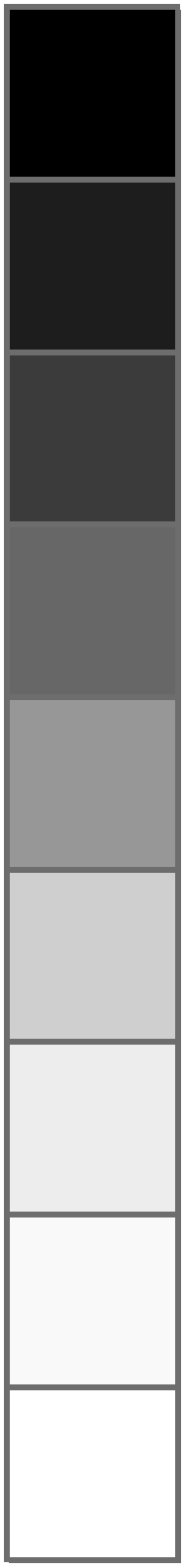
Zone System Chart

(Dynamic Range - darkest to lightest "useful" densities)



1 Near black – slight tonality, no texture

2 Dark gray/black – only subtle textures visible

3 Very dark gray – distinct shadow texture visible

4 Medium dark gray – dark foliage or shadows in landscapes

5 Medium gray – 18% gray – dark skin, light foliage or the dark blue of the sky

6 Mid-tone gray – average skin, shaded areas in snow in sunlit snowscapes

7 Light gray – pale skin, concrete walkway in sunlight

8 Gray/white, near white – distinct highlight detail, brilliant surfaces in flat light

9 Key white or pure white – white without texture, snow in bright sunlight