Lens	
Compatible lenses	Autofocus is available with AF-S and AF-I lenses. Autofocus is not available with other type G and D lenses, AF lenses (IX NIKKOR and lenses for the F3AF are not supported), and AI-P lenses. Non-CPU lenses can be used in mode **M**, but the camera exposure meter will not function.
	The electronic rangefinder can be used with lenses that have a maximum aperture of f/5.6 or faster.

Shutter	
Type	Electronically-controlled vertical-travel focal-plane shutter
Speed	$^1/_{4000}$ – 30 s in steps of $^1/_3$ or $^1/_2$ EV; Bulb; Time (requires optional ML-L3 remote control)
Flash sync speed	$X = ^1/_{200}$ s; synchronizes with shutter at $^1/_{200}$ s or slower

Release	
Release mode	Ⓢ (single frame), ⛛ (continuous), ⟳ (self-timer), â 2s (delayed remote), â (quick-response remote), Ⓠ (quiet shutter release)
Frame advance rate	Up to 4 fps (manual focus, mode **M** or **S**, shutter speed $^1/_{250}$ s or faster, and other settings at default values)
Self-timer	2 s, 5 s, 10 s, 20 s; 1–9 exposures

Exposure	
Metering	TTL exposure metering using 420-pixel RGB sensor
Metering method	• **Matrix**: 3D color matrix metering II (type G and D lenses); color matrix metering II (other CPU lenses) • **Center-weighted**: Weight of 75% given to 8-mm circle in center of frame • **Spot**: Meters 3.5-mm circle (about 2.5% of frame) centered on selected focus point
Range (ISO 100, f/1.4 lens, 20 °C/68 °F)	• **Matrix or center-weighted metering**: 0–20 EV • **Spot metering**: 2–20 EV
Exposure meter coupling	CPU
Mode	Auto modes (🔒 auto; ⚡ auto, flash off); programmed auto with flexible program (**P**); shutter-priority auto (**S**); aperture-priority auto (**A**); manual (**M**); scene modes (🎭 portrait; 🏞 landscape; 👶 child; 🏃 sports; 🌷 close up; 🌃 night portrait; 🌆 night landscape; 🎉 party/indoor; 🏖 beach/snow; 🌅 sunset; 🌄 dusk/dawn; 🐾 pet portrait; 🕯 candlelight; 🌸 blossom; 🍂 autumn colors; 🍴 food); special effects modes (🔲 night vision; 🎨 color sketch; 🔳 miniature effect; ✏ selective color; 🔺 silhouette; 🔳 high key; 🔳 low key)
Exposure compensation	–5 – +5 EV in increments of $^1/_3$ or $^1/_2$ EV
Bracketing	• **Exposure bracketing**: 3 frames in steps of $^1/_3$ or $^1/_2$ EV • **White balance bracketing**: 3 frames in steps of 1 • **Active D-Lighting bracketing**: 2 frames
Exposure lock	Luminosity locked at detected value with **AE-L/AF-L** button