

FX6 WHITE BALANCE FIELD COMPANION

SET IT BEFORE THE SHOOT - CONTROL IT FROM THE CAMERA

Sony FX6 ILME-FX6V | Firmware V5.02 | Cine EI
S-Gamut3.Cine/S-Log3 | s709 monitoring | 23.98 fps workflow

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Prepared as an independent operator reference. Not an official Sony or Netflix publication.

FIELD RULE

Set color deliberately. Measure when needed. Lock it. Check skin. Protect continuity.

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Two-Page Field Quick Guide

PAGE 1 - Set it before the shoot; control it from the camera

Speed	Procedure	External controls	Stop condition
5 seconds	Select the prepared memory that best matches the light on the face; confirm the display.	WHT BAL switch: A / B / PRESET	If none is credible, do not pretend. Move to 15 or 60 seconds.
15 seconds	Select the closest fixed memory; inspect skin through s709; use the WHT BAL direct control/dial only for a deliberate fixed correction.	WHT BAL function button + multi-function dial; display confirmation	Do not make a hidden memory change during matching coverage.
60 seconds	Select A/B; place neutral target at face position; expose target; press WB SET; confirm; check skin; log.	WHT BAL switch + WB SET button	Retry if target is clipped, dark, contaminated, or not under the face light.

PREFERRED: A = principal controlled setup. B = alternate/exterior. Preset = tested fixed emergency value. Filter White Memory = Off for the simplest one-operator workflow.

Before rolling	Confirm
Memory	W:A, W:B, or W:P is the intended position.
Light	The selected balance matches the dominant light on the face.
Skin	Credible through s709; no obvious green/magenta contamination.
LUT	One intended monitoring LUT, not double-applied; Internal Rec LUT state intentional.
Continuity	Same value held for matching angles; any overwrite logged.

PAGE 2 - Mixed light and rapid troubleshooting

Situation	Field rule
Window + tungsten practicals	Balance for the face key; allow practicals to stay warm if motivated; do not expect one WB to neutralize both.
Bad overheads + controlled key	Turn off, block, gel, or overpower the overheads before measuring.
Sun to shade	Preload A/B or hold one value through continuous action and switch at an editorial break.
Event/street lighting	Choose the source governing skin; accept motivated background color; preserve continuity over responsiveness.
Changing brightness only	Do not rebalance. White balance responds to color of light, not exposure level alone.

Symptom	Fast correction
WB SET fails	Check A/B selection, target size, brightness, glare, and colored spill.
Skin green	Fix the source/spill first; then remeasure and verify LUT path.
WB changed with ND	Filter White Memory may be On; set Off unless separate ND memories are intentional.
A/B overwritten	Stop, recreate from log/reference under original light, and announce the new continuity state.
Monitor looks wrong	Check double LUT and monitor calibration before changing camera WB.

RED FLAGS: ATW drift; random wall/shirt reference; printer paper as precision target; balancing before final key; severe WB error for mood; assuming all 5600K LEDs match; unlogged memory overwrite.

Select. Measure when needed. Lock. Check skin. Protect continuity.

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A/B/Preset Pre-Shoot Configuration

Item	Recommended simple state	Reason / verification
Shooting mode	Cine EI	Project baseline; ATW is unavailable.
A memory	Measured principal setup	Main interior/interview/actor scene.
B memory	Measured alternate/exterior setup	Fast external switch without menu entry.
Preset White	5600K camera-verified stored state; test before use	Fixed emergency fallback; not universal.
Shockless White	2 (camera-verified stored state)	Gradual transition if switching; Sony range Off/1/2/3, higher = slower.
ATW Speed	1 stored, but inactive in Cine EI	Sony 1 = fastest; ATW unavailable in Cine EI.
White Switch	Memory	Fixed Memory in Cine EI.
Filter White Memory	Off	One common A/B memory across ND states; simplest workflow.
Offset White	Unavailable/grayed in Cine EI Log mode	Do not design the workflow around it.

Blank shoot-day worksheet

Position	Scene / light	Displayed K	Tint	R Gain	B Gain	Reference clip / notes
A						
B						
Preset						

EVIDENCE CONFLICT: The uploaded prompt records B Gain as +28.9, while the camera-verified V5.02 menu diagram records B Gain as -28.9. This release treats -28.9 as evidence-primary and requires a camera-screen sign check before anyone copies the value. Neither sign is a universal recommendation.

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Memory Plans

Plan	A	B	Preset
Cinematic interior/exterior	A = measured principal interior	B = measured exterior/open shade	Preset = fixed daylight fallback verified before the day
Documentary day	A = current indoor location	B = current exterior condition	Preset = fixed compromise for emergency continuity
Night/practical day	A = neutral key-light setup	B = warm practical-dominant setup	Preset = known-source emergency fallback

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Run-and-Gun Decision Tree

Step	Question	Action
1	What light governs the face?	Daylight / shade / tungsten / LED / mixed. Ignore a colorful background if it does not light the face.
2	Does A, B, or Preset already match?	Yes: select it and confirm display. No: continue.
3	Is continuity with the previous shot essential?	Yes: hold the previous value unless the scene intentionally crosses a lighting boundary. No: continue.
4	Did the light color change, or only brightness?	Brightness only: keep WB. Actual source/spectrum/spill changed: continue.
5	Can ugly mixed light be controlled?	Turn off, block, gel, replace, overpower, or reposition. Then measure.
6	Is there 60 seconds?	Yes: measured A/B balance, skin check, log. No: continue.
7	Is there 15 seconds?	Yes: select closest fixed memory and make only a deliberate fixed correction. No: use the best prepared memory.
8	Is ATW justified?	Not in Cine EI: ATW is unavailable. Needing ATW means changing shooting mode and leaving this baseline; log and test before doing so.

MASTER RULE: Choose the light on the face, preserve one value through a continuous sequence, and change at a natural editorial break.

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Mixed Light and Troubleshooting

Situation	Rule
Mixed sources	Balance for the light governing the face; control ugly sources first.
Brightness change only	No new WB.
Different fixture or zone	Recheck or use the preloaded alternate memory.
Continuous action	Hold one value; change at an editorial break.
ATW	Unavailable in Cine EI. Verify mode if the camera appears to track.

Red flag	Action
WB SET will not complete	Select A or B; fill the frame; correct brightness; stabilize the source; retry. If errors persist, stop and verify the camera.
Card too small	Move closer or zoom in; keep the target under the same light as the face.
Card overexposed or glaring	Reduce exposure or change angle; remove specular glare; retry.
Card underexposed	Increase target illumination or exposure for the measurement; restore planned exposure afterward.
Colored spill on card	Reposition/shield the target or use a black mask/cutout to isolate its neutral area.
Face remains green	Control/replace/gel source; test Tint only after lighting correction; verify LUT path and reference monitor.
Face appears magenta	Return to measured neutral; inspect source and surroundings; compare chart and camera settings.
Skin differs between matching angles	Restore the same memory; match lighting; compare reference clip/chart; log correction.
Shade is too blue	Use measured B for shade or a tested fixed shade value; keep continuity within the sequence.
Interior too orange	Select measured interior A or a tested tungsten-style value.

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Continuity Log

Field	Entry
Date / production	
Scene / shot	
Camera / lens / filter	
Location / face light	
A/B/Preset	
Kelvin / tint / R / B	
Filter White Memory / ND	
LUT	
Reference clip	
Reason for change	

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