

ZONE SYSTEM EQUIVALENTS:

Zone IX -- Paper White, no detail, specular highlights, reflection off a shiny object. If you meter an object in this zone, the Indicated Meter Reading (IMR) thinks it is brighter than the whole scene really is, so you need to **add 4 stops** (12 clicks) to what your meter says to get a good exposure otherwise your image will appear much too dark (underexposed).

| | | |
|--------------------------|--------------|------------|
| IMR says: | f11 @ 1/1000 | f45 @ 1/60 |
| True Exposure should be: | f11 @ 1/60 | f11 @ 1/60 |

Zone VIII -- Dairy Queen Soft serve, sunlight on white clothes, last sign of detail in highlights, fresh snow, desert sand, clouds. If you meter an object in this zone, the Indicated Meter Reading (IMR) thinks it is brighter than the whole scene really is, so you need to **add 3 stops** (9 clicks) to what your meter says to get a good exposure otherwise your image will appear exceptionally dark (underexposed).

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|--------------------------|-------------|------------|
| IMR says: | f11 @ 1/500 | f32 @ 1/60 |
| True Exposure should be: | f11 @ 1/60 | f11 @ 1/60 |

Zone VII -- Bright Textured Detail, day old snow, Gulf Coast sand, white clothing, clapboard on a white house, light concrete. If you meter an object in this zone, the Indicated Meter Reading (IMR) thinks it is brighter than the whole scene really is, so you need to **add 2 stops** (6 clicks) to what your meter says otherwise your image will appear pretty dark (underexposed).

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|--------------------------|-------------|------------|
| IMR says: | f11 @ 1/250 | f22 @ 1/60 |
| True Exposure should be: | f11 @ 1/60 | f11 @ 1/60 |

Zone VI -- Hagen Daas French Vanilla, light blond hair, average concrete, snow in shadow, Atlantic Coast sand, average Caucasian skin tone. If you meter an object in this zone, the Indicated Meter Reading (IMR) thinks it is brighter than the whole scene really is, so you need to **add 1 stop** (3 clicks) to what your meter says otherwise your image will appear a bit dark (underexposed).

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|--------------------------|-------------|------------|
| IMR says: | f11 @ 1/125 | f16 @ 1/60 |
| True Exposure should be: | f11 @ 1/60 | f11 @ 1/60 |

Zone V – THIS IS WHAT YOUR METER ALWAYS SEES. Middle gray, 18% Gray, Graycard, Average weathered wood, green grass, lighter foliage, gray stone, pavement not sealed for awhile, average African American skin tone, faded jeans. **No change** to what you camera meters. If you meter an object in this zone, the Indicated Meter Reading (IMR) correctly determines the exposure for the whole scene.

| | | |
|--------------------------|------------|------------|
| IMR says: | f11 @ 1/60 | f11 @ 1/60 |
| True Exposure should be: | f11 @ 1/60 | f11 @ 1/60 |

Zone IV – Brown hair, dark clothes, new blue jeans, shadows under trees, dark stones, average dark foliage, dark complexioned African American skin. If you meter an object in this zone, the Indicated Meter Reading (IMR) thinks it is darker than the whole scene really is, so you need to **subtract 1 stop** (3 clicks) to what your meter says otherwise your image will appear a bit bright (overexposed).

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|--------------------------|------------|------------|
| IMR says: | f11 @ 1/30 | f8 @ 1/60 |
| True Exposure should be: | f11 @ 1/60 | f11 @ 1/60 |

Zone III -- Black hair, black clothing, dark mahogany furniture, freshly sealed pavement. If you meter an object in this zone, the Indicated Meter Reading (IMR) thinks it is darker than the whole scene really is, so you need to **subtract 2 stops** (6 clicks) to what your meter says otherwise your image will appear a pretty bright (overexposed).

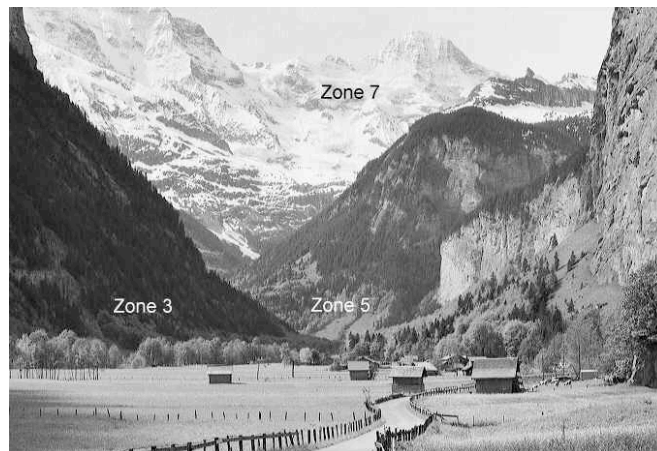
| | | |
|--------------------------|------------|-------------|
| IMR says: | f11 @ 1/15 | f5.6 @ 1/60 |
| True Exposure should be: | f11 @ 1/60 | f11 @ 1/60 |

Zone II -- First discernable tone above total black; shadow under car at high noon on a bright day. If you meter an object in this zone, the Indicated Meter Reading (IMR) thinks it is darker than the whole scene really is, so you need to **subtract 3 stops** (9 clicks) to what your meter says otherwise your image will appear a exceptionally bright (overexposed).

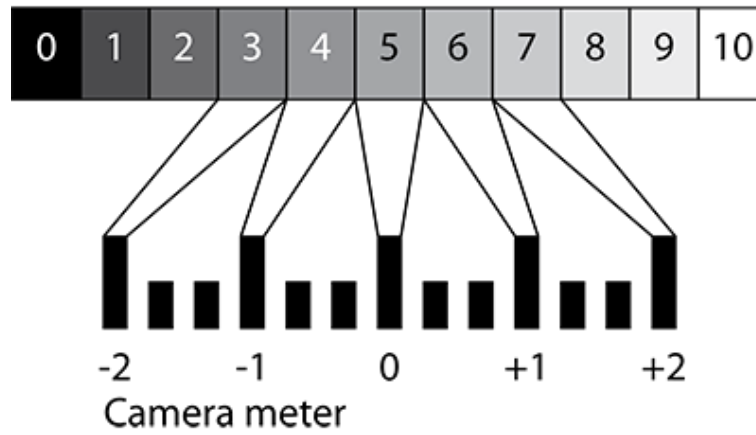
| | | |
|--------------------------|------------|------------|
| IMR says: | f11 @ 1/8 | f4 @ 1/60 |
| True Exposure should be: | f11 @ 1/60 | f11 @ 1/60 |

Zone I -- The blackest black a image can be made to yield. Doorways and windows opening into unlit room, entrance to tunnel. If you meter an object in this zone, the Indicated Meter Reading (IMR) thinks it is darker than the whole scene really is, so you need to **subtract 4 stops** (12 clicks) to what your meter says otherwise your image will appear much too bright (overexposed).

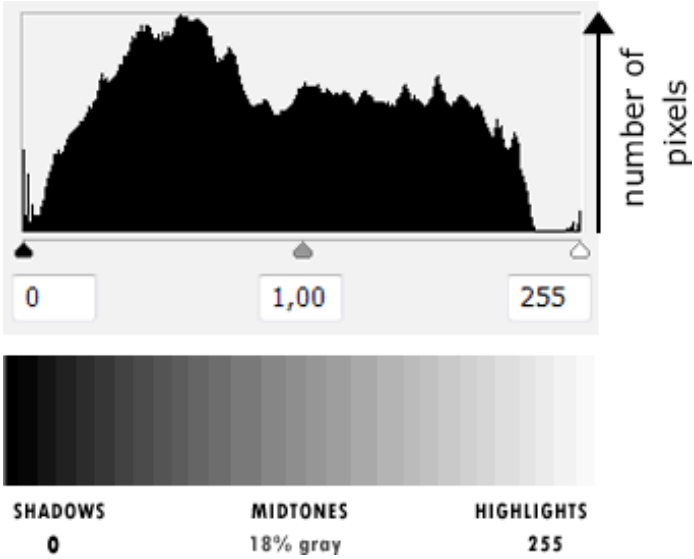
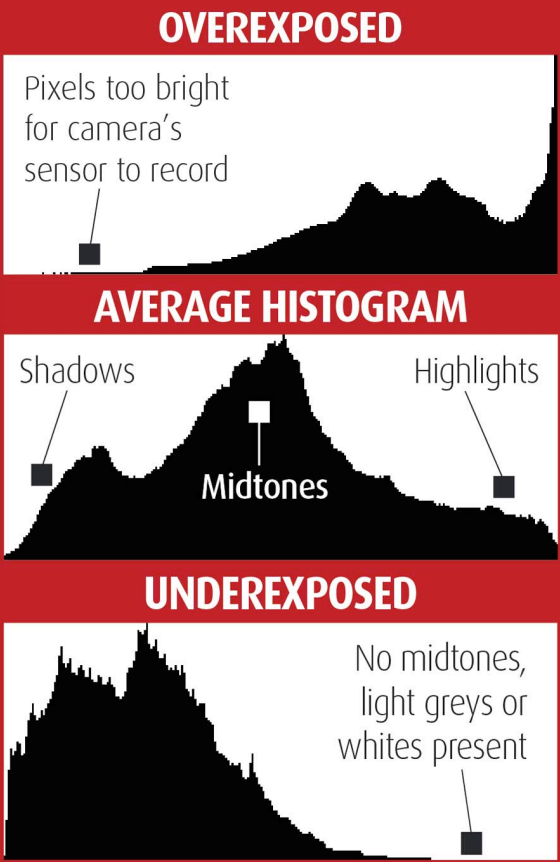
| | | |
|--------------------------|------------|-------------|
| IMR says: | f11 @ 1/4 | f2.8 @ 1/60 |
| True Exposure should be: | f11 @ 1/60 | f11 @ 1/60 |



Zone:



| Zone | Description |
|------|--|
| 0 | Pure black |
| I | Near black, with slight tonality but no texture |
| II | Textured black; the darkest part of the image in which slight detail is recorded |
| III | Average dark materials and low values showing adequate texture |
| IV | Average dark foliage, dark stone, or landscape shadows |
| V | Middle gray: clear north sky; dark skin, average weathered wood |
| VI | Average Caucasian skin; light stone; shadows on snow in sunlit landscapes |
| VII | Very light skin; shadows in snow with acute side lighting |
| VIII | Lightest tone with texture: textured snow |
| IX | Slight tone without texture; glaring snow |
| X | Pure white: light sources and specular reflections |



EXPOSURE

