

Chapter 5

Control Your Camera

Main takeaways of this chapter

- ★ The *picamera* 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.

```
import picamera

camera=picamera.PiCamera()

camera.start_preview()
camera.capture('/home/pi/first.jpg')
camera.stop_preview()
```

```
import picamera

camera=picamera.PiCamera()

camera.start_recording('video.h264')
camera.wait_recording(10)
camera.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 ([documentation](#))