




















Icon	Description	
Scene	<ul style="list-style-type: none"> <li>•  : LANDSCAPE</li> <li>•  : NIGHT</li> <li>•  : NIGHT (TRIPOD)</li> <li>•  : MACRO</li> <li>•  : SUNSET</li> <li>•  : SKY</li> <li>•  : GREENERY</li> </ul>	<ul style="list-style-type: none"> <li>•  : PORTRAIT</li> <li>•  : BACKLIT PORTRAIT</li> <li>•  : MOVING OBJECT</li> <li>•  : PORTRAIT&amp;MOTION</li> <li>•  : BACKLIT PORTRAIT&amp;MO-TION</li> </ul>
	Subject	<ul style="list-style-type: none"> <li>•  : PORTRAIT</li> <li>•  : ANIMAL</li> <li>•  : BIRD</li> <li>•  : AUTOMOBILE</li> </ul>
		<ul style="list-style-type: none"> <li>•  : MOTORCYCLE&amp;BIKE</li> <li>•  : AIRPLANE</li> <li>•  : TRAIN</li> </ul>



- The mode selected may vary with shooting conditions. The camera may also choose different modes for the same scene depending on shooting conditions. If the mode chosen by the camera does not match the actual scene, you can choose a different mode.
- The additional processing time required in some scene modes may increase save times.



No icon will be displayed if the camera is unable to determine the type of scene.