

0. Total Black, no exposure.

I. Near black, no significant detail is seen. First step above pure black in the print. (No important element should fall in this zone)

II. Dark grey-black. There is a slight suggestion of texture. Very sharp details are visible in the shadows. Deep rich tonalities are found in this zone. (Darkest part of image where detail is required)

III. Very dark grey. Good texture and detail can be seen in this zone. (Dark textured tree bark in shadow, shadow side of dark skin)

IV. Medium dark grey. Detail is plainly visible in this zone. (Dark green foliage, shadow side of caucasian skin, dark stone, and landscape shadows)

V. Middle grey. Excellent detail is visible in this zone. (Standard grey card, dark skin lit by the main light, grey stone and averaged weathered wood)

VI. Rich mid-tone grey, Sharp fine details are visible in this zone. (Caucasian skin lit by the main light, light stone, and shadows on snow in brightly lit landscapes)

VII. Off white or light grey. This is the highest zone that will still hold detail. (White objects with texture, very pale skin, silver coloured hair, weathered white paint, snow with acute lighting, and the brightest elements of an image that still require detail)

VIII. Almost white with extremely delicate textures and slight gradation, but no significant details are seen in this zone. (Highlights on caucasian skin, snow with slight detail in winter landscapes)

IX. No textures, pure white. No significant texture can be perceived, but without flaring. (Any important element of the image should not fall in this zone)

X. Overexposed with flaring and photon well overflow. Will affect neighbouring pixels.

