

move it whilst you are opening the frame. When it is almost black take it out and lay it in a dish.

Whilst printing has been going on, make up the fixing solution by putting some Hypo into the dish and adding water. Pour it into a cup so that you can pour it over the print quickly and then tip the dish up and down. After two or three minutes it will be finished and you can take it out. Put it into a bowl or dish which should then be placed under a tap of running water for about five or ten minutes—after which you can take it out, put it between a sheet of blotting paper and hang it up to dry.

PRINTING WITH GASLIGHT PAPER

This paper is developed rather like a film, and it must be handled in a dull yellow light—not daylight. Put the paper in the frame in the same way as described for the self-toning, and make up the developer for it as instructed on the packet—also some fixing solution. Expose the paper in the frame to an electric light for about four seconds at a distance of about 1 foot. When you take it out of the

Use Genuine
ENSIGN LUKOS

**MICKEY MOUSE
M 10 FILMS**



6 EXPOSURES

**How to Take
and Make
Fine Photos**



by
**MICKEY
MOUSE**

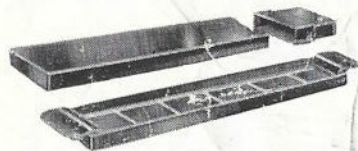
assisted by
ENSIGN, LIMITED

Ensign House, High Holborn, London, W.C.1

"MICKEY MOUSE" PHOTOGRAPHY

Ensign Developing Dish.

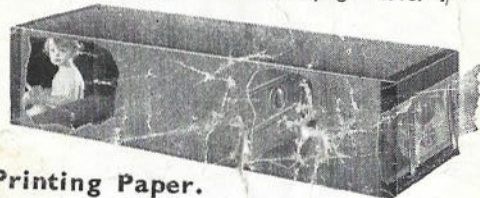
If you want to develop your own "Mickey Mouse" films, here is an easy DEVELOPING DISH to do it with. All you have to do is, put the film in the dish in the dark, pour the developer in, cover it with a daylight cover, and it can then be brought out into the light for finishing. Dish only 1/9 With daylight cover 4/-



"Mickey Mouse" Large Print Maker.

For making $2\frac{1}{4} \times 3\frac{1}{4}$ pictures from "Mickey Mouse" negatives—as easy to use as when making gaslight pictures in an ordinary Printing Frame.

5/6



"Mickey Mouse" Printing Paper.

Self-Toning Paper for printing in daylight—best quality glossy surface. Per packet, 12 sheets, 3d.

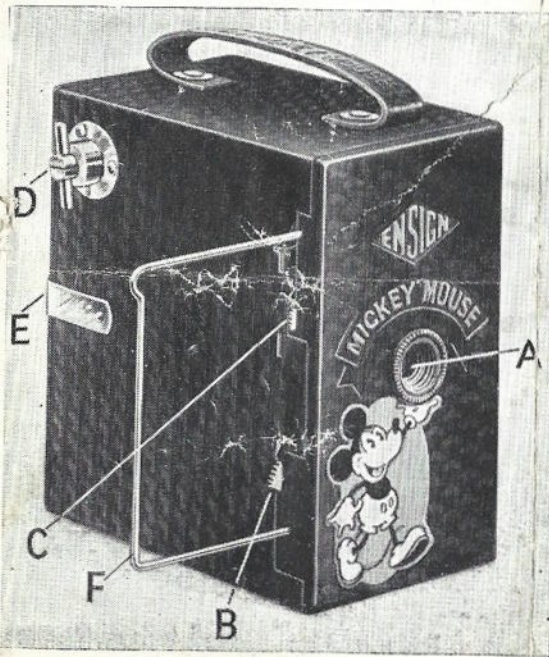
Gaslight Paper for printing by electric light—best quality normal grade—glossy surface. 14 sheets, 3d.

For Pictures and Negatives.

Six pictures and six negatives
Each 1½d.



ENSIGN MICKEY MOUSE CAMERA. British Throughout



This picture shows the "Mickey Mouse" Camera parts.

- A. Lens.
- B. Shutter release.
- C. Time and Instantaneous Control.
- D. Film Winder.
- E. Catch to back.
- F. View Finder.

Picture No. 1.

HOW TO TAKE AND MAKE FINE PHOTOS

by Mickey Mouse

HERE we are Boys and Girls! I've been along to Ensign and got them to make us a real proper Ensign MICKEY MOUSE Camera all to ourselves—and you and Minnie and me are going to be able to do a whole lot of picture making this year—maybe if we get some good ones Walt will put some of them in his pictures.

Ensign are making us a special MICKEY MOUSE film too—a jolly fine one—LUKOS—fast enough to keep up with old Horsecollar Horace when he's out on the loose—of course that means it is a film almost fast enough to take pictures of black cats in coal cellars by candlelight—and it only costs 6d. for six exposures—fine! what!

Another thing I told Ensign is, that we hadn't much money to spend on getting the pictures developed and printed, but they had an answer to that one too. They said, "All right, we'll make you ENSIGN MICKEY MOUSE PRINTING OUTFITS, then you can do your own printing"—jolly interesting job that is, and you can print a number of pictures for about 3d.

Of course, we can develop the films ourselves too, if we like, but if we don't any chemist who does "D. & P." (that's what they call it) will do it for us for 6d. a film.

*Produced by Ensign, Limited
by arrangement with Walt Disney Mickey Mouse Ltd.*

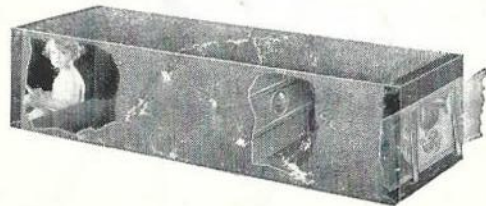


frame you will see no image at all on the paper, put it in the dish and pour the developer over it. The picture should appear quickly if the exposure has been right, and when it is as dark as you think it should be, remove it quickly and put it straight into the fixing solution. After about five minutes it will be fixed and ready for washing and drying. Full directions are enclosed in the packets of paper.

Printing "Large Prints"

Another very interesting work. When you have mastered the art of printing gaslight paper—you will be ready to try your hand at making enlarged pictures. For this you want the Mickey Mouse "Large Print" Maker. It is just as easy to use as making Gaslight pictures.

Full instructions how to use it are included.



"MICKEY MOUSE" PRINTING OUTFITS



No. 1.

No. 2 OUTFIT FOR DAYLIGHT AND GASLIGHT PAPER, contains:—A beautifully made little Printing Frame, a Xylonite Dish for "fixing" the picture, a packet of Hypo, a packet of Self-Toning Paper, an Album, Fixing Salt for fixing the picture when it is developed, a packet of M.Q. Developer, a glass 4oz. Measure, a packet of Gaslight Paper, all contained in a handsome divided box. 4/6

No. 1 OUTFIT FOR DAYLIGHT PAPER ONLY, contains:—A beautifully made little Printing Frame, Xylonite Dish for "fixing" the picture, a packet of Hypo, a packet of Self-Toning Paper, and a little Album for keeping prints and negatives, all contained in a handsome divided box. 2/6



No. 2.

NOW listen while I tell you how to use the camera!

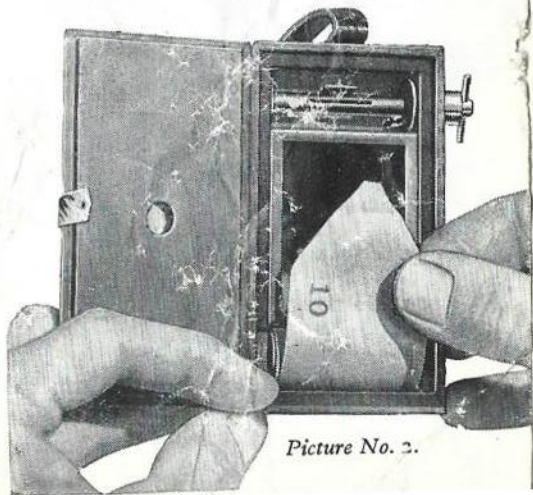
To Load the Camera.

First open the back by springing up the catch E off its pin (allowing the back to fly open).

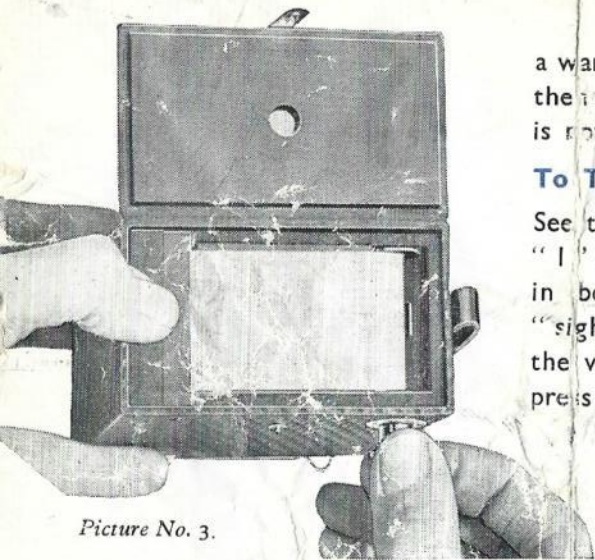
Now turn back the flap and place the film in the lower spool recess, break the sealing label without allowing the roll to unroll (Picture No. 2), then close the flap and draw the red paper end across to the empty bobbin in the upper, or winding, recess.

Thread the paper through the slit in the bobbin and give one or two turns to the winder (Picture No. 3), to secure it, then close the back door. **It must not be opened again until the film is finished and wound off, or the pictures will be fogged by the light and completely spoilt.**

Now turn the winder slowly whilst observing through the red window: first



Picture No. 2.



Picture No. 3.

pressed the other way ONCE. Never make two movements for one "Snapshot" picture.

The Ensign Mickey Mouse Camera will take sharp and clear pictures in a good light at any distance from 5 feet upwards.

a warning sign will appear (a hand pointing) then the figure "1" will show: the camera is now ready to take the first picture.

To Take a Snapshot Picture.

See that the Control C is nearest the letter "1" stamped on camera; hold the camera in both hands level with the eyes, and "sight" the subject through the frame of the view-finder (F), keep quite steady and press the release lever B **once**, right to the end of the slot. (See Picture No. 4).

This single movement makes a "Snapshot" exposure. For the next exposure the lever B is

Remember.—Always take your pictures when the sun is out, and either behind you or to one side. Never have it straight in front, and don't expect to get wonderful results when you are in a dull light.

To Take "Time" and Indoor Pictures.

Move Control C close to the "T" stamped on camera; put camera on a steady support (table, bench, window-sill, etc.) look through the view-finder F and press release B **once** to open shutter, and a **second** time to close it. Do not forget to put the Control back to the letter "1" after you have taken a "Time" picture. After taking No. 1, wind immediately to No. 2 so as to be ready, and make a habit of doing this after each picture; you will then avoid the error of double-exposure and wasted films.

Picture No. 4.



After No. 6 has been used, continue to wind on until the end of the paper passes the red window ; it is then safe to open the back.

Before removing the spool, stick it with the gummed label which is provided ; wet the end and press it to the spool whilst turning the winder, then pull out the winder, remove the spool and put it away **out of the light** until it can be developed. Take out the empty spool from the lower recess and drop it into the upper, push the winder into engagement with it, and you are ready to reload with a new film.

Remember a film is sensitive to light both before and after the exposure has been made, so load and unload your camera indoors if you can, or in as much shadow as possible.



Do not unroll the film "to see the pictures" : there is nothing to see until the film is developed.



DEVELOPING AND PRINTING THE FILM

Take the film to a chemist or Photographic Dealer, and ask him to develop it for you. When you get your film back it will be black, and the pictures will be reversed, that is, white things in your subject will be black and vice versa—it is called a negative.

The chemist will print your pictures for you if you like, but you can do this yourself easily and its quite an interesting job.

Printing

WITH SELF-TONING DAYLIGHT PAPER. This is paper you print by daylight. Put the negative in the frame (see picture) dull side up, or in other words shiny side towards the glass—take a piece of paper from the packet, carefully closing it. Put the paper in the frame, close it, and put it in a strong light, but not direct sunshine. Have a look at the paper after a short time, being careful to see that you don't

