

Universal Light Code

SCENE BRIGHTNESS LIST

The following is an expanded listing of SCENES. Note that in the **Black Cat Exposure Guide** many of these scenes are listed alphabetically with the scene letter (*ULC*)™ to the left for quick reference.

ULC™

(A)

Aerial photography above 4000 feet.
Sailboats with white sails.
Seascapes in sun.
Solar eclipse: Bailey's Beads.
White subjects in sunlight: waterfalls, white animals, snow.

(B)

Aerial photography below 2000 feet.
Average subject in sunlight.
BDE (basic daylight exposure).
Infrared (high speed B & W): Rate at ISO 50 film speed when using the following filters: #25 red, #15 orange, #29, #70 deep red, #89B. Use the *ULC* scene letters as a general guide and bracket. When using one of the filters shown above set the focus to a point midway between the standard and IR focus mark on the lens.
Sailboats with colored sails.
Solar eclipse: diamond ring, total phase, no filter.
Sunny 16 rule.
Sun with ND 4.00 - 6.00 filter over the objective lens (**CAUTION:** do not view through neutral density filters. There is no eye protection and harmful infrared and UV rays are transmitted. For direct viewing use only viewing filters.

(C)

Cloudy bright with slight shadow.
Full moon with surface detail.
Rainbows against sky or clouds (also bracket +1).

1

Reflections in water (also bracket +1).
Solar eclipse: partial phase with ND 5.0 filter.
Venus.

(D)

Cloudy: bright with no shadows.
Gibbous phase moon (between half and full).
Jupiter.
Lunar eclipse: Deep penumbra up to first contact and after fourth contact
Solar eclipse: total phase, prominences, no filter.

(E)

Building interior with light walls illuminated by indirect sunlight.
Full moon near horizon (appearing huge on skyline).
Half moon (a first or last quarter moon).
Landscape near sunset showing visual texture with full moon on horizon.
Open shade (in shadow of buildings).
Overcast: dull with no shadows.
Portrait (backlit) with detail in shadows (including reflector fill).
Quarter moon with surface texture.
Solar eclipse: total phase, prominences, no filter.
Stained glass windows: inside (outside = *Code B*)
Sunset (last 5 minutes).

(F)

Arc welding: showing visual texture in clothing and head area.
Crescent moon (wide crescent such as a 5 or 6-day-old moon).
Mars.
Twilight at sunset with visual texture in landscape.
Underwater: Depth 2-5 feet (outside = *Code B*). Bracket +1, +2 when bottom is dark.

(G)

City skyline just after sunset.
Crescent moon (thin) and also bracket +1.
Dawn/dusk with valley and area ground mist.
Deep shade (under tree).
Moon near horizon with partial cloud cover, showing texture in clouds.
Theater stage with bright white lights.

2

(H)

Circus acts with spotlights.
City skylines with buildings, 10 minutes after sunset
Fires with flame detail only, at night
France: Illuminated Arch of Triumph; Champs-Elysees.
Ice shows with bright white lights.
Reflections in wet streets at night
Neon signs.
Saturn (also bracket -1).
Solar eclipse: total phase, average, no filter.
Solar eclipse: total phase, inner corona, no filter.
Storm light: late afternoon with lead gray sky.
Sunset with illuminated clouds (no sun).
Theater stage with colored lights.

(I)

Campfire illuminating faces at 6'-8' (increased shadow detail and visual texture in scene at twilight).
Christmas tree: inside bright room.
Desk illumination with area detail from 75-100 watt bulbs.
Eiffel Tower (France) illuminated at night.
Fires with area detail at night.
Fireworks ground displays at night.
Fluorescent lights, bright
Portraits using bright store window lights.
Store windows with bright lights.
Sunset with no area detail: 15-20 minutes after sundown.
Underwater: Depth 10-12 feet (outside = *Code B*). Bracket +1, +2 when bottom is dark.

(J)

Circus acts with floodlights.
Fireworks, aerial at night.
Hospital nurseries.
Solar eclipse: photographs of landscape at darkest period during totality.
Solar eclipse: shadow bands (wave-like shadows) occur during the last few minutes before and after totality. Lay a white bed on ground to photograph these bands. Use a minimum of 1/250 second to prevent blurring of these fast moving bands.
Solar eclipse: total phase, outer corona, no filter.
Solar eclipse: total phase, with landscape showing twilight glow on horizon (consider using 50mm or wide angle lens)

3

Sports events with floodlights.

Streets with bright lighting.

Television or Computer Monitor: picture only. Use CC 40R with daylight films (also bracket +1). Adjust to lower than normal contrast so highlight and shadow areas show detail.

(K)

Carnivals with bright lights.

Christmas trees outside with lights.

Fairs, amusement parks and rides.

Fountains: floodlit.

France: Loire-Castle Sound and Light performances (night).

Interiors of buildings with medium bright lights.

Laser light show in Planetarium.

Lightning bolts.

Monuments: floodlit.

Moving lights/light streaks: cars and carnival rides.

Portrait with 150 watts at 5 feet.

School gyms with medium bright lights, boat shows, indoor swimming pools with bulb type lighting.

(L)

Airplane instrument panel (illuminated).

Building interior with medium lighting.

France: illuminated grottos and caves.

Museums/galleries

Twilight with area detail: 20 minutes after sunset.

(M)

Airplane, bus, train interior at night.

Crescent moon showing dim earthshine on dark side (also bracket +1, -1).

Candle-lit close-up.

France: illuminated sections of Paris sewers and skull-depository crypts.

Lunar eclipse: Second and third contacts.

Solar eclipse: total, with landscape showing twilight glow on horizon (consider using 50mm or 24mm lens). Bracket +1, +2, +3.

Street lamp (area directly under).

Twilight with area detail: 35 minutes after sunset.

(N)

Buildings with floodlights.

Stairways with dim lights.

Twilight: 45 minutes after sunset.

Waterfalls at night with white lights.

(O)

Buildings with dim floodlights.

Lunar eclipse: Mid totality.

Night clubs with dim lighting.

Slit Canyons in Arizona: Antelope canyon, Novato canyon, Peach canyon (outside = *Code B* from 11 AM to 3 PM). Bracket +1, -1, -2.

Twilight with area detail; 15 minutes after sundown.

(P)

City skylines at night showing buildings with lights and area detail.

Dams at night (large/distant).

Satellite (man-made). Set shutter speed arrow on B/1 Sec. and use the indicated aperture. Leave shutter open for duration of satellite pass.

Towns with distant dim lights.

(Q)

Boat docks with dim lights at night.

Cathedrals in England: Canterbury, Ely, Wells, interiors (outside = *Code B*).

Infrared (high speed B & W): Hot objects themselves 482 to 932 degrees F (just below red hot). Photograph in darkness without a filter. Use ISO 50 film speed.

(R)

Fog with dim lights at night.

Moonlit snow or seascape lit by full moon showing visual texture (without moon visible in scene).

Street scene at night appearing like daylight.

(S)

Infrared (high speed B & W): Radiated infrared only (no visible reflected light). Use two 750 watt household irons at 45 degrees located 18 inches from the subject. Photograph in darkness without a filter. When stray light is present use a #25 red filter. Use ISO 50 film speed.

Moonlit landscape, showing visual texture, lit by full moon (without moon visible in scene).

(T)

Aurora (Northern/Southern lights) bright with a light sky.

Constellations (also bracket +1, +2, +3). To keep the stars looking starlike use exposures no longer than 20 seconds for a 50mm lens, 40 seconds for a 24mm wide angle, and 5 seconds for a 200mm telephoto lens.

Galaxies, nebulae and clusters with equatorial mount (also bracket +1, +2, +3).

Moonlit dark landscape, showing visual texture, lit by full moon (without moon visible in scene).

Moonlit landscape, showing visual texture, lit by half moon (without moon visible in scene).

Star trails: 6 min. only (also bracket +1, +2 for more light with aperture for wider trails).

(U)

Moonlit landscape showing visual texture, lit by quarter moon (without moon visible in scene).

(V)

Starfields (dark sky will show stars fainter than can be seen with your naked eye).

Star trails: 24 minutes only (also bracket +1, +2 more light with aperture for wider trails).

(W)

Aurora (Northern/Southern lights) faint with dark sky (also bracket -1, -2, -3, -4).

Star trails: 45 minutes only (also bracket +1, +2 more light with aperture for wider trails).

(X)

Star trails: 1.5 hours only (also bracket +1, +2 more light with aperture for wider trails).

(Y)

Meteors (also bracket +1 and -1).

Star trails: 3 hours only (also bracket +1, +2 more light with aperture for wider trails).

(Z)

Star trails: 6 hours only (also bracket +1, +2 more light with aperture for wider trails).