

e4: Exposure Compensation for Flash (*11)	Background only	Background only	Background only	Background only	Background only	Background only
e5: Modeling Flash	Off	Off	Off	Off	Off	Off
e6: Auto Bracketing Set	AE Only	AE Only	AE Only	AE Only	AE Only	AE Only
e7: Bracketing Order	Under>MTR>Over	Under>MTR>Over	Under>MTR>Over	Under>MTR>Over	Under>MTR>Over	Under>MTR>Over
f1: OK Button>Shooting	Select Center Focus Point	Select Center Focus Point	Select Center Focus Point	Select Center Focus Point	Select Center Focus Point	Select Center Focus Point
f1: OK Button>Playback	Zoom On/Off or View Histograms	Zoom On/Off or View Histograms	Zoom On/Off or View Histograms	Zoom On/Off or View Histograms	Zoom On/Off or View Histograms	Zoom On/Off or View Histograms
f1: OK Button>Live View	user preference	user preference	user preference	user preference	user preference	user preference
f2: Assign Fn Button	user pref, perhaps Spot Metering, +NEF(RAW), VF Horizon	user pref, perhaps Spot Metering, VF Virtual Horizon	user pref, perhaps Spot Metering or +NEF(RAW)	user pref, perhaps Spot Metering or VF Horizon	user pref, perhaps FV Lock, Spot Metering, VF Horizon	user pref, perhaps Spot Metering, VF Virtual Horizon
f3: Assign Preview Button	Preview or user preference	Preview or user preference	Preview or user preference	Preview or user preference	Preview or user preference	Preview or user preference
f4: Assign AE-L/AF-L Button	AE Lock Only or AE Lock (Reset) or AE Lock (Hold) (*10)	AE Lock Only or AE Lock (Reset) or AE Lock (Hold) (*10)	AE Lock Only or AE Lock (Reset) or AE Lock (Hold) (*10)	AE Lock Only or AE Lock (Reset) or AE Lock (Hold) (*10)	AE Lock Only or AE Lock (Reset) or AE Lock (Hold) (*10)	AE Lock Only or AE Lock (Reset) or AE Lock (Hold) (*10)
f5: Customize Command Dials>Reverse Rotation (*12)	none selected	none selected	none selected	none selected	none selected	none selected
f5: Customize Command Dials>Change Main/Sub	Off	Off	Off	Off	Off	Off
f5: Customize Command Dials>Aperture Setting	Sub-Command Dial	Sub-Command Dial	Sub-Command Dial	Sub-Command Dial	Sub-Command Dial	Sub-Command Dial
f5: Customize Command Dials>Menus and Playback	On(Image Review Excluded)	On(Image Review Excluded)	On(Image Review Excluded)	On(Image Review Excluded)	On(Image Review Excluded)	On(Image Review Excluded)
f5: Customize Command Dials>Sub-Dial Frame Advanc	10	10	10	10	10	10
f6: Release Button to use Dial	No, or user preference	No, or user preference	No, or user preference	No, or user preference	No, or user preference	No, or user preference
f7: Slot Empty Release Lock	LOCK Release Locked	LOCK Release Locked	LOCK Release Locked	LOCK Release Locked	LOCK Release Locked	LOCK Release Locked
f8: Reverse Indicators	- 0 +*	- 0 +*	- 0 +*	- 0 +*	- 0 +*	- 0 +*
f9: Assign Movie Record Button	ISO Sensitivity or user preference	ISO Sensitivity or user preference	ISO Sensitivity or user preference	ISO Sensitivity or user preference	ISO Sensitivity or user preference	ISO Sensitivity or user preference
f10: Assign MB-D16 AE-L/AF-L Button	same as your f4 setting	same as your f4 setting	same as your f4 setting	same as your f4 setting	same as your f4 setting	same as your f4 setting
f11: Assign Remote (WR) Fn Button	AE/AF Lock, or user preference	AE/AF Lock, or user preference	AE/AF Lock, or user preference	AE/AF Lock, or user preference	AE/AF Lock, or user preference	AE/AF Lock, or user preference
g1: Assign Fn Button (Movie)	Power Aperture (Open)	Power Aperture (Open)	Power Aperture (Open)	Power Aperture (Open)	Power Aperture (Open)	Power Aperture (Open)
g2: Assign Preview Button (Movie)	Power Aperture (Close)	Power Aperture (Close)	Power Aperture (Close)	Power Aperture (Close)	Power Aperture (Close)	Power Aperture (Close)
g3: Assign AE-L/AF-L Button (Movie)	AE Lock Only or AE Lock (Reset) or AE Lock (Hold) (*10)	AE Lock Only or AE Lock (Reset) or AE Lock (Hold) (*10)	AE Lock Only or AE Lock (Reset) or AE Lock (Hold) (*10)	AE Lock Only or AE Lock (Reset) or AE Lock (Hold) (*10)	AE Lock Only or AE Lock (Reset) or AE Lock (Hold) (*10)	AE Lock Only or AE Lock (Reset) or AE Lock (Hold) (*10)
g4: Assign Shutter Button (Movie)	Record Movies	Record Movies	Record Movies	Record Movies	Record Movies	Record Movies
	General / Travel / Street (*1)	Landscape / Architecture	Action / Sports	Moving Wildlife / Birds	Studio / Portraits	Concert / Performance

Shooting / Exposure Settings NOTES

***12a: There are, of course, no "correct" shooting settings for any situation. They must be set and changed to accommodate and adapt to the situation, subject, lighting, and user intention. However, here are some basic starting points and reminders.**

There are entire books dedicated to understanding and using these settings, and dozens of pages in my guide. Please see the Nikon D750 Experience for detailed information and explanations about exposure, metering modes, and shooting settings.

***13a: Shooting Mode - Aperture-Priority (A) if your priority is controlling depth of field and out-of-focus backgrounds; Shutter-Priority (S) if your priority is controlling shutter speed in order to freeze or blur motion; Manual (M) if you want full control over the exposure settings.**

***14: Aperture Setting - use a wide aperture to blur the background (such as f4), or a narrow aperture for deep depth of field (such as f22).**

***16: Shutter Speed Setting - These are very loose starting points, and will vary widely based on lens, situation, and intention. Typically should be fast enough to freeze subject movement and prevent blur from camera and shutter movement.**

***16: ISO Setting - starting points are 100-200 for daylight, 400-800 for shade, 1600 or higher for darker scenes.**

***17: ISO Setting - A higher ISO setting than the lighting dictates will allow you to use the faster shutter speeds you need plus your desired aperture setting.**

***18: With Landscape photography you might wish to use slower shutter speeds and a tripod, but be sure to avoid motion blur of elements from wind. Use an ND filter to achieve very slow shutter speeds in order to blur or "smooth" water.**

Shooting / Exposure Settings (*12a)	General / Travel / Street (*1)	Landscape / Architecture	Action / Sports	Moving Wildlife / Birds	Studio / Portraits	Concert / Performance
Shooting Mode (*13a)	A, S, or M, based on your priority	A or M	S, or M with Auto ISO	S, or M with Auto ISO	A, S, or M, based on your priority	A or S, or M with Auto ISO
Aperture Setting (*14)	typically wide for portraits and details, narrow for deeper dof	typically narrow aperture for deep dof, wide for details	typically a wide aperture	typically a wide aperture	typically a wide aperture	typically a wide aperture
Shutter Speed Setting (*15)	fast enough for motion and camera shake (1/250 or faster)	can use slower speeds with tripod (*18)	fast enough to freeze motion (1/1000 or faster)	fast enough to freeze motion (1/1000 or faster)	1/160 or faster, based on lens and lighting	fast enough for motion and camera shake (1/250 or faster)
ISO Setting (*16)	based on lighting, or Auto ISO (*16)	lowest possible, down to 100 ISO, based on lighting	based on lighting plus a little higher, or Auto ISO (*17)	based on lighting plus a little higher, or Auto ISO (*17)	lowest possible, starting at 100 ISO, based on lighting	High ISO (such as 1600) based on lighting, or Auto ISO
Metering Mode	Matrix, or user preference	Matrix, or user preference	Matrix	Matrix, or user preference	Matrix, Center-Weighted, or Spot	Highlight Weighted Metering
Release Mode	Single Frame (S), or Continuous Low (CL)	Single Frame (S) or Mirror Up (Mup)	Continuous High (CH)	Continuous High (CH)	Single Frame (S), or Continuous Low (CL)	S or CL, Quiet (Q) or QC for theater and dance
White Balance	Auto1, or set for current conditions	Set for current conditions	Auto1, or current conditions, or Custom for mixed lighting	Set for current conditions	Auto1, or set for current conditions	Auto1, to handle changing lighting
Autofocus Mode	AF-S	AF-S	AF-C	AF-C	AF-S	AF-S
Autofocus AF-Area Mode	Single-Point AF	Single-Point AF	Single-Point AF, Dynamic-Area, or Group	Single-Point AF, Dynamic-Area, or Group	Single-Point AF	Single-Point AF
Options		j4 Exposure Delay				