

Calculating Time Exposures

- A. Skylines immediately after sunset.
- B. Skyline 10 minutes after sunset; neon signs and other lighted signs;; stage shows - bright lighting; circuses and ice shows - carbon - arc spotlighted acts.
- C. Brightly lighted nightclubs or theatre districts - Las Vegas or Times Square; store windows; fireworks displays on the ground; burning buildings, campfires, bonfires; night football, baseball, boxing; wrestling; ice shows - floodlighted acts; interiors with bright florescent light.
- D. Brightly lighted downtown street scenes; basketball; hockey; bowling; stage shows - average lighting; circuses - floodlighted acts; hospital nurseries.
- E. Home interiors at night - areas with bright light; fairs, amusement parks - for light patterns of rides, use time exposures; swimming pool - tungsten light above water.
- F. Home interiors at night - areas with average light; school stage and auditorium; church interiors - tungsten light; subjects lighted by campfires and bonfires.
- G. Candle light close-ups; indoor and outdoor Christmas lighting at night, Christmas trees; floodlighted buildings, fountains, monuments; subjects lighted by street lights; moving car traffic on expressways; subjects lighted by street lights; moving car traffic on expressways - light patterns, use time exposures.
- H. Fireworks - aerial displays, keep shutter open on BULB for several burst. Use on shutter speed indicated on chart.
- I. Lightning - Keep shutter open on BULB for several bursts. Use on shutter speed indicated on chart.

Film Speed	100/125	200	400
A	1/15 at f/8	1/30 at f/8	1/60 at f/8
B	1/8 at f/8	1/15 at f/8	1/30 at f/8
C	1/4 at f/8	1/8 at f/8	1/15 at f/8
D	1/2 at f/8	1/4 at f/8	1/8 at f/8
E	1 sec. at f/8	1/2 at f/8	1/4 at f/8
F	2 sec. at f/8	1 sec. at f/8	1/2 at f/8
G	4 sec. at f/8	2 sec. at f/8	1 sec. at f/8
H	8 sec. at f/8	4 sec. at f/8	2 sec. at f/8
I	16 sec. at f/8	8 sec. at f/8	4 sec. at f/8