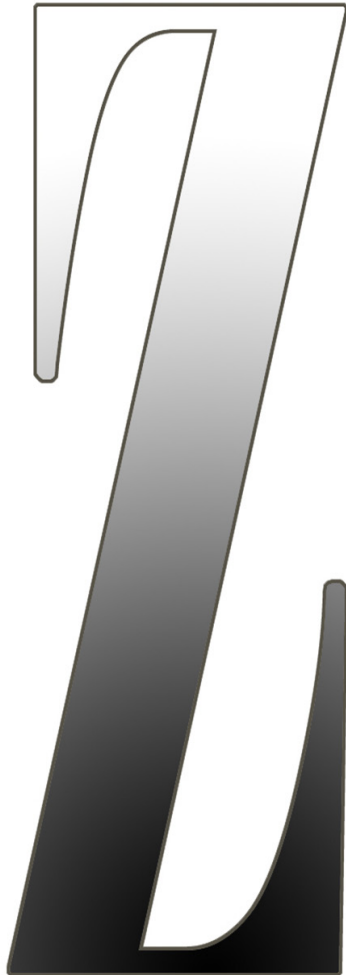


Zone System Definitions

These definitions are meant to be used as guidelines for placement of shadow and highlight values using the Zone System of exposure. They can be used as a starting point for previsualization of a scene with a variety of black and white films, developers and papers. Materials vary in their tonal scale and latitude. For proper control of the Zone System a photographer should test each film and paper to be used.



Zone VIII Areas falling in this zone will be white with almost no texture; sometimes referred to as photographic paper white. Only small areas should be allowed to fall this high, such as spectral highlights.

Zone VII This is the highest value which will hold texture and detail with most films/developer combinations. It should be used for areas such as: white clothing, white paint and snow in sunlight. All films are more sensitive to blue light. Blue areas of a scene (such as skies) that fall in this zone will be very dense on the negative and rendered white on a print.

Zone VI This value is generally used for light skin tones, sky values and concrete sidewalks in direct sunlight.

Zone V This zone is known as 18% grey, middle or grey-card grey. This is the resulting value when an area is read and exposed as indicated by all reflective light meters. This value is generally used for dark skin tones

Zone IV This value is usually used for average dark foliage, large well-lit architectural shadows, and shadow areas in light skin tones. All films are less sensitive to green light (leaves, trees etc.) than other colors in the spectrum. If foliage is placed in Zone II or III it may be underexposed on the negative and too dark in the print.

Zone III This is the most common area for shadow placement. Zone III provides texture and detail in dark areas such as black fabric and dark hair. Generally large areas of a scene should not be placed this low. Placing more than 30% of a scene in Zone III, or lower, may result in a very dark print.

Zone II Areas of a scene placed in this value are nearly black, with the beginnings of a sense of empty space. Place only a very small percentage of a scene this low.

Zone I This is the maximum black for many photographic papers. Areas placed this low will have no sense of depth This is a solid value, graphic rather than photographic.