Rotation and shift of a camera with thin lens -in reaction to focal plane shutter operation

```
Out[2]=
          Center of gravity:
In[3]:=
          CoG = m0 r0 + m1 r1 - m2 r2 == 0
Out[3]=
          m0 r0 + m1 r1 - m2 r2 == 0
Out[4]=
          m0 shutter mass, m1 body mass, m2 lens mass idealized
             point masses. r0, r1 and r2 the distance to
             the center of gravity of respective masses
Out[5]=
          Moments of inertia:
In[6]:=
          J0 = m0 r0^2
Out[6]=
          m0 r02
In[7]:=
          J1 = m1 r1^2
Out[7]=
          m1 r12
In[8]:=
          J2 = m2 r2^2
Out[8]=
          m2 r2²
```

In[9]:=

```
Preservation of rotational
            momentum when shutter operates:
In[10]:=
          PRM = -J0 p0 + J1 p1 + J2 p1 == 0
Out[10]=
          -m0 p0 r0^{2} + m1 p1 r1^{2} + m2 p1 r2^{2} == 0
Out[11]=
          where p0 is the angle of rotation of the shutter (
            around CoG) and pl is the angle of rotation
            of body and lens (which rotate in common)
In[12]:=
Out[12]=
          Preservation of center of gravity (of
            linear momentum) in z direction (height):
In[19]:=
          h = s (m0 + m1 + m2) - m0 r0 p0 + m1 r1 p1 - m2 r2 p1 == 0
Out[19]=
          -m0 p0 r0 + m1 p1 r1 - m2 p1 r2 + (m0 + m1 + m2) s = 0
Out[14]=
          where s is the shift by which the CoG moves
            off the connection line between m1 and m2,
            assuming the shutter mass m0 initially was on
            that line and after operation, it rotated off
            that line by an angle p0+p1. s is the amount
            by which the outer body+lens moves in height
In[15]:=
Out[15]=
          formula h applies to small rotation angles p only.
            Note that while p1 is small, p0 can exceed 10
            °. However, this induces a small error still.
In[43]:=
```

Out[9]=

```
Out[43]=
           Approximate shutter move
              in z direction y (note: p1<<p0):
In[32]:=
           Smove0 = y == r0 (p0 + p1)
Out[32]=
           y = (p0 + p1) r0
In[40]:=
           Smove1 = y == r0 p0
Out[40]=
           y = p0 r0
In[41]:=
Out[41]=
           And now solve for the shift s of body:
In[44]:=
           Simplify[Solve[h /. Solve[CoG, r2], s] /.
               Solve[Smove0, p0]] /. \{m0 + m1 + m2 \rightarrow M\}
Out[44]=
In[45]:=
Out[45]=
           Blur b due to rotation with focal length f:
In[46]:=
           b = f p1
Out[46]=
           fp1
```

In[47]:=

```
thin lens focal length is sum
             of distances of shutter and lens to CoG:
In[48]:=
           f = r0 + r2
Out[48]=
           r0 + r2
In[58]:=
           brot =
            Simplify[b/. Solve[PRM, p1]/. Solve[Smove1, p0]/.
               Solve[CoG/. m0 \rightarrow 0, r2]]
Out[58]=
                m0 r0 (m2 r0 + m1 r1) y
                   m1 (m1 + m2) r1^2
In[61]:=
Out[61]=
           Now, if the shutter is in
             the center of gravity of the body:
In[62]:=
           Simplify[brot/. r0 \rightarrow r1]
Out[62]=
In[63]:=
Out[63]=
            Conclusion: rotational blur due to shutter shift
```

Conclusion: rotational blur due to shutter shift is always larger than the body translational shift s and about independent on the weight or focal length of the lens used. Surprising, eh?