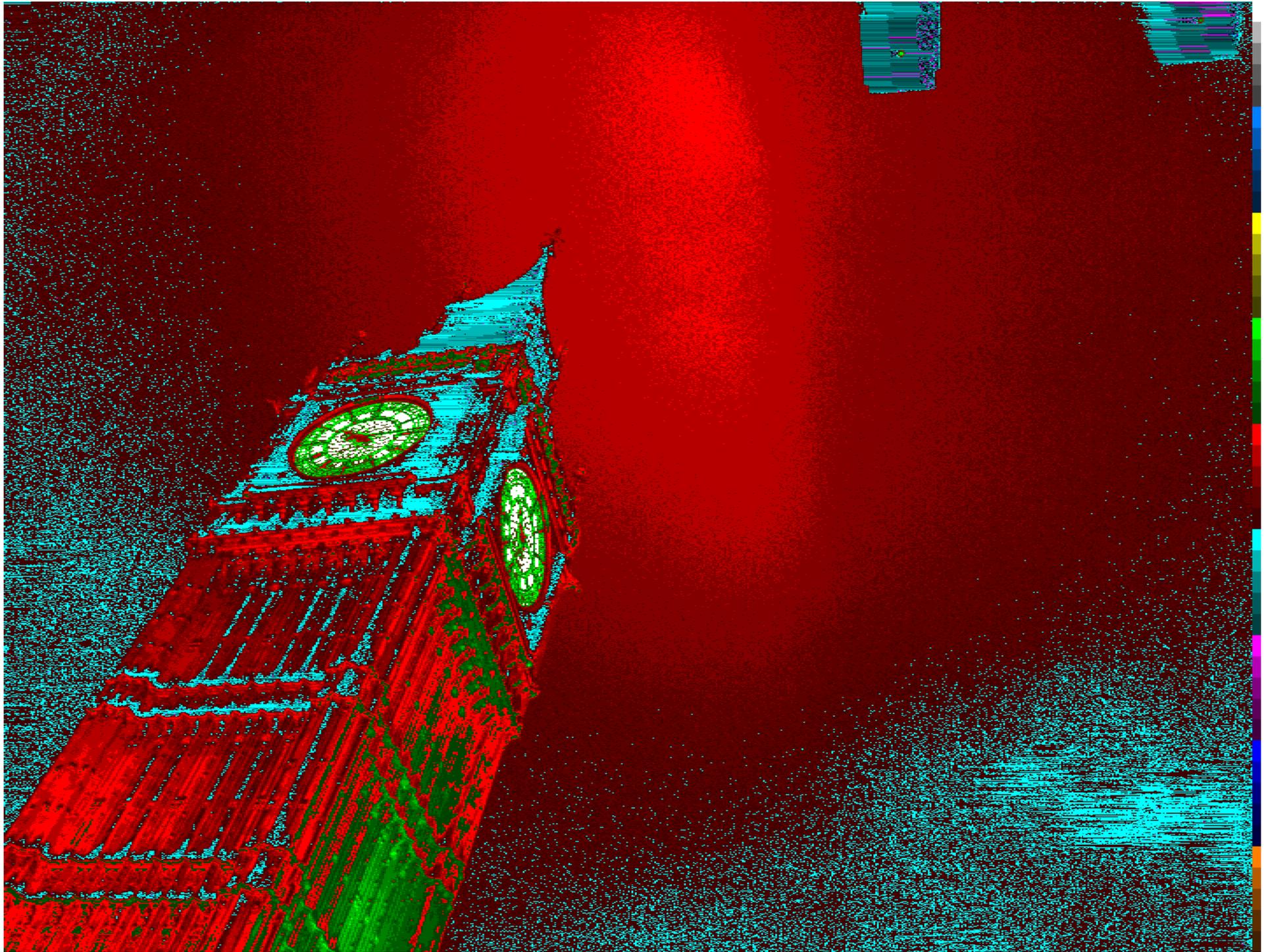




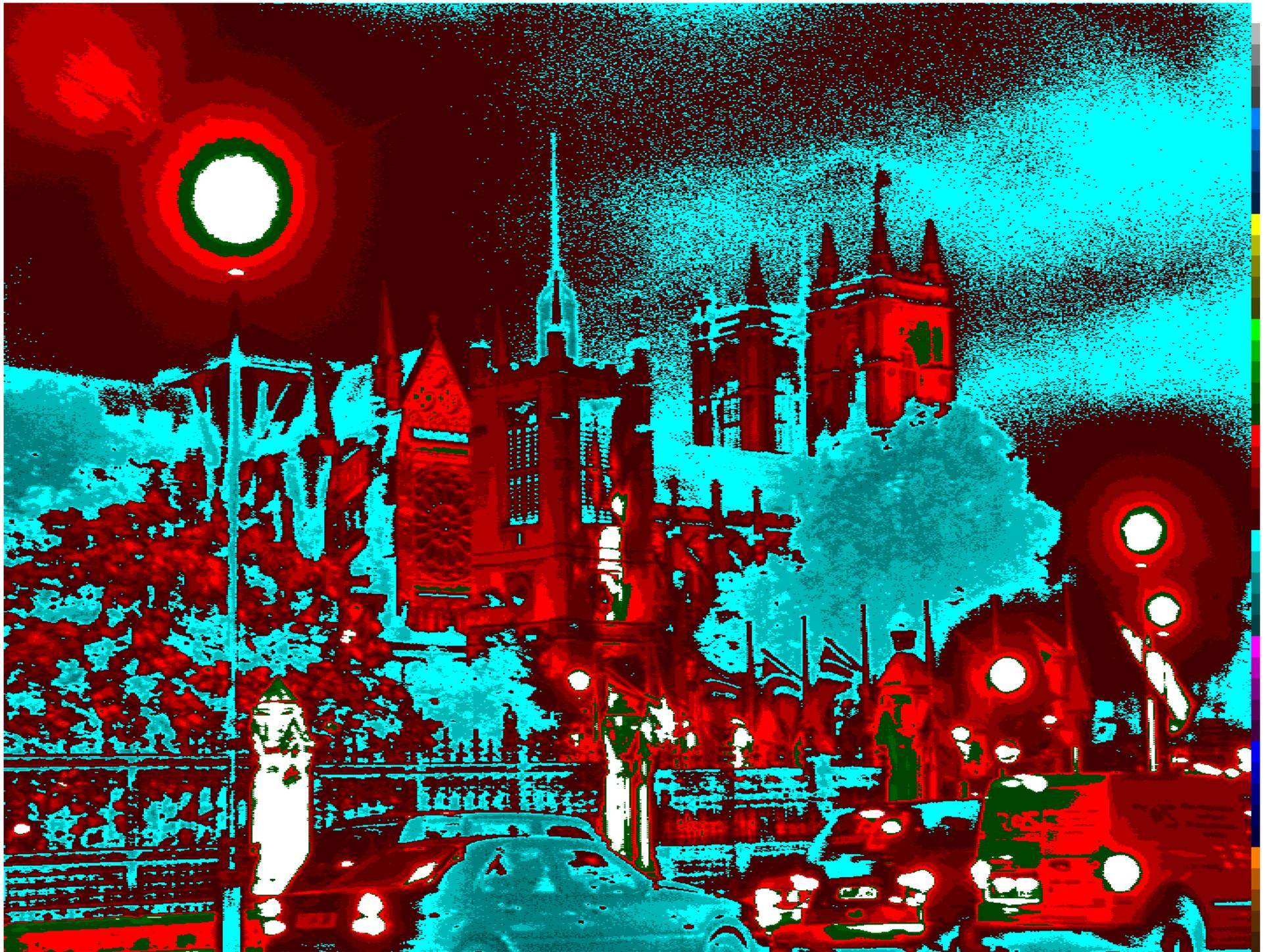


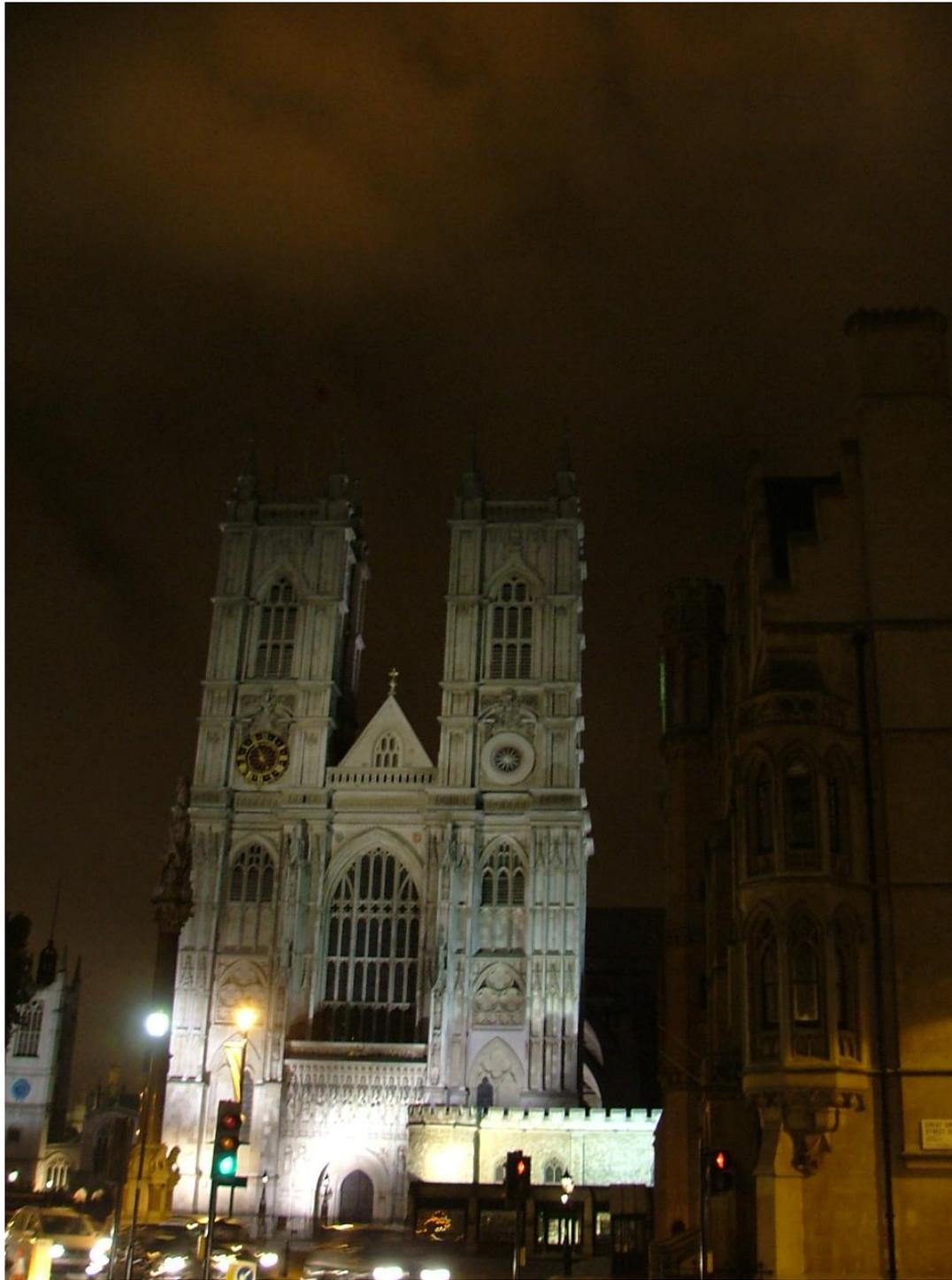










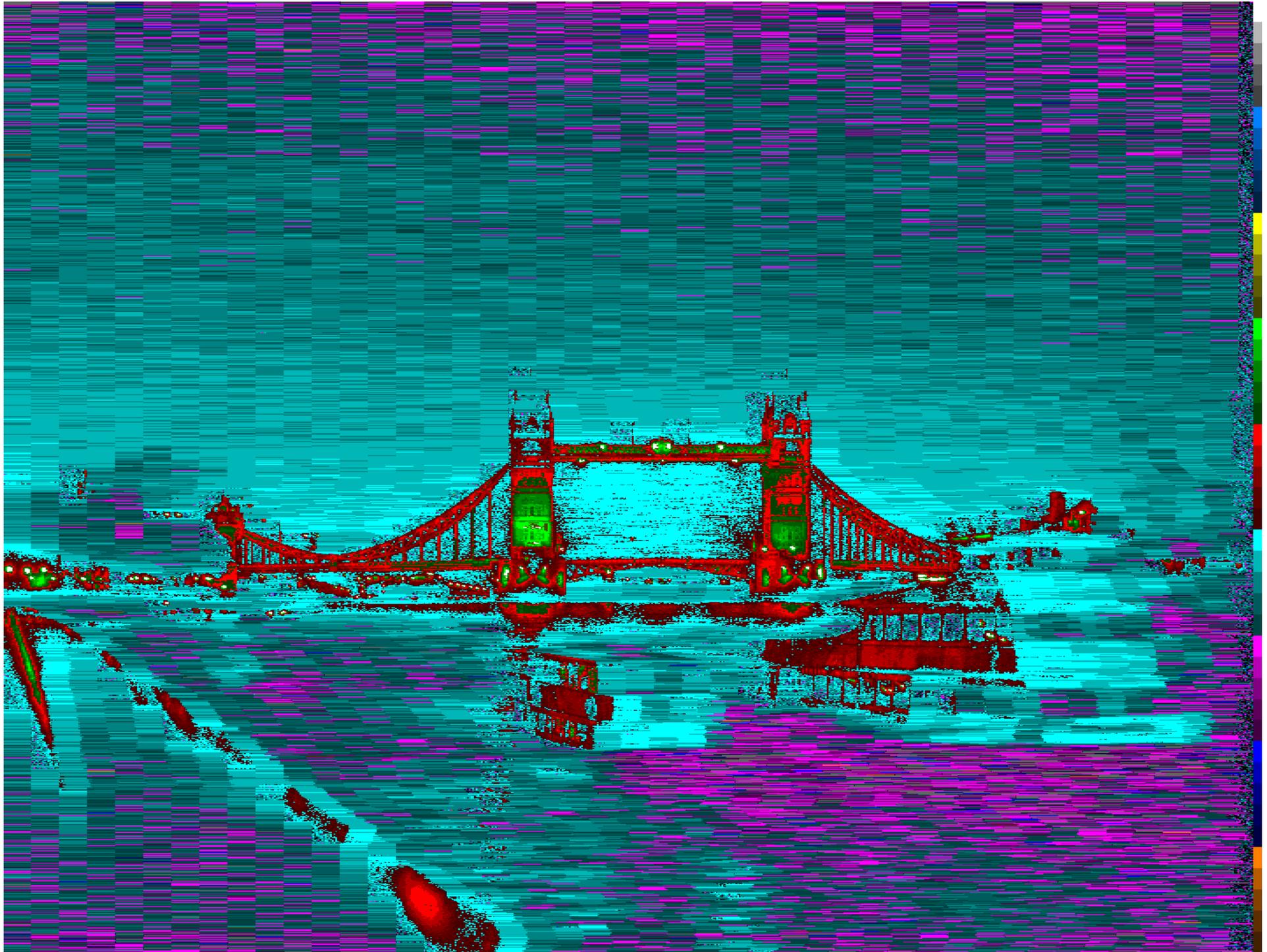




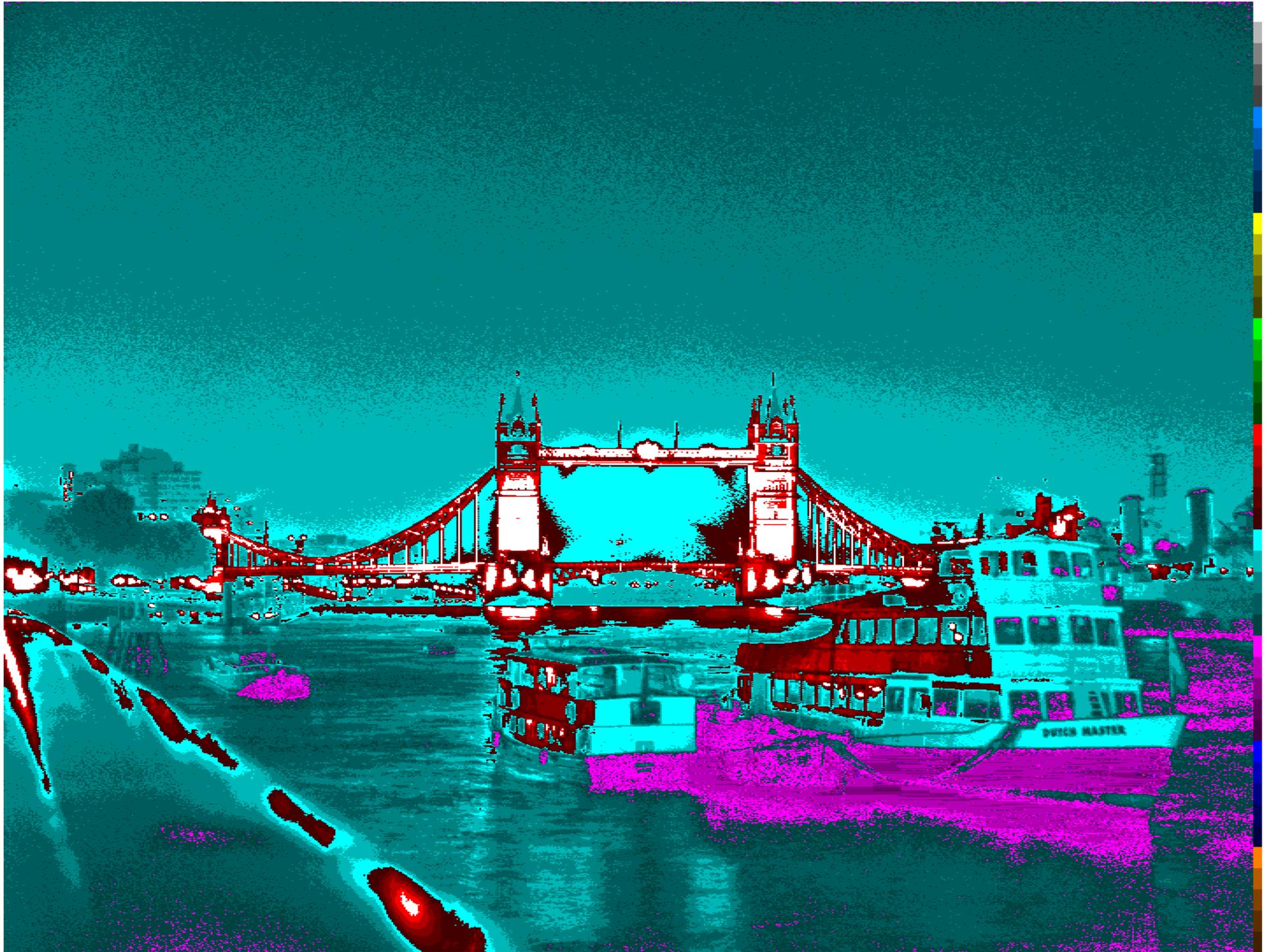




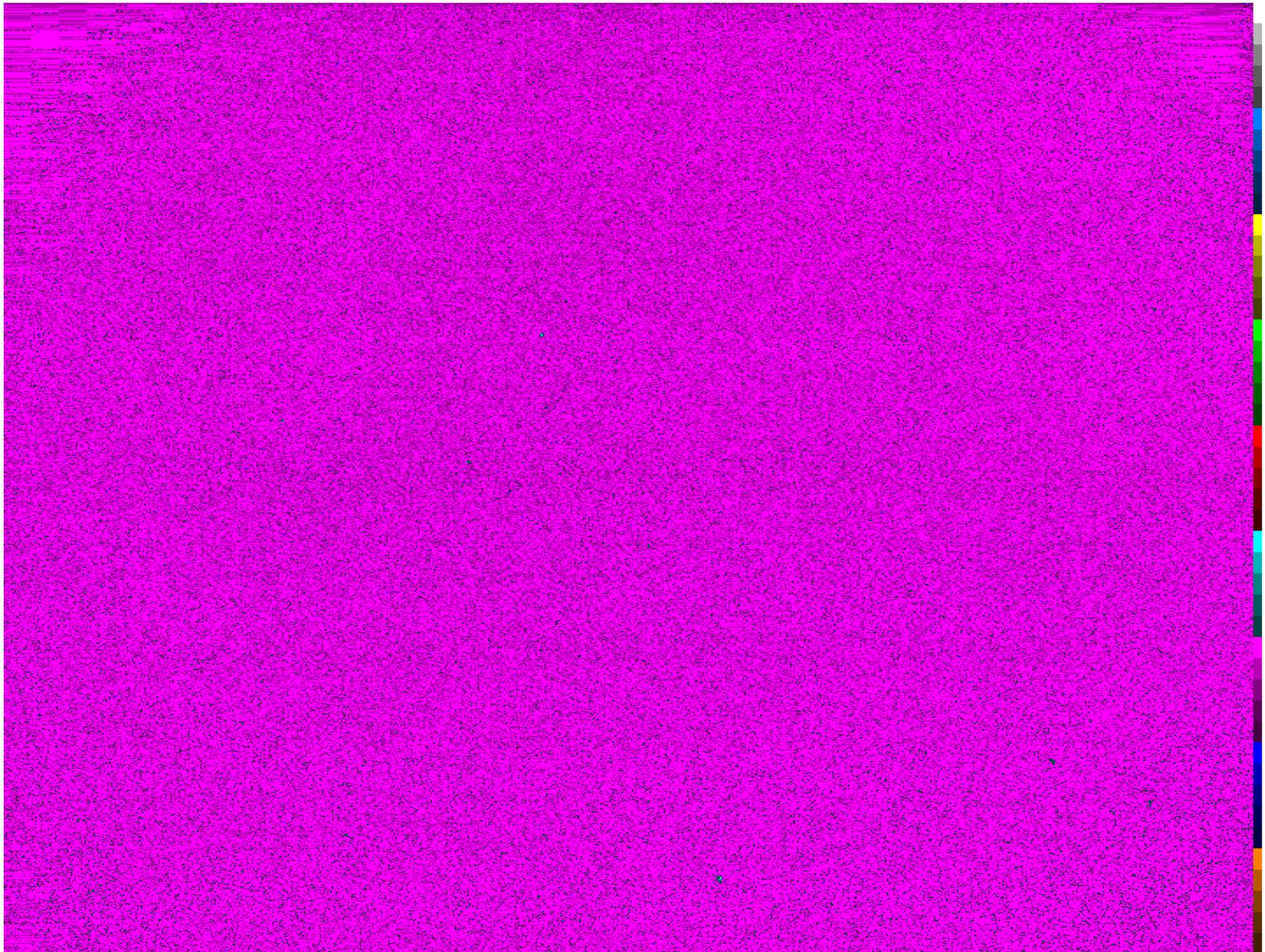












1	0	1	2	3	4	5	6	7	8	9
68	94	102	104	103	108	111	114	107	83	
0.0223	0.0229	0.0224	0.0221	0.0220	0.0224	0.0232	0.0236	0.0238	0.0228	
2	1	2	3	4	5	6	7	8	9	
84	104	107	108	107	111	114	116	117	102	
0.0237	0.0235	0.0231	0.0232	0.0228	0.0232	0.0239	0.0243	0.0251	0.0248	
3	1	2	3	4	5	6	7	8	9	
95	108	108	109	108	110	113	115	118	114	
0.0239	0.0234	0.0234	0.0233	0.0228	0.0232	0.0236	0.0242	0.0246	0.0255	
4	1	2	3	4	5	6	7	8	9	
99	108	109	107	107	109	111	113	116	116	
0.0232	0.0230	0.0235	0.0227	0.0225	0.0227	0.0232	0.0234	0.0240	0.0249	
5	1	2	3	4	5	6	7	8	9	
103	110	111	108	108	109	112	112	115	118	
0.0235	0.0233	0.0236	0.0229	0.0229	0.0230	0.0234	0.0236	0.0240	0.0250	
6	1	2	3	4	5	6	7	8	9	
108	112	111	111	112	114	114	114	116	119	
0.0238	0.0238	0.0237	0.0231	0.0232	0.0234	0.0237	0.0237	0.0242	0.0248	
7	1	2	3	4	5	6	7	8	9	
106	112	111	110	111	112	113	114	114	117	
0.0233	0.0236	0.0232	0.0229	0.0232	0.0233	0.0233	0.0235	0.0236	0.0242	
8	1	2	3	4	5	6	7	8	9	
108	111	108	110	112	115	114	113	115	114	
0.0235	0.0236	0.0229	0.0229	0.0231	0.0233	0.0234	0.0236	0.0237	0.0240	
9	1	2	3	4	5	6	7	8	9	
110	113	112	113	114	116	115	115	114	117	
0.0238	0.0241	0.0235	0.0233	0.0235	0.0238	0.0239	0.0240	0.0239	0.0245	
10	1	2	3	4	5	6	7	8	9	
110	115	113	114	114	116	117	116	116	118	
0.0240	0.0244	0.0238	0.0235	0.0235	0.0238	0.0239	0.0242	0.0243	0.0248	
11	1	2	3	4	5	6	7	8	9	
109	115	114	114	116	118	120	119	119	122	
0.0242	0.0245	0.0241	0.0238	0.0239	0.0240	0.0244	0.0245	0.0249	0.0254	
12	1	2	3	4	5	6	7	8	9	
109	117	117	119	119	120	122	123	123	125	
0.0246	0.0246	0.0248	0.0245	0.0246	0.0249	0.0251	0.0253	0.0256	0.0261	
13	1	2	3	4	5	6	7	8	9	
105	117	117	118	119	121	122	124	125	122	
0.0247	0.0248	0.0249	0.0246	0.0249	0.0251	0.0253	0.0255	0.0259	0.0261	
14	1	2	3	4	5	6	7	8	9	
100	118	118	119	121	121	125	126	127	118	
0.0253	0.0254	0.0254	0.0253	0.0252	0.0260	0.0259	0.0261	0.0265	0.0267	

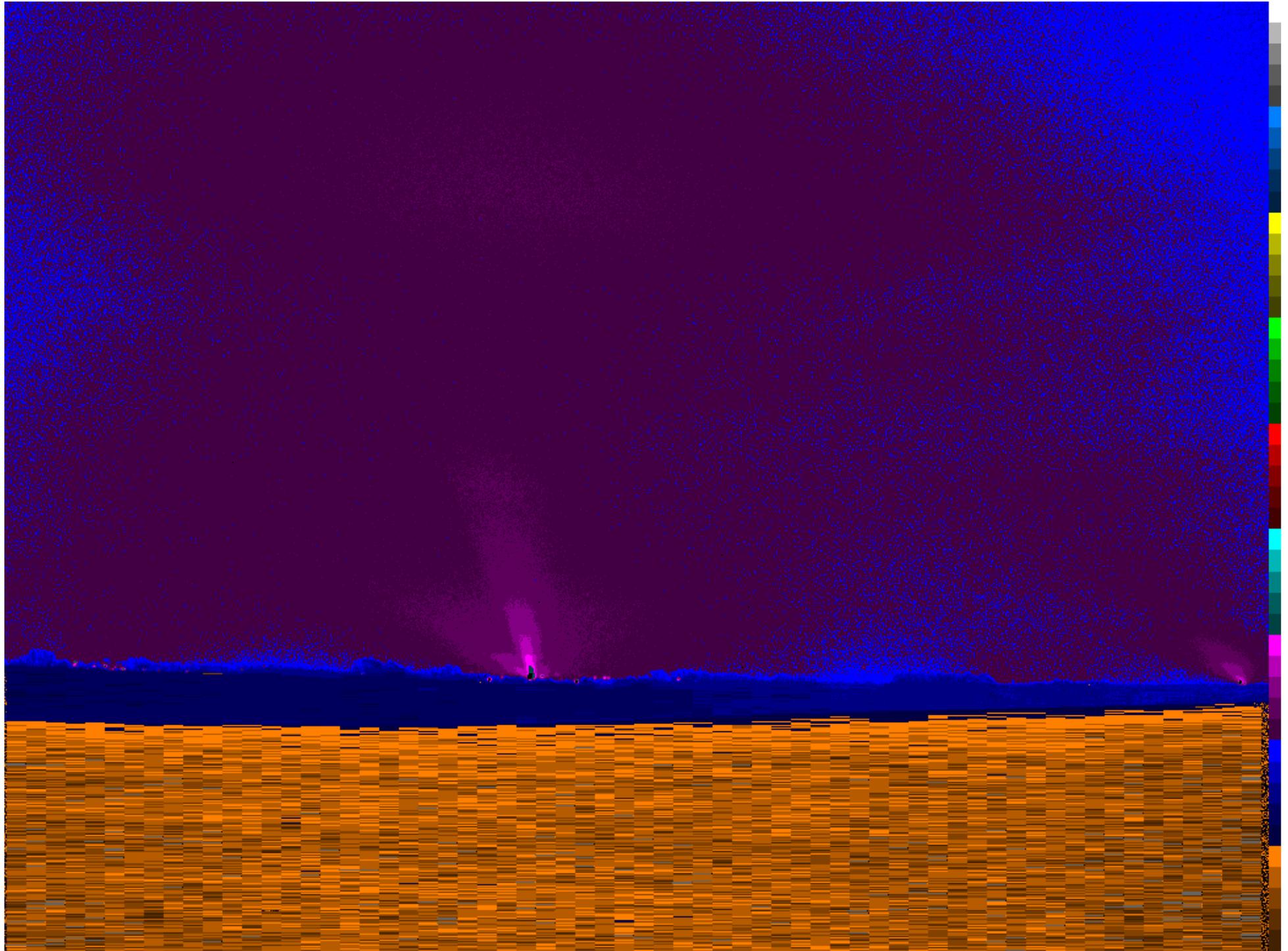
– clear sky with (top of) Northern Cross and Vega

0.024 cd/m² – almost hundred times the natural value

(2s exposure, 2004-09-09 22:53)

Anonymous Czech (celestial) churches:





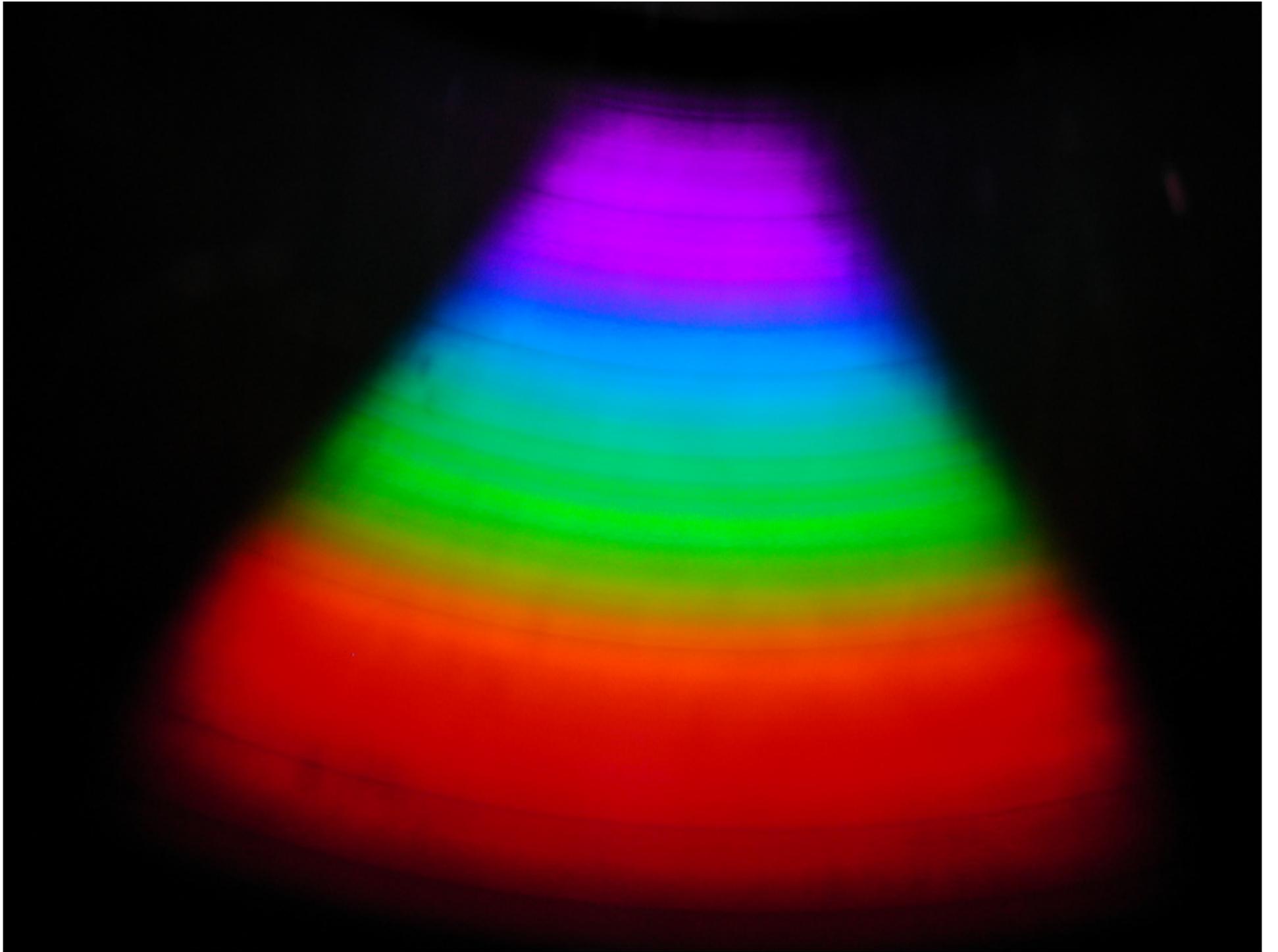
Calibration

- “some” luminance: sunlit/moonlit paper (or white standard)
- spectral sensitivity
- vignetting
- image geometry
- ... good luminances, or even illuminance

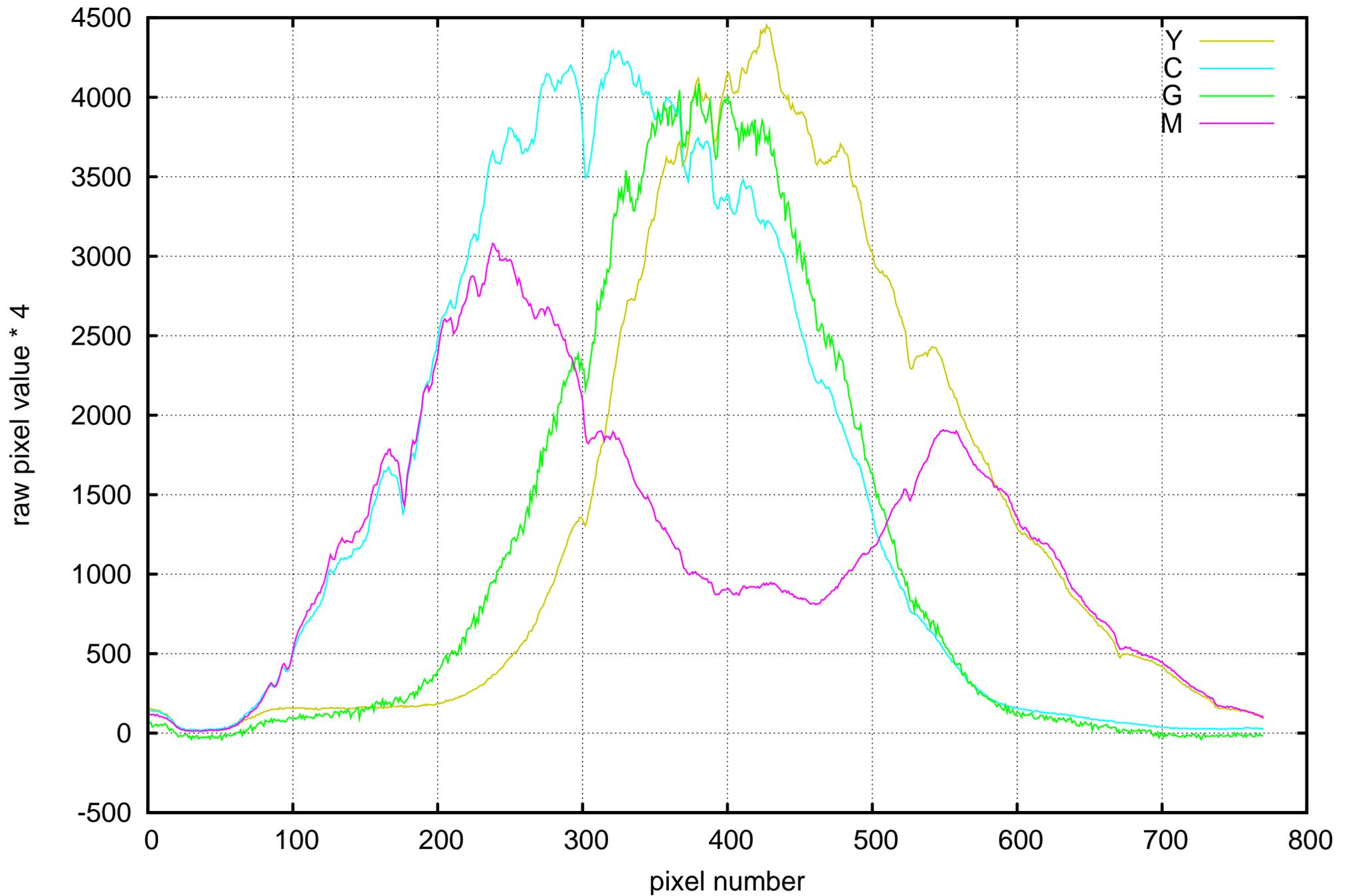




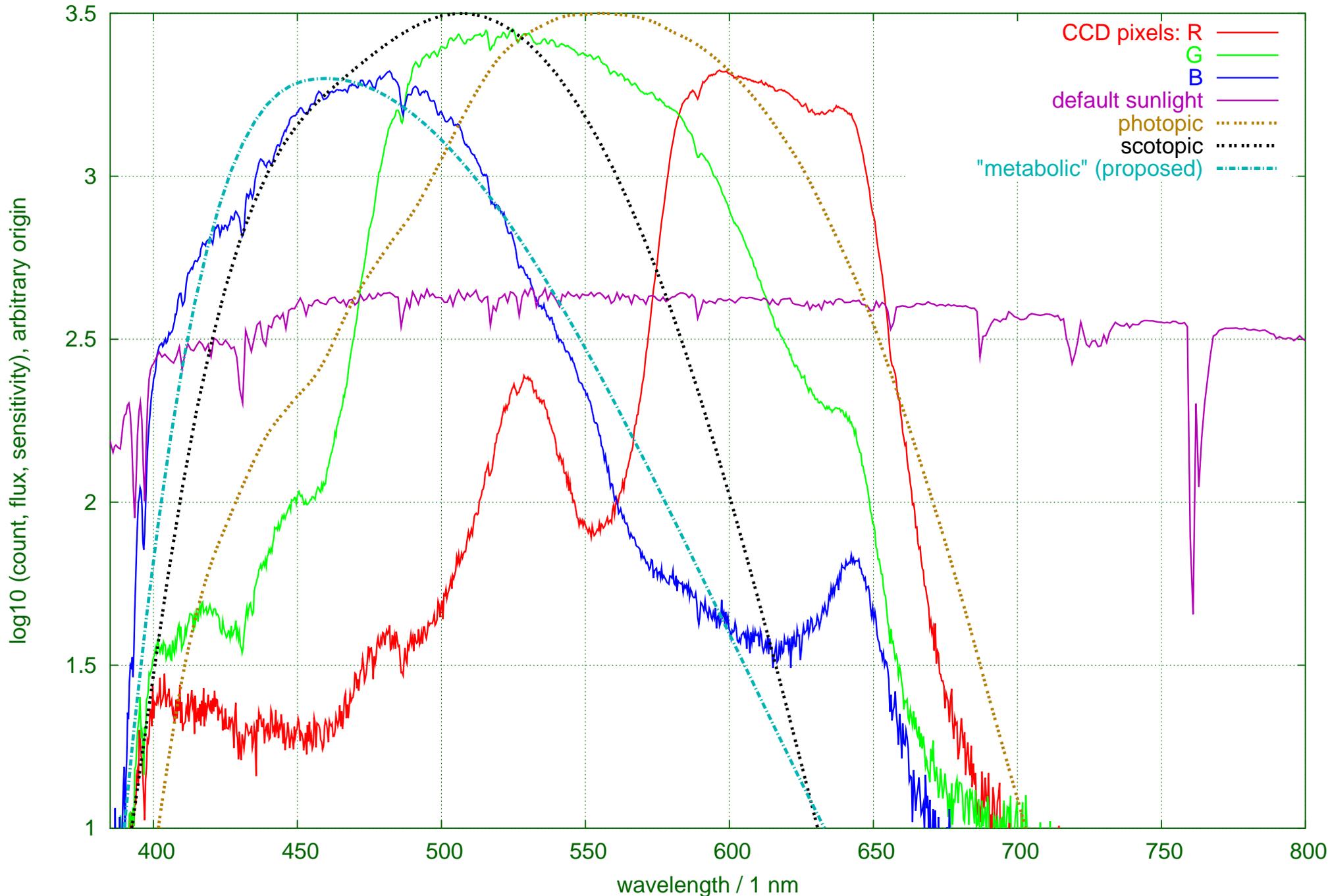




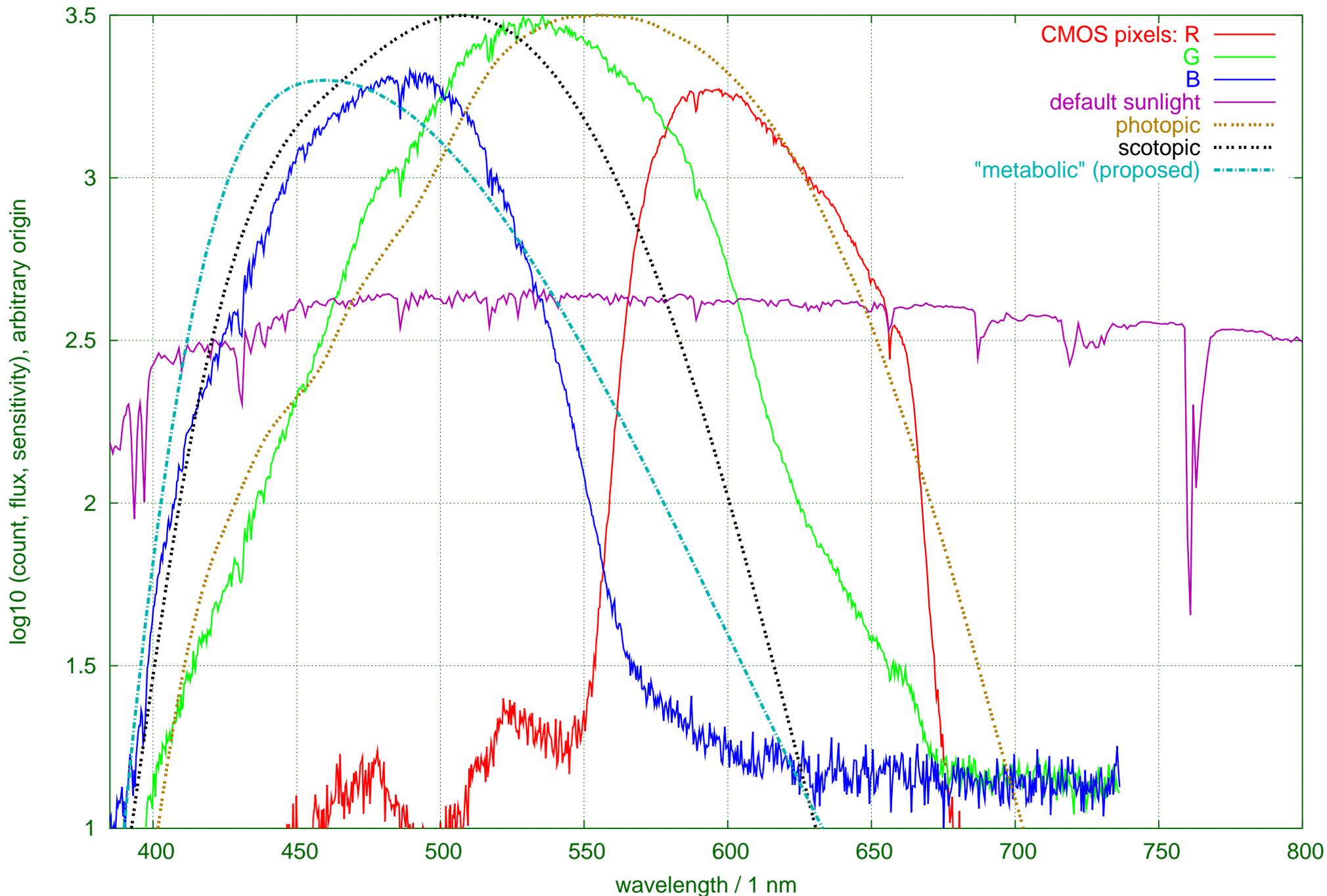
Nikon 990 raw solar spectrum



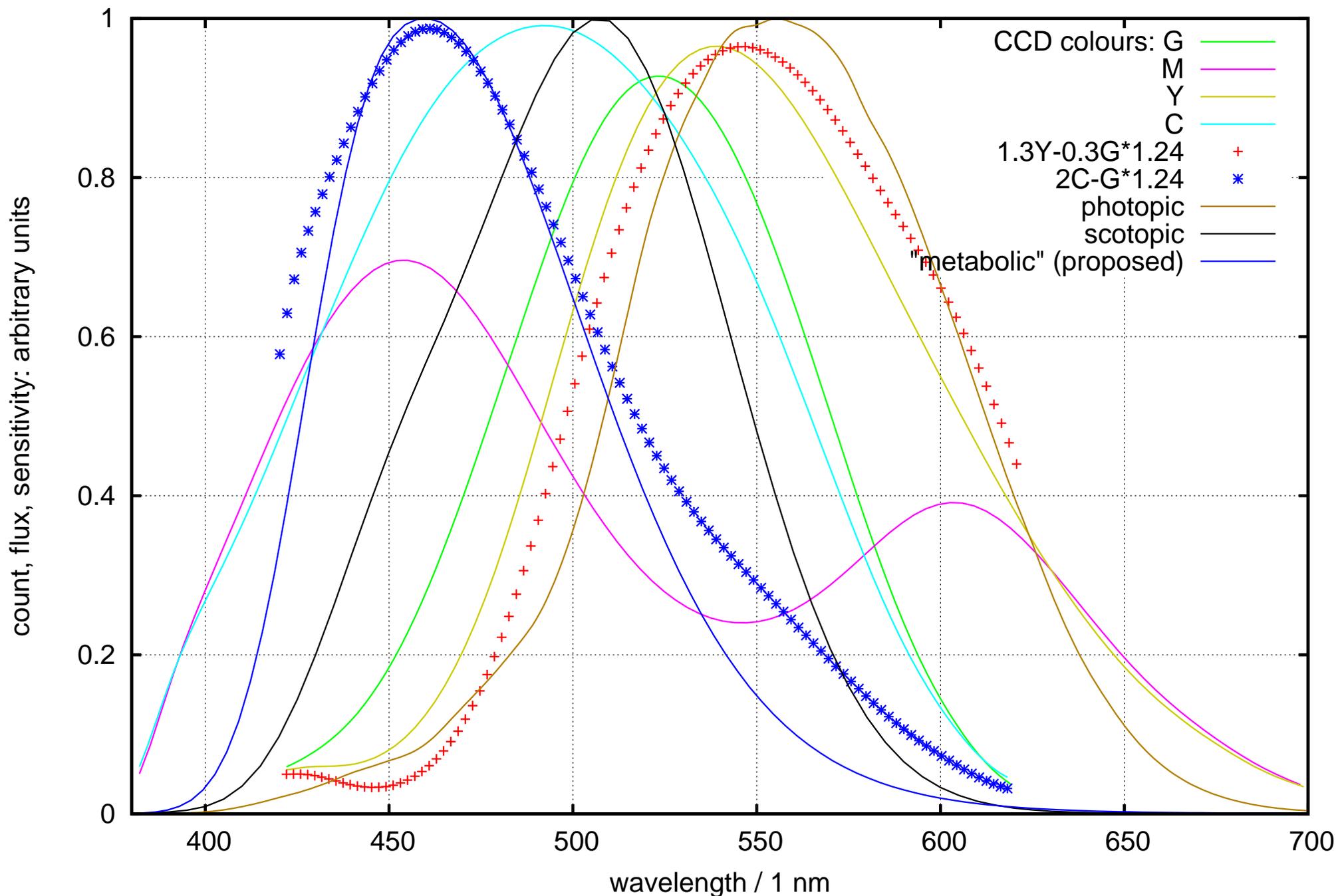
Fuji S5000 raw solar spectrum at 'airmass=1.5'



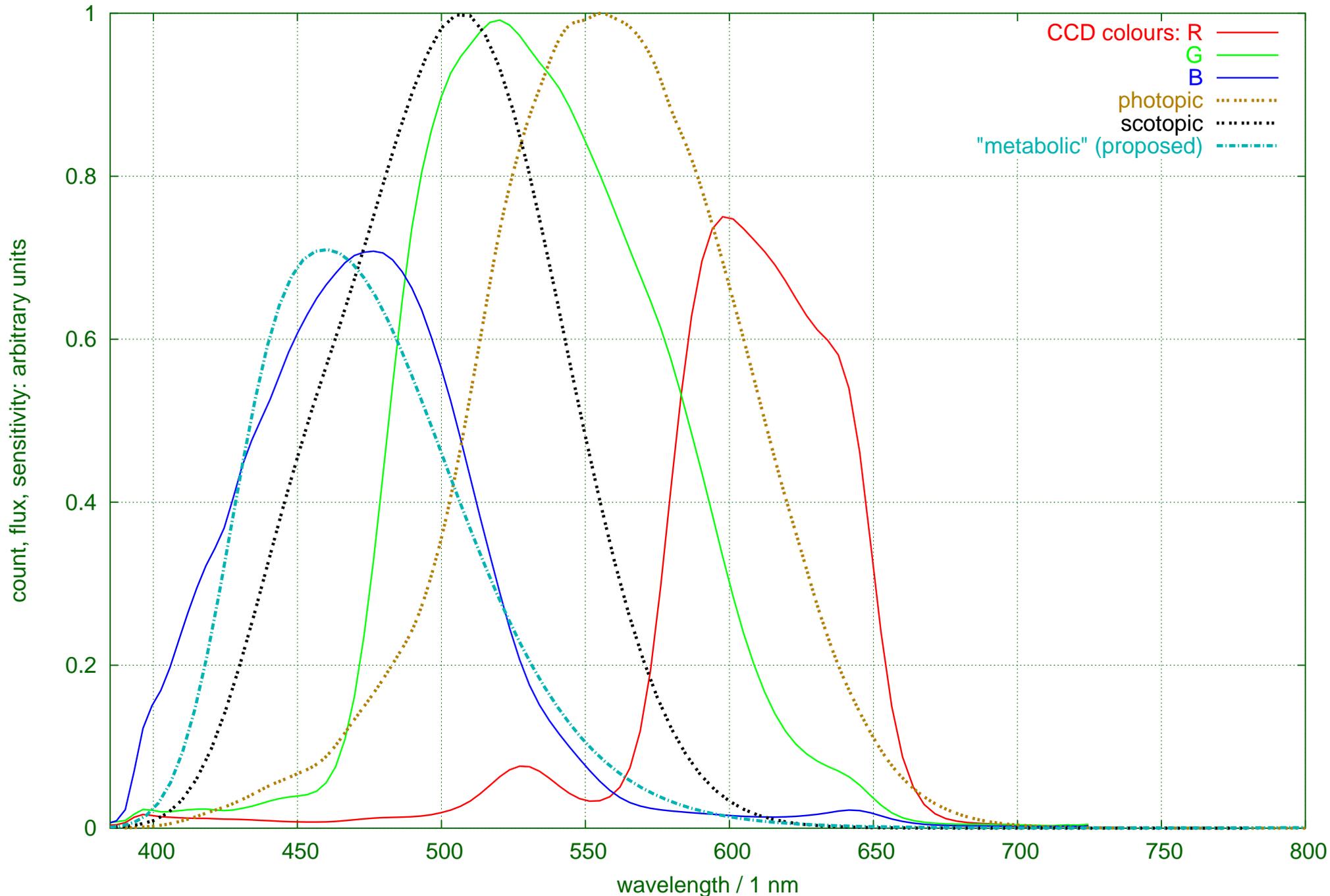
Canon EOS D60 raw solar spectrum at airmass=1.5



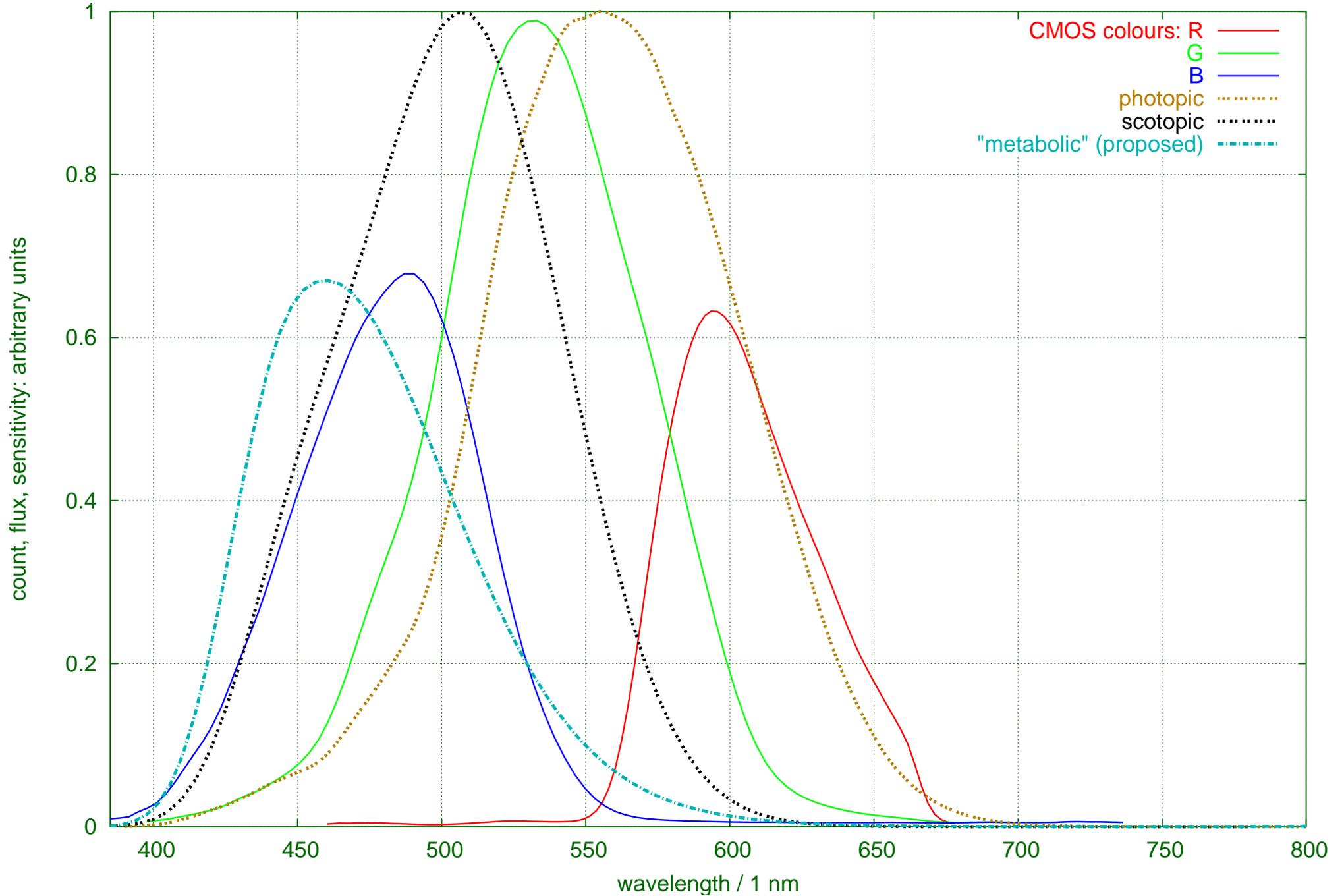
Nikon 990 spectral sensitivity



Fuji S5000 spectral sensitivity



Canon EOS D60 spectral sensitivity (preliminary)



Vignetting (light fall-off from the image center)
from images of the same strip, taken at various angles:





Vignetted luminance of yellowish S wall, Brno Observatory

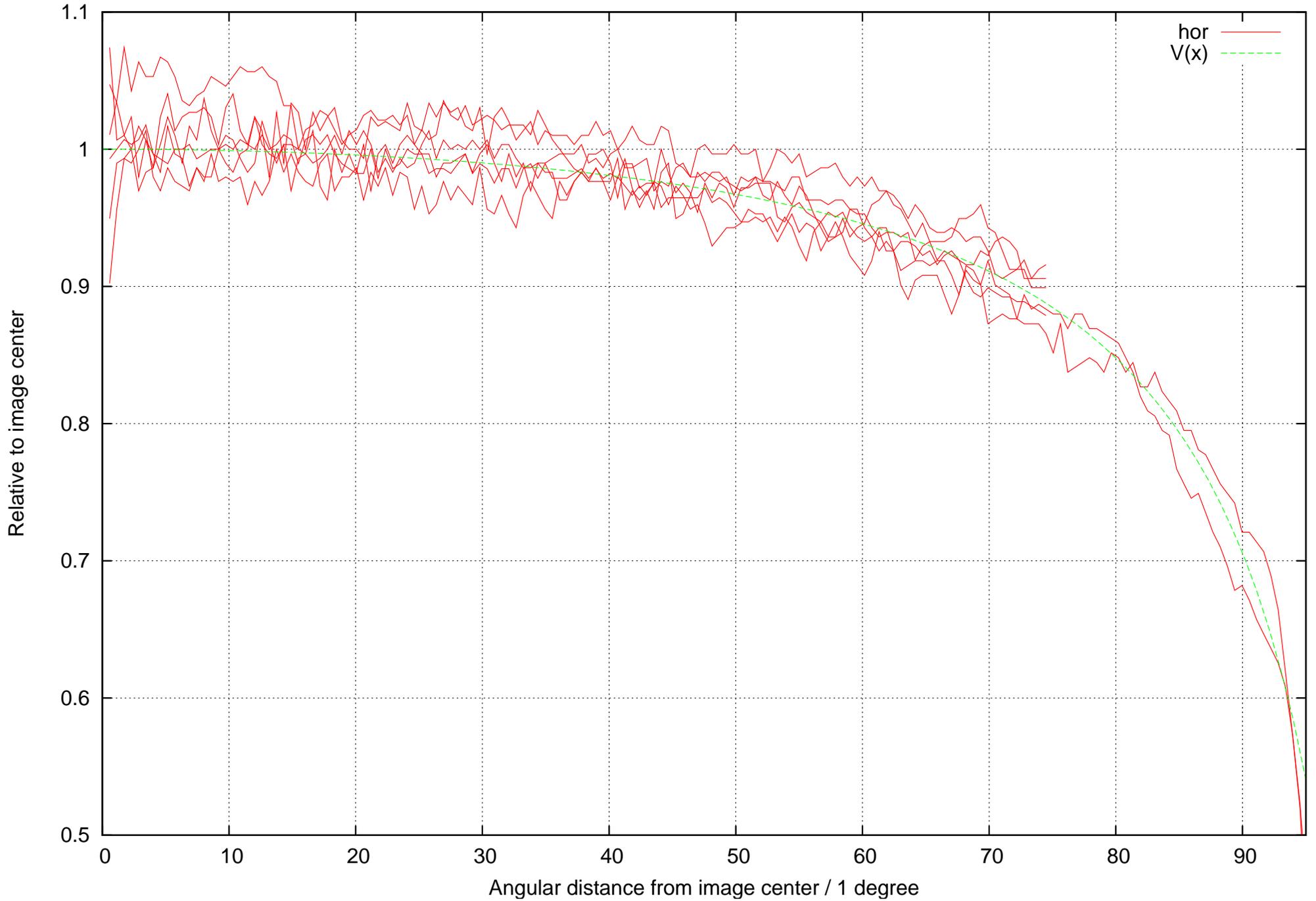
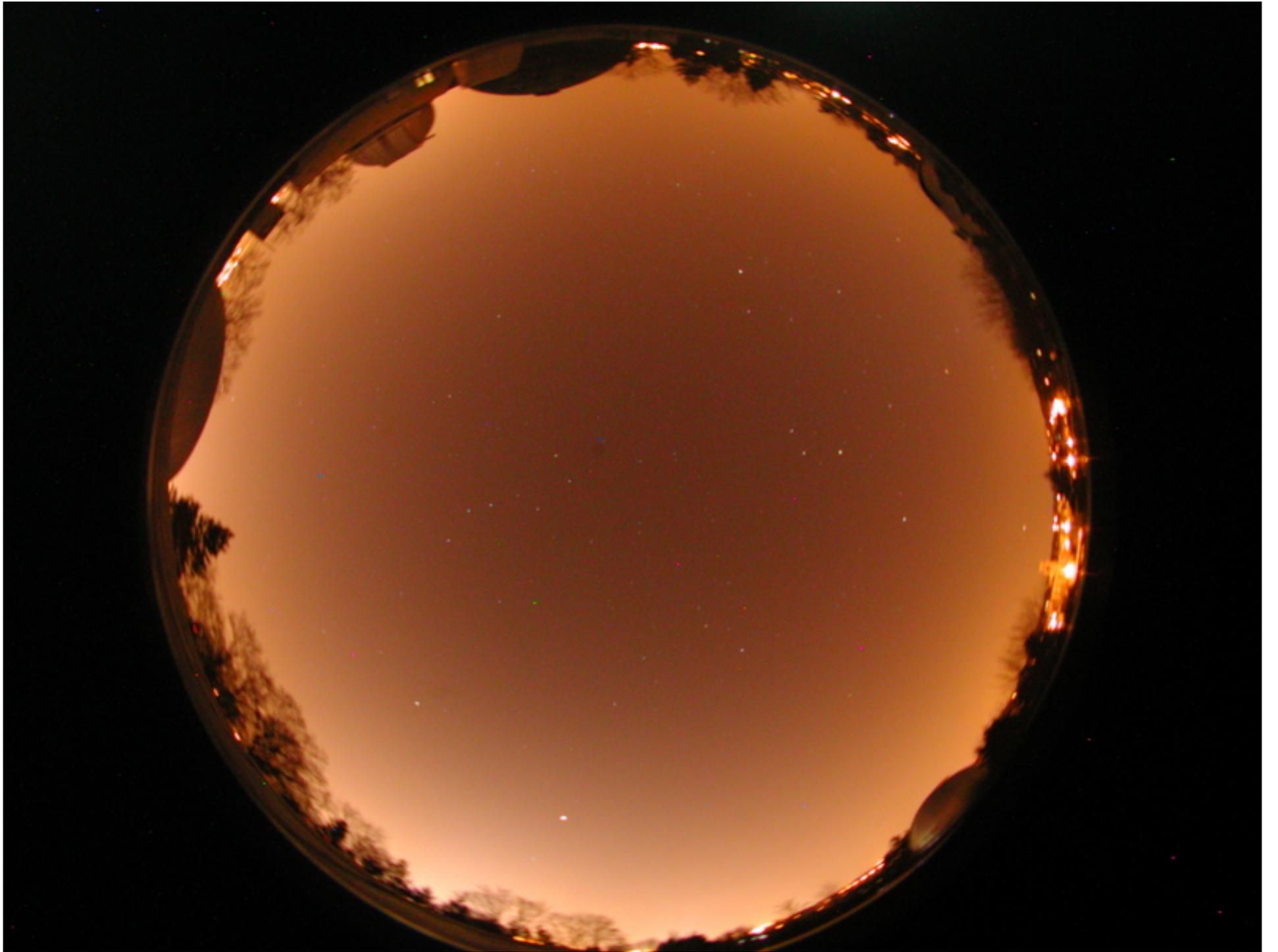
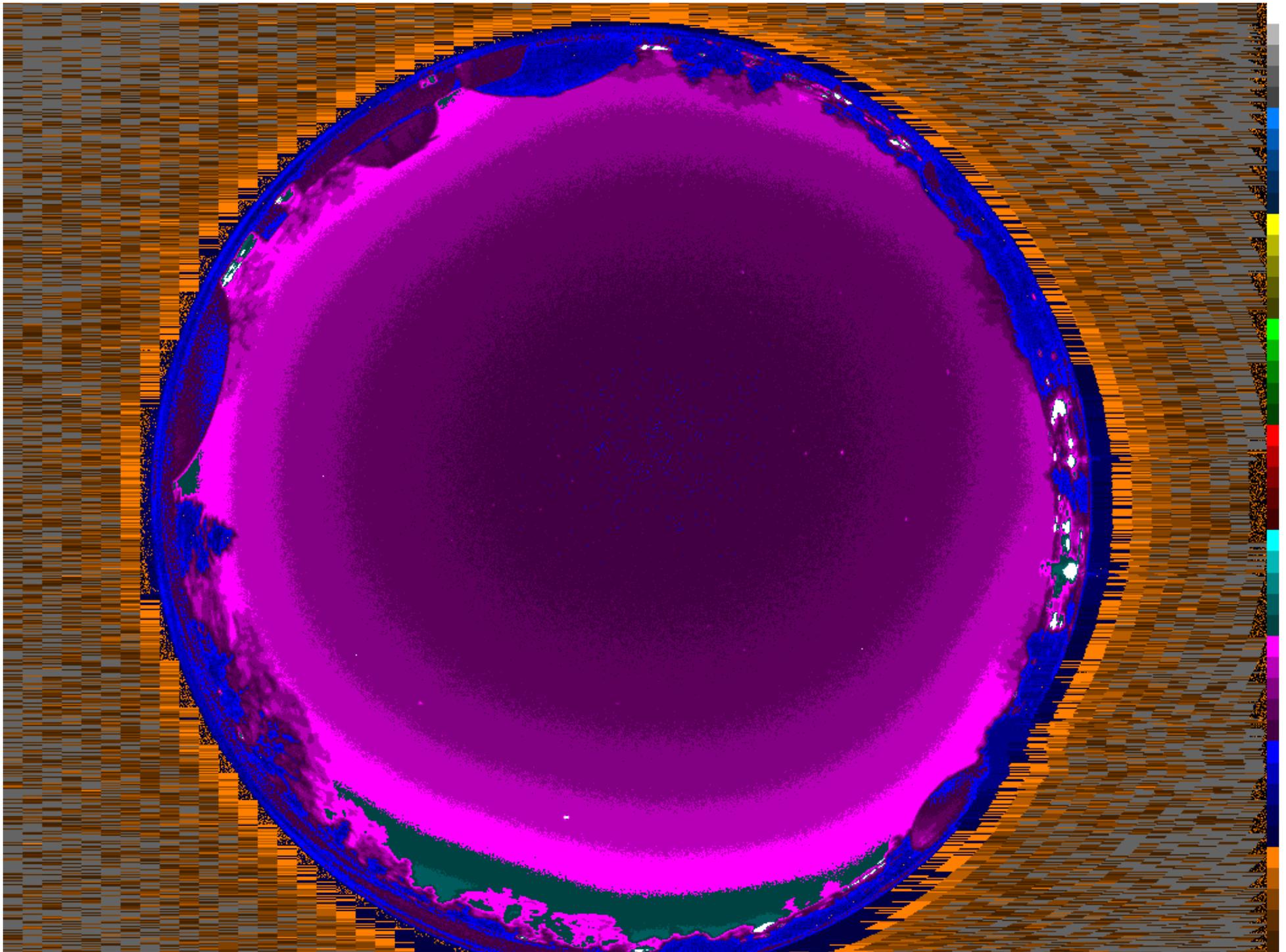
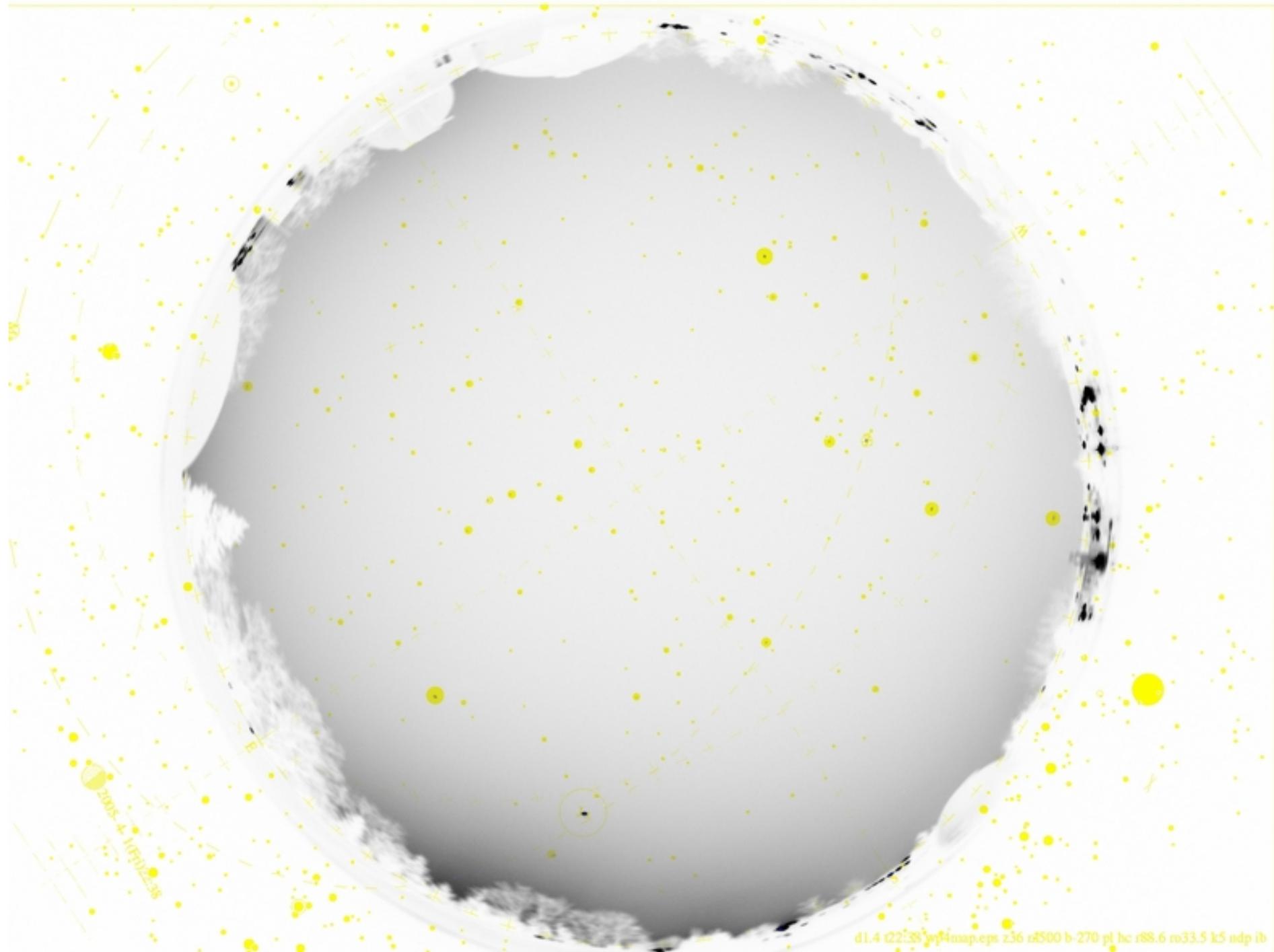


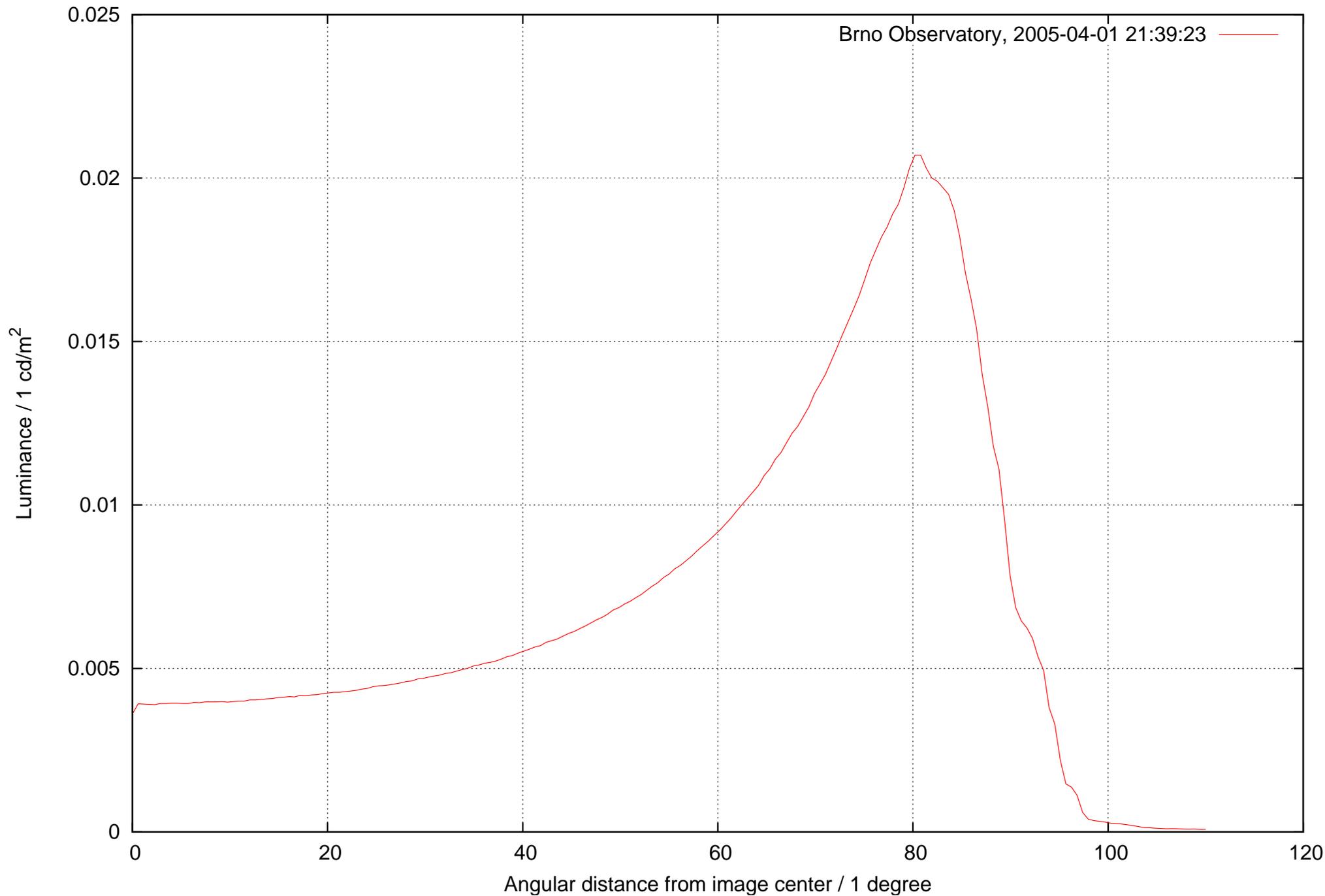
Image geometry from fitting a star map with a suitable projection:
(Brno Observatory, 2005-04-01 21:39:23, 60 s exposure)





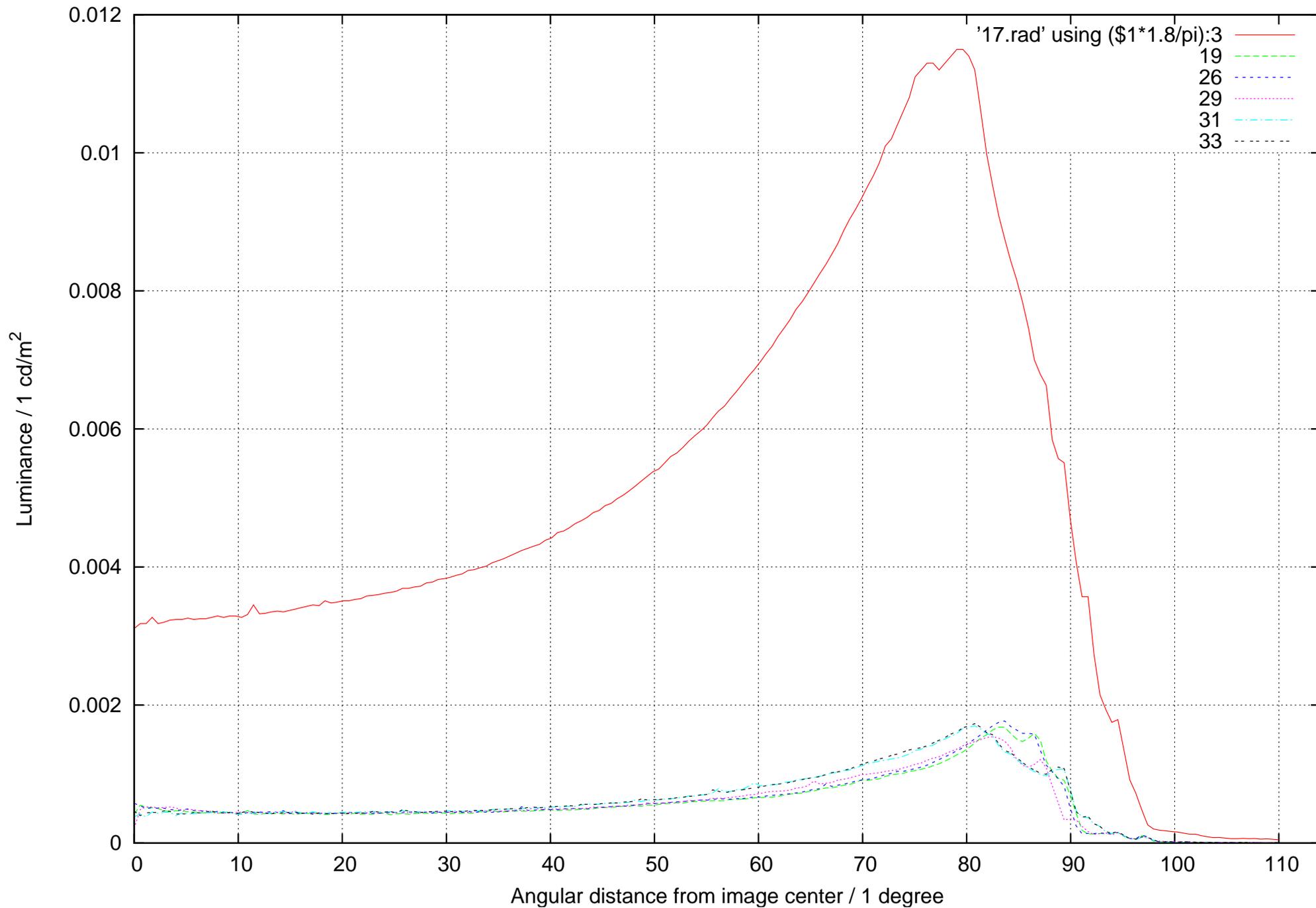


Luminance at various zenith distances

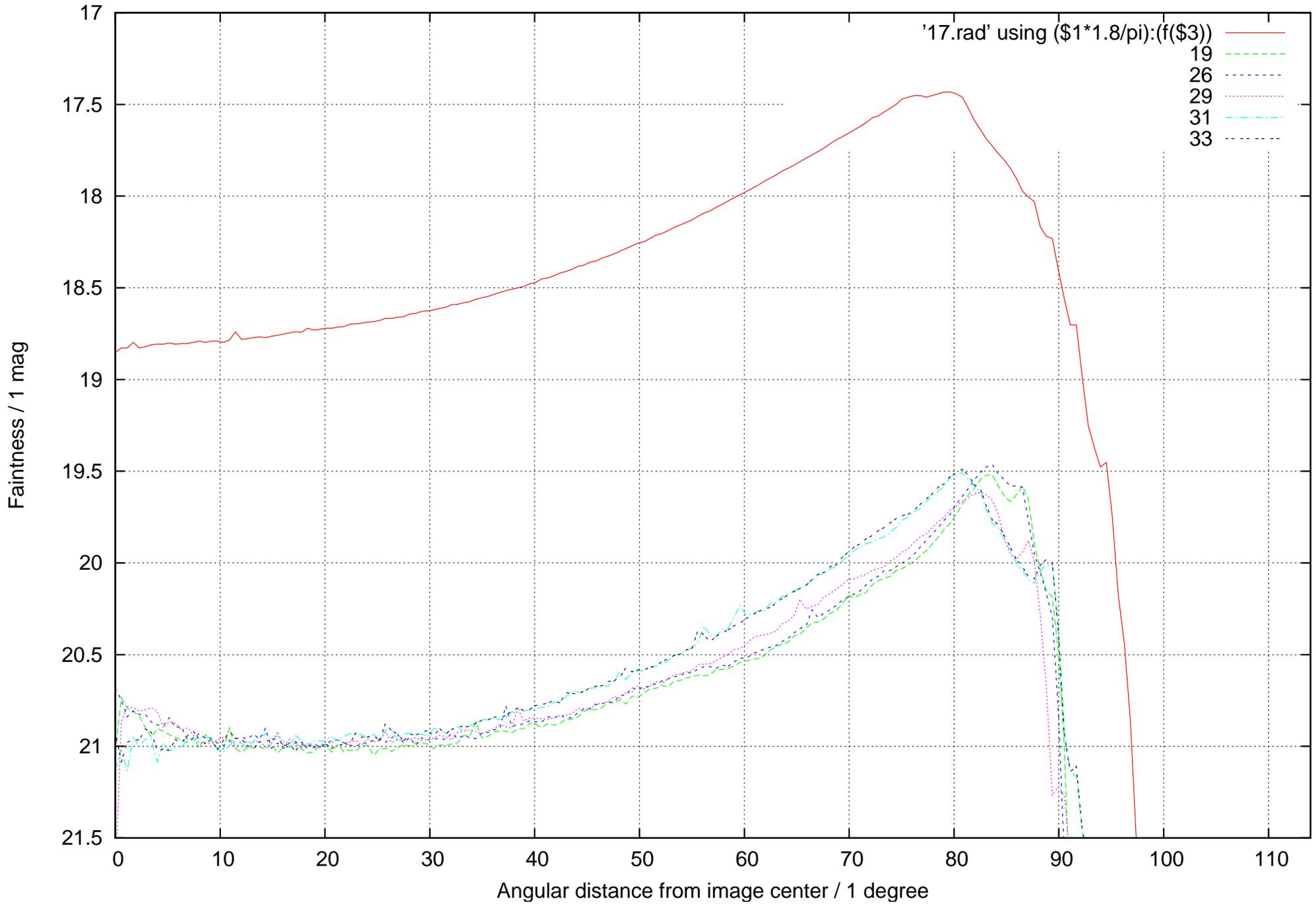


Knowing vignetting and geometry, sky luminance profiles can be made
(again the 2005 Perseid maximum night):

Luminance at various zenith distances (Brno and 22 km from it, Aug 12/13 2005)



Faintness of 1 square second (Brno and 22 km from it, Aug 12/13 2005)



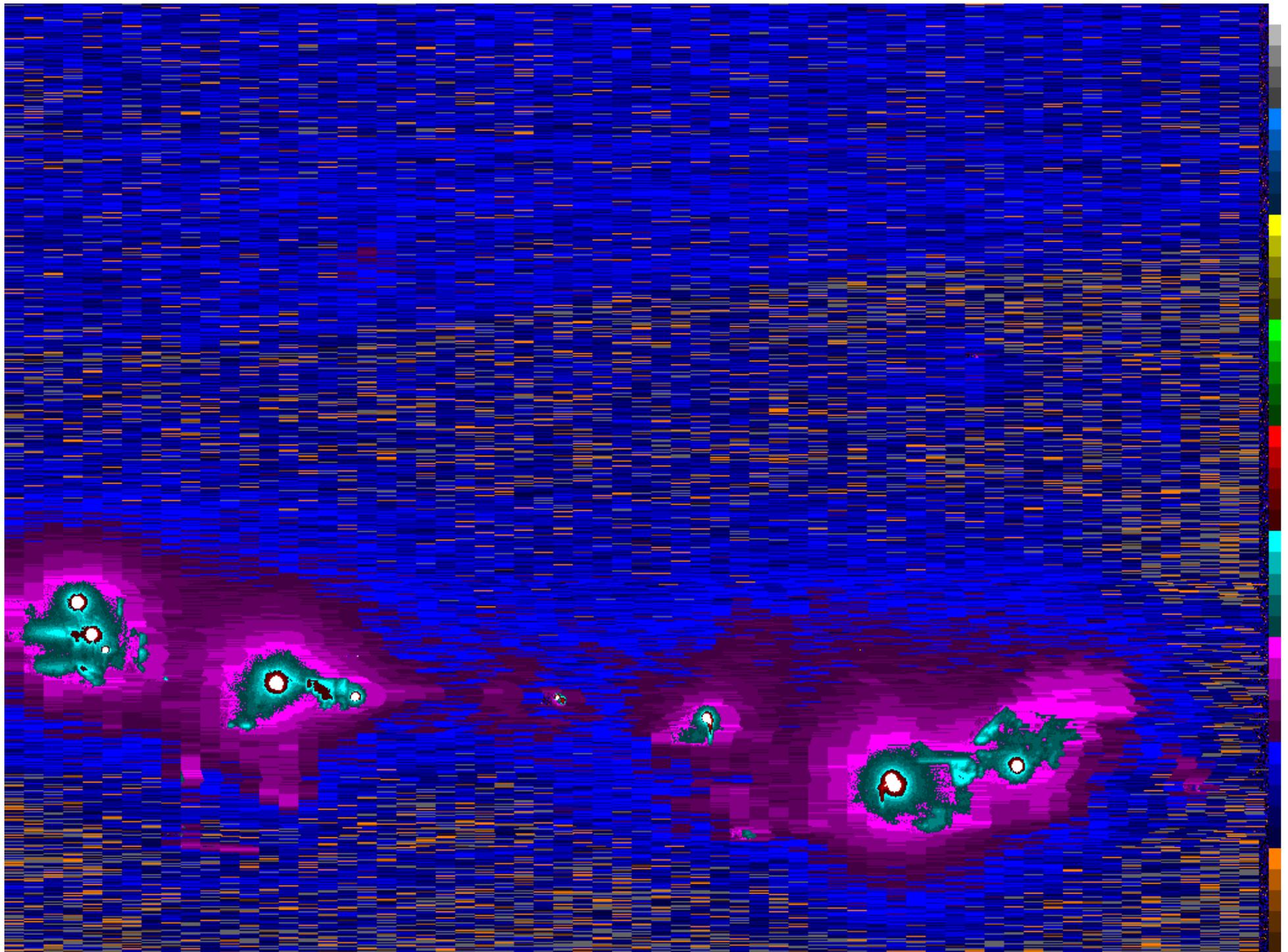
Direct comparison with a luxmeter reading is possible:



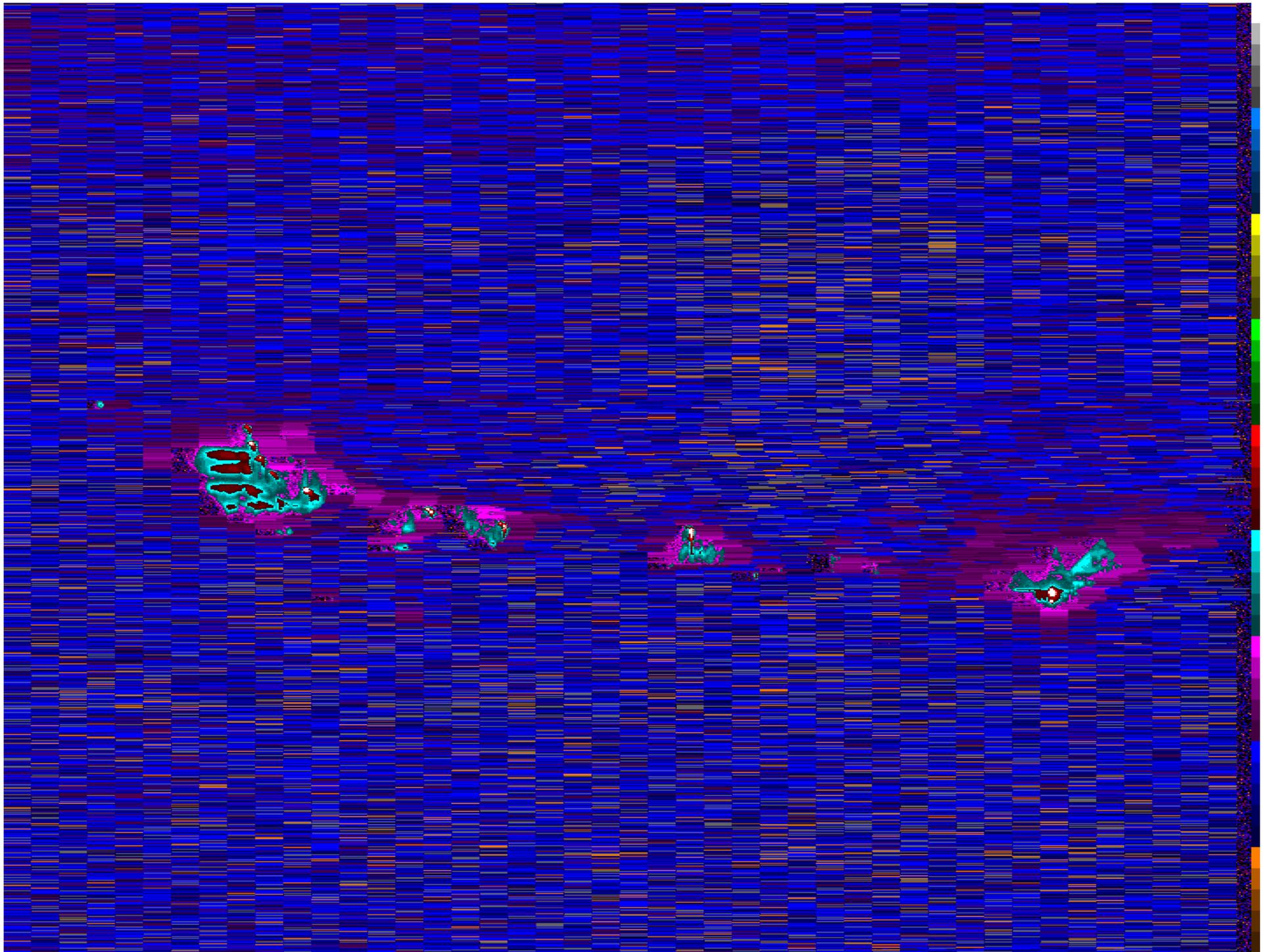
Good retrofit in Hostetin

(Images before by Nikon 990, after by Fuji S5000)









– vast improvement:

10× lower imissions,

25× less “direct” light (coming mostly just from illuminated masts now)

even with 3× more light onto the road...

The tools:

series of exposures (2 s, 1/8 s, 1/125 s, 1/2000 s)

an adapted David Coffin's dcraw

raw2lum

Which camera is the best one?

Any which outputs almost all darkframe pixels as non-zero.

(If many pixels are 0, low-light photometry is less accurate.)

Future tasks:

Automated stellar photometry (to arrive at air transparency),
two-component vignetting model (for any aperture and focal length),
use of archived jpeg images (with their black-box magic) to document
changes over years.

Some interesting all-sky projects:

- Whole Sky Imager (closed; there were attempts to get night sky radiances)
- National Park Service Night Sky Team
- ISTIL (emerging monitoring)

www.astro.cz/darksky