The disk (f/shadows dial)

f/shadows II III IV

f/Exposure

ZoneCalc copyright
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-3 -2 -1 0 +1 +2 +3

The Stearman Press ZoneCalc

44

f/Highlights
Zone VIII

VII

IX

Development
(N+)

f/stop dial

1.4 2.0 2.8 4.0 5.6 8.0 11 16 22 32 45 64 90 120

ZoneCalc
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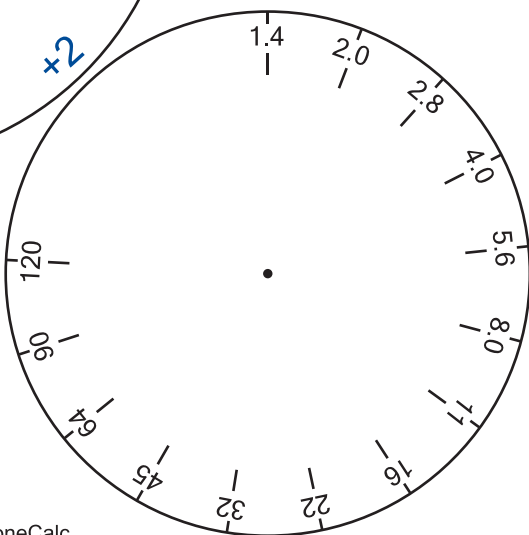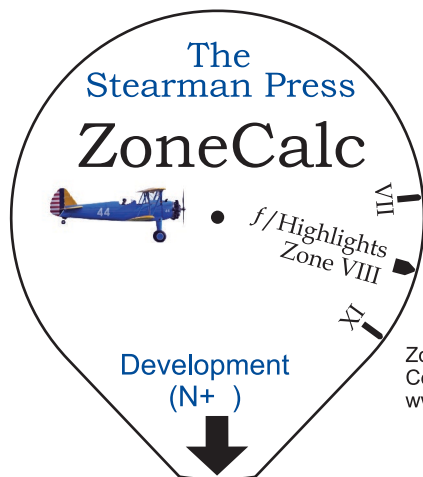www.stearmanpress.com

Instructions

Instructions:
1. Carefully cut out the three disks.
2. Punch holes as shown.
3. Assemble using the fastener.
If you can't figure this out, ask a kindergartner for help. If you hurt yourself, it's your own fault don't come crying to us. In either case you probably should give up shooting film.

Theory: Light meters are designed to indicate the proper exposure for "Zone V". Thus, readings taken in the shadows must be adjusted to avoid washing out the highlights; readings taken in the highlight areas need to be adjusted to prevent blocking details in the shadows. The ZoneCalc does the math for you and indicates the correct exposure and any development compensation required. *Note: use Aperture Priority on your meter and the same shutter speed for all readings. If you change shutter speeds, you must start over.*

Using the ZoneCalc:
1. Take a reading in the darkest feature where you want to see detail.
2. Rotate the f/stop disk to place the reading under the desired Zone marker, normally Zone III.
3. Take a reading in the brightest area where you want to capture texture.
4. Without moving the f/stop disk, align the f/Highlight marker with the highlight reading.
5. Read the processing adjustment needed under the Development factor indicator: (over)

N+0: You're good to go! Expose using the f/stop indicated by the *f/Exposure* marker.
N+1: You'll need to *expand* development or the highlights will fall in Zone VII. Option: place the shadow reading in Zone IV.
N-1: You'll need to *contract* development or the highlights will get washed out in Zone IX. Option: place the shadow reading in Zone II.
N±2: Very Risky! You'd better really know what you're doing! Very few films will contract or expand this far. You might need to compromise on both the shadows and highlights.
N±3: Even Ansel probably wouldn't try this!

Obviously, the Zone System can't be completely explained on a 2x5 card. Visit our website for more details.

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