

## Chapter 5

# Control Your Camera

### Main takeaways of this chapter

- ★ The *picamera2* module is the easiest way to interact with your camera.
- ★ To use a module, you need to start your code by importing it.
- ★ Creating a timelapse is a great way to mix several concepts you learned until now: variables, concatenation, loops, modules, etc.
- ★ Taking photos or recording videos is pretty similar when you use this module.

```
from picamera2 import Picamera2, Preview
import time

picam2 = Picamera2()

config = picam2.preview_configuration()
picam2.configure(config)

picam2.start_preview(Preview.QTGL)
picam2.start()
time.sleep(2)
picam2.capture_file("test.jpg")
picam2.close()

from picamera2.encoders import H264Encoder
from picamera2 import Picamera2
import time

picam2 = Picamera2()

config = picam2.video_configuration()
picam2.configure(config)

picam2.start_preview()
encoder = H264Encoder(10000000)
picam2.start_recording(encoder, 'test.h264')
time.sleep(10)
picam2.stop_recording()
```

### Action steps

- ☐ Order a camera module if you don't have one yet.
- ☐ Do the exercise given in the book.
- ☐ What would you change in your code to record a short 5s video every 60 seconds for an hour?
- ☐ Play with the various options available in the module, you can find examples on the GitHub page ([GitHub project](#))