

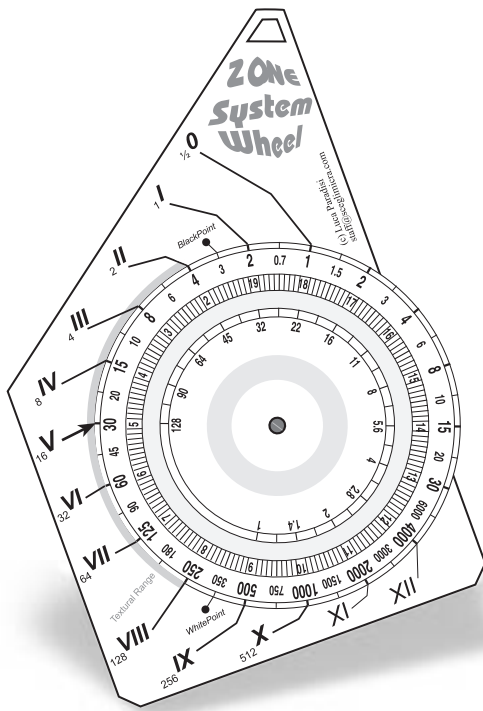
Zone System Wheel

Reminds you where you put those zone values and simplifies calculations.

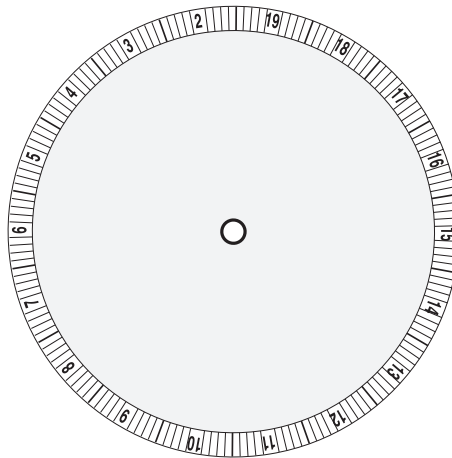
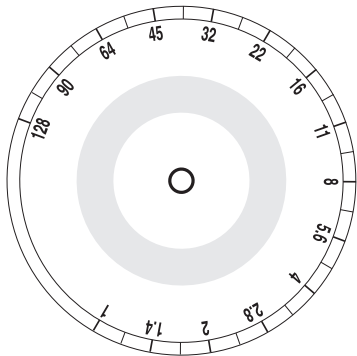
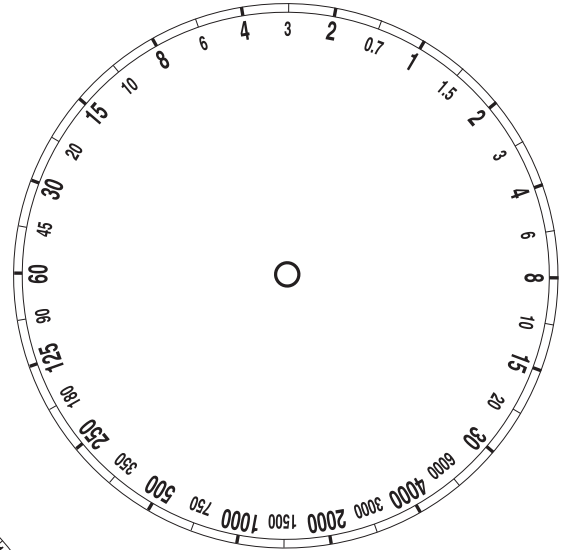
Scales are in standard shutter speeds, f-stops and EVs.



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Ruler assembled (reduced view)

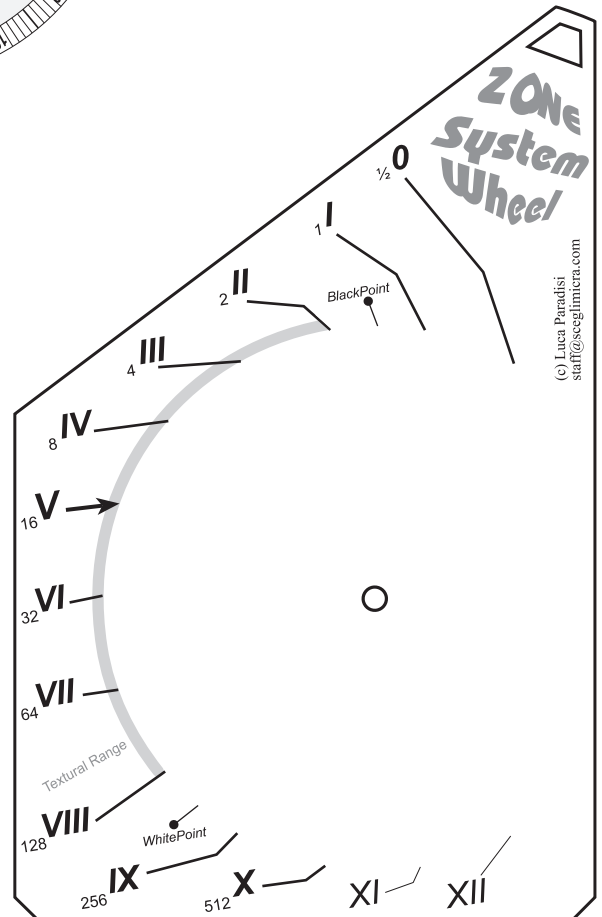


Print and cut out the shapes, then glue over cardboard and trim. Laminate with clear tape.

ZONES

- 0.** total black, filmbase+fog
- I.** nearly full black, slight tonality, no texture
- II.** first suggestion of texture, very dark details in shadows
- III.** distinct texture, average dark materials
- IV.** skin in shadow, dark foliage, dark stone, landscape shadow
- V.** middle gray, clear sky, dark skin, wood
- VI.** pale skin, snow and sand in shadow, clear sky
- VII.** white with texture, very light skin
- VIII.** very white, light delicate texture, highlights on skin, textured snow
- IX.** nearly pure white without texture
- X.** pure white, glares or light sources

Write useful notes on the back (description of zones, filters factor etc)



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