Virtual Horizon
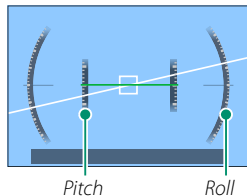
Selecting **ELECTRONIC LEVEL** displays a virtual horizon. The camera is level when the two lines overlap. Note that the virtual horizon may not be displayed if the camera lens is pointed up or down. For a 3D display (shown), press the function button to which **ELECTRONIC LEVEL** is assigned (📖 253).
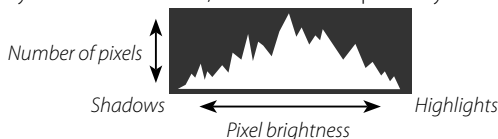
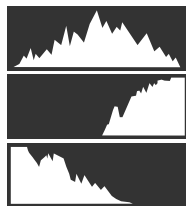*Pitch*   *Roll*

Framing Outline

Enable **FRAMING OUTLINE** to make the borders of the frame easier to see against dark backgrounds.
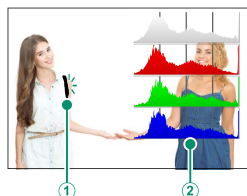
Histograms

Histograms show the distribution of tones in the image. Brightness is shown by the horizontal axis, the number of pixels by the vertical axis.

Number of pixels

Shadows ←——————————→ *Highlights*

Pixel brightness

- **Optimal exposure**: Pixels are distributed in an even curve throughout the tone range.

- **Overexposed**: Pixels are clustered on the right side of the graph.

- **Underexposed**: Pixels are clustered on the left side of the graph.

To view separate RGB histograms and a display showing areas of the frame that will be overexposed at current settings superimposed on the view through the lens, press the function button to which **HISTOGRAM** is assigned (📖 253).

① *Overexposed areas blink*
② *RGB histograms*

Before You Begin

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