Nikon

ZR Reference Guide

(Supplement for Firmware Version 2.00)

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Changes with “C” firmware version 2.00

Features available with “C” firmware version 2.00

The *ZR Reference Guide* is for “C” firmware version 1.10 (the latest version of the *ZR Reference Guide* is available from the Nikon Download Center). This supplement details the new features and changes introduced with camera “C” firmware version 2.00. The two documents are to be read together.

[Firmware version]

To view the camera firmware version or update the camera firmware, select [**Firmware version**] in the setup menu.

Update your camera as follows:

- **Download firmware from the Nikon Download Center using a computer**: Check the Nikon Download Center for new firmware. For more information, see the firmware download page. https://downloadcenter.nikonimglib.com/
- **Download firmware via the SnapBridge app on a smart device**: If the smart device has been paired with the camera using the SnapBridge app, the app will automatically notify you when updates become available, and you can then download the update to a camera memory card via the smart device. For more information, see the SnapBridge app's online help. SnapBridge may not display the notification at the same time that updates are made available on the Nikon Download Center.
- **Download firmware to the camera from Nikon Imaging Cloud**: If the camera receives a firmware version update notification from Nikon Imaging Cloud, [**Update now (Nikon Imaging Cloud)**] appears in the [**Firmware version**] menu. Highlight [**Update now (Nikon Imaging Cloud)**] > [**On**] and press the multi selector right to download the firmware to the camera via the Internet. The update will start automatically after the download is complete.

Features available with "C" firmware version 2.00

Changes made with “C” firmware version 2.00

The features added or updated with camera “C” firmware version 2.00 are summarized below. More information is available on the pages listed.

Still photography

- Set Picture Control: [**Cloud Picture Control**] changed to [**Imaging Recipe**] (📖6)

Video recording

- Set Picture Control: [**Cloud Picture Control**] changed to [**Imaging Recipe**] (📖6)
- New tone mode [**Log3G10**] added to video recording menu > [**Video file type**] > [**H.265 10-bit (MOV)**] (📖7)
- Additions and changes to Custom Setting g16 [**3D LUT settings**] (📖9)
- [**High ISO NR**] now available for N-Log recording (📖11)

Controls

- New Custom Setting: b4 [**Easy ISO**] (📖12)
- New options for Custom Settings f2 [**Custom controls (shooting)**] and g2 [**Custom controls**] (📖13)
- New Custom Setting: g12 [**Easy exposure compensation**] (📖15)

☑ Custom Settings menu numbers

Some Custom Settings menu numbers have been altered due to the addition and reordering of menus accompanying the version update. This document uses the numbers as they appear after these changes.

Set Picture Control: [Cloud Picture Control] changed to [Imaging Recipe]

The name of the Picture Control item [**Cloud Picture Control**] has been changed to [**Imaging Recipe**]. The [**Add Cloud Picture Control files**] item under [**Set Picture Control**] in the photo shooting and video recording menus has also been renamed to [**Download Imaging Recipes**].

New tone mode [Log3G10] added to video recording menu > [Video file type] > [H.265 10-bit (MOV)]

The [**Log3G10**] option can be selected for tone mode when [**H.265 10-bit (MOV)**] is selected for [**Video file type**] in the video recording menu. [**Log3G10**] is a tone mode that uses a log curve with a wide dynamic range that suppresses loss of details in highlights and shadows. For MOV videos shot with Log3G10, you can perform color grading that is the same post-production process typically employed for data shot with RED Digital Cinema, Inc. IPP2.

- Log3G10 will appear in the shooting display.
- Third-party video editing software compatible with Log3G10 video is required for color grading.
- Use a Log3G10 LUT to check the color grading on the camera's shooting display. LUTs for Log3G10 or LUTs created using video editing software can be applied to the shooting display by setting [**3D LUT settings**].
- You may find that the preview in the shooting display during Log3G10 recording lacks contrast. Selecting [**ON**] for Custom Setting g15 [**View assist**] simplifies colors for enhanced contrast.
- A warning line will appear in the displayed brightness information ([**Histogram**], [**Wave-form monitor**]) as a guideline for overexposed highlights.

Cautions: Recording MOV video with Log3G10

- For the [**ISO sensitivity settings**] > [**Maximum sensitivity**] item in the video recording menu, the lowest value available is ISO 1600, and the highest value available is ISO 25600.
- For the [**ISO sensitivity settings**] > [**ISO sensitivity (mode M)**] item in the video recording menu, the lowest value available is Lo 2.0, and the highest value available is ISO 25600.
- [**Set Picture Control**], [**Active D-Lighting**], [**Skin softening**], and [**Portrait impression balance**] are not available in the video recording menu.
- When recording with Log3G10, overexposure will occur even if the brightness is not at the upper limit (on the right edge for [**Histogram**], on the upper edge for [**Wave-form monitor**]). Check the brightness using the warning line when shooting.
- When recording with Log3G10, we recommend setting [**Vignette control**] to [**Off**] in the video recording menu. If [**Vignette control**] is set to an option other than [**Off**], the correction for the drop in brightness at the edges of the picture will cause the brightness of the video being recorded to exceed the warning line, which may result in overexposure.
- When recording with Log3G10, if Custom Setting g16 [**3D LUT settings**] > [**3D LUT**] is set to [**Enable (monitor)**] or [**Enable (HDMI priority)**], [**Video flicker reduction**] > [**Digital flicker reduction**] is not available in the video recording menu.
- The camera may have trouble focusing using autofocus but this does not indicate a malfunction.
- The performance of subject-detection may drop.

Additions and changes to Custom Setting g16 [3D LUT settings]

The name of Custom Setting g16 [**3D LUT**] has been changed to [**3D LUT settings**]. Along with this change, a new option has been added to [**3D LUT**]. Also, [**Focus peaking**] is available when using 3D LUT.

Name of [3D LUT] changed to [3D LUT settings]

The name of Custom Setting g16 [**3D LUT**] has been changed to [**3D LUT settings**].

[Enable (HDMI priority)] added to [3D LUT]

[**Enable (HDMI priority)**] has been added to Custom Setting g16 [**3D LUT settings**] > [**3D LUT**]. In addition, [**Enable (monitor)**] has also been added for setting the same functionality as firmware versions prior to C:1.1x.

Option		Description
[**3D LUT**]	[**Enable (monitor)**]	The LUT for Log3G10 will be applied to the camera monitor. ・ The functionality becomes the same as that of firmware versions prior to C:1.1x.
	[**Enable (HDMI priority)**]	The LUT for Log3G10 will be applied to video output via HDMI. It will not be applied to the camera monitor. ・ The LUT will not be applied to the camera monitor whether there is an HDMI connection or not.
	[**Disable**]	The LUT for Log3G10 will not be applied to the shooting display.

- The option setting can also be switched between [**Enable (monitor)**], [**Enable (HDMI priority)**], and [**Disable**] in the assist display.

Cautions: Applying the LUT for Log3G10 to video output via HDMI

- Set [**HDMI**] > [**Output resolution**] in the setup menu to an option other than [**2160p (progressive)**]. HDMI output will stop if [**2160p (progressive)**] is set and the LUT is applied during HDMI output at 3840 × 2160 resolution.
- The following restrictions apply when applying the LUT for Log3G10 to video output via HDMI:
  - The maximum resolution available for output to HDMI-compatible devices is 1920 × 1080.
  - The frame rate for output to HDMI-compatible devices is determined by the camera settings. However, the maximum refresh rate for output video is 30 fps.
- If [**Frame size/frame rate**] in the video recording menu is set to a frame size larger than 1920 × 1080, changing the [**3D LUT**] setting during HDMI output may cause the video output via HDMI to become distorted. Video recorded on the memory card is unaffected.

[Focus peaking] is available when applying a LUT for Log3G10 on the shooting display

Custom Setting a11 [**Focus peaking**] is available when a LUT for Log3G10 is applied on the shooting display.

- When a LUT is applied to the shooting display, the color balance of the area highlighted with focus peaking may change.

[High ISO NR] now available for N-Log recording

[**High ISO NR**] is available in the video recording menu when [**Video file type**] is set to [**ProRes 422 HQ 10-bit (MOV)**] or [**H.265 10-bit (MOV)**] in the video recording menu and tone mode is set to [**N-Log**].

New Custom Setting: b4 [Easy ISO]

[**Easy ISO**] has been added as Custom Setting b4. Selecting [**ON**] allows you to adjust ISO sensitivity using a command dial in photo mode.

- This option is disabled when the shooting mode is **M**.
- The command dial used to change ISO sensitivity varies with the shooting mode.
- This option cannot be used at the same time as Custom Setting b3 [**Easy exposure compensation**]. Enabling one of these options will disable the other.

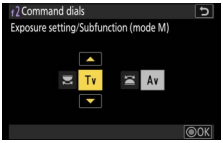
New options for Custom Settings f2 [Custom controls (shooting)] and g2 [Custom controls]

The roles that can be assigned to buttons and other controls in Custom Settings f2 [**Custom controls (shooting)**] and g2 [**Custom controls**] have been changed.

Exposure compensation, ISO sensitivity, white balance, or color temperature can be assigned to the command dials in mode M

For [**Command dials**] in Custom Setting f2 [**Custom controls (shooting)**] or g2 [**Custom controls**], the name of the [**Exposure setting**] option has been changed to [**Exposure setting/Subfunction**]. Along with this change, exposure compensation (), ISO sensitivity (ISO), white balance (WB), or color temperature () can be assigned to the command dials in mode **M**.

- Select mode **M** on the [**Exposure setting/Subfunction**] setting screen, and move the zoom control toward - to set the roles of the main and sub-command dials.



- Press the multi selector left or right to select a command dial, and press the multi selector up or down to assign a function.
- If ISO sensitivity (ISO) is assigned via g2 [**Custom controls**], [**ISO sensitivity (mode M)**] is available for [**ISO sensitivity settings**] in the video recording menu. If [**R3D NE 12-bit (R3D)**] is selected for

[**Video file type**] in the video recording menu, [**ISO sensitivity**] is available for [**ISO sensitivity settings**].

Functions changed in g2 [Custom controls]

In Custom Setting g2 [**Custom controls**], the name of the [**View assist**] option assignable to a control has been changed to [**3D LUT/View assist**]. The options that can be switched using the control are as follows:

Option		Description
ASSIST	[**3D LUT/ View assist**]	For 3D LUTs, Custom Setting g16 [**3D LUT settings**] > [**3D LUT**] cycles through [**Enable (monitor)**], [**Enable (HDMI priority)**], and [**Disable**] each time the control is pressed. For view assist, Custom Setting g15 [**View assist**] toggles between [**ON**] and [**OFF**] each time the control is pressed. ・You can enable 3D LUT or view assist by changing the settings for options such as video file type and tone mode. Configuring settings to enable these functions also switches the functions that can be set with the custom controls.

New Custom Setting: g12 [Easy exposure compensation]

[**Easy exposure compensation**] has been added as Custom Setting g12. Choose whether the Fn1 (±) button is needed for exposure compensation in video mode.

Option	Description
[**ON**]	Only a command dial is needed to adjust exposure compensation.
[**OFF**]	Exposure compensation is set by holding the Fn1 (±) button and rotating a command dial.

- Enabled in mode **P**, **S**, or **A**. Easy exposure compensation is not available in mode AUTO or **M**.
- The command dial used varies with the shooting mode.

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