

ECN-2 Color Motion Picture Film

Cinema camera film has a carbon remjet backing that must be removed prior to processing. This is normally performed in motion picture labs, with a continuous alkaline pre-rinse, which does not contaminate the emulsion or chemistry. Attempting remjet removal manually in the dark may result in insufficient removal, contamination of the emulsion and premature exhaustion of developer. If removal is attempted by soaking film in a removal bath and washing the remjet off by hand (DO NOT RUB EMULSION) under running water, it must be done in the dark, prior to processing. Because of the presence of residual backing material and the chemical by-products it liberates, ONE SHOT PROCESSING IS RECOMMENDED. DO NOT PROCESS REMJET FILMS IN THE SAME SOLUTIONS WITH OTHER FILMS. CineStill films do not require any of the above and is perfectly safe to process in C-41 chemistry with other films.

Trouble Shooting

PROBLEM	PROBABLE CAUSE	REMEDY
Thin negatives	<ul style="list-style-type: none">• Low development temperature• Under exposure in camera• Developer exhausted	Reread and follow all instructions carefully on temperature control, solution, capacity, etc.
Negatives appear more magenta than normal with higher density near sprocket holes	<ul style="list-style-type: none">• Developer too warm• Overly vigorous agitation in conventional tank	Maintain temperature control. Use only agitation methods prescribed.
Black "dirt" specks on negatives which print as white spots.	<ul style="list-style-type: none">• Remjet embedded in emulsion from ecn-2 motion picture film	Replace contaminated chemicals and remove ALL remjet carbon backing prior to processing.
Negatives look OK but prints ar a bit too flat.	<ul style="list-style-type: none">• Too little development	Increase development time.
Negatives look OK but loss of highlight and shadow detail.	<ul style="list-style-type: none">• Too much development	Decrease development time.

Safety Notes

WARNING This kit contains chemicals that may be hazardous if misused. Always wear safety glasses, rubber gloves and protective clothing, such as a lab coat or plastic apron, when working with chemicals. While the hazard rating of this kit is low, caution should be exercised. Do not allow children to use this kit without adult supervision.

DEVELOPER PART A

Contains: Potassium Carbonate. May cause irritation. Avoid skin contact. In case of contact, flush with water. DO NOT ALLOW EYE CONTACT . In case of eye contact, flush with water for 15 minutes and contact a physician immediately! DO NOT TAKE INTERNALLY . If swallowed, INDUCE VOMITING. Contact a physician immediately!

DEVELOPER PART B

Contains: Hydroxylamine Sulfate. May cause irritation. Avoid skin contact. In case of contact, flush with water. DO NOT ALLOW EYE CONTACT . In case of eye contact, flush with water for 15 minutes and contact a physician immediately! DO NOT TAKE INTERNALLY . If swallowed, INDUCE VOMITING. Contact a physician immediately!

DEVELOPER PART C

Contains: 4-amino-3-methyl-N-(β-hydroxyethyl)-aniline sulfate. May cause irritation. Avoid skin contact. In case of contact, flush with water. DO NOT ALLOW EYE CONTACT . In case of eye contact, flush with water for 15 minutes and contact a physician immediately! DO NOT TAKE INTERNALLY . If swallowed, INDUCE VOMITING. Contact a physician immediately!

BLIX PART A

Contains: Ammonium Thiosulfate. May cause irritation. Avoid skin contact. In case of contact, flush with water. DO NOT ALLOW EYE CONTACT . In case of eye contact, flush with water for 15 minutes and contact a physician immediately! DO NOT TAKE INTERNALLY . If swallowed, INDUCE VOMITING. Contact a physician immediately!

BLIX PART B

Contains: Acetic Acid. May cause burns. Avoid skin contact. In case of contact, flush with water and wash with a non-alkaline soap. DO NOT ALLOW EYE CONTACT. In case of eye contact, flush with water for 15 minutes and contact a physician immediately! DO NOT TAKE INTERNALLY . If swallowed, DO NOT INDUCE VOMITING. Contact a physician immediately!

BLIX PART C

Contains: Ethylenediamine tetraacetic acid EDTA. May cause irritation. Avoid skin contact. In case of contact, flush with water. DO NOT ALLOW EYE CONTACT . In case of eye contact, flush with water for 15 minutes and contact a physician immediately! DO NOT TAKE INTERNALLY . If swallowed, INDUCE VOMITING. Contact a physician immediately!

STABILIZER

Contains: Hexamine. May cause irritation. Avoid skin contact. In case of contact, flush with water. DO NOT ALLOW EYE CONTACT . In case of eye contact, flush with water for 15 minutes and contact a physician immediately! DO NOT TAKE INTERNALLY . If swallowed, INDUCE VOMITING. Contact a physician immediately!

MSDS (Material Safety Data Sheets) for this kit are available by written request.

CineStill



FILM PROCESSING COLOR NEGATIVE CHEMISTRY

C-41 PROCESSING INSTRUCTIONS FOR PINT, QUART, AND GALLON KITS

You may use this kit to process any color negative print or C-41 compatible film. It will also process Chromogenic B&W films. These instructions will show you how to process the film and how to reuse the chemicals for extended life.

WARNING

This kit contains chemicals that may be harmful if misused. Do not allow children to use this kit without adult supervision. Read all safety notes before proceeding.

EQUIPMENT NOT INCLUDED IN YOUR KIT

- A stop watch or a darkroom timer.
- A processing tank and reels or a rotary-tube type processor.
- Three empty chemical containers.
- A graduate.
- An accurate thermometer.
- Temperature control equipment or a large tub to hold warm water.

CineStill
CINESTILL INC, 100 Latona Road,
Rochester, NY 14652

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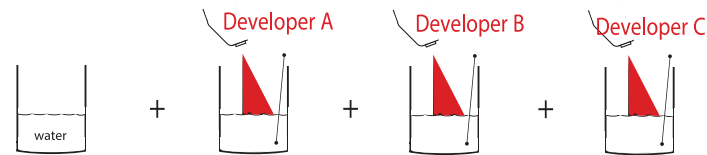
Rev 5/16
FORM 024 0124

Mixing Chemicals[†]

Developer

- Place the recommended amount of water* into a clean glass or plastic container.
- While stirring, add the contents of the bottle marked Developer Part A . Stir well.
- While stirring, add the contents of the bottle marked Developer Part B . Stir well.
- While stirring, add the contents of the bottle marked Developer Part C . Stir well.

*Water Temperature: 120°F (49°C)



To make:

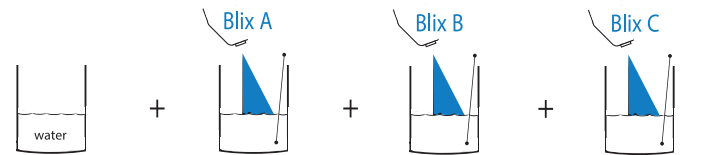
1 Pint (473ml)	10 oz. (296 ml)	4 oz. (118 ml)	1 oz. (30 ml)	1 oz. (30 ml)
1 Quart (946ml)	20 oz. (591 ml)*	8 oz. (237 ml)	2 oz. (59 ml)	2 oz. (59 ml)
1 Gallon (3.78L)	80 oz. (2,37 liters)	32 oz. (946 ml)	8 oz. (237 ml)	8 oz. (237 ml)

* Because of rounding, some metric measurements will not be exact multiples of the corresponding measurements in ounces.

Blix

- Place the recommended amount of water* into a clean glass or plastic container.
- While stirring, add the contents of the bottle marked Blix Part A . Stir well.
- While stirring, add the contents of the bottle marked Blix Part B . Stir well.
- While stirring, add the contents of the bottle marked Blix Part C . Stir well.

*Water Temperature: 125°F (51.7°C)

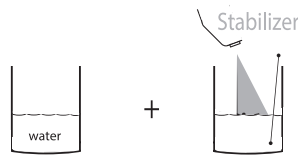


To make:

1 Pint (473ml)	9 oz. (266 ml)	4 oz. (118 ml)	1 oz. (30 ml)	2 oz. (59 ml)
1 Quart (946ml)	18 oz. (532 ml)	8 oz. (237 ml)	2 oz. (59 ml)	4 oz. (118 ml)
1 Gallon (3.78L)	72 oz. (2,13 liters)	32 oz. (946 ml)	8 oz. (236 ml)	16 oz. (473 ml)

Stabilizer/Final Rinse

- Place the recommended amount of water into a clean glass or plastic container.
- While stirring, add the contents of the bottle marked Stabilizer. Stir well.



To make:

1 Pint (473ml)	15 oz. (444 ml)	1 oz. (30 ml)
1 Quart (946ml)	30 oz. (887 ml)	2 oz. (59 ml)
1 Gallon (3.78L)	120 oz. (3,55 liters)	8 oz. (237 ml)

[†] FINAL VOLUMES MAY VARY SLIGHTLY WITH NO ADVERSE EFFECTS IN PROCESSING.

* Water temperature listed will bring room temperature concentrates (72°F) to 101.5°F for working solution.

Mixing Notes

- Smaller amounts of the final working chemical solutions can be mixed, but careful attention must be paid to the mixing ratios.
- Use water at the temperature you want to use to develop your film. This allows for shorter warm-up time.
- Stir continuously while mixing.
- Keep everything very clean. A few drops of Blix, soap or other contaminants can destroy the developers.
- Mark your containers clearly. This will prevent confusion and processing out of order.
- Use safety glasses and rubber gloves while working with chemicals. Also wear a lab coat or other protective clothing. Do not allow children to use this kit without adult supervision.

Processing Color Film

Standard Processing Steps For Hand Tank Or Dip & Dunk

For processing with a Paterson® or Unicolor® type plastic tank or Nikkor® stainless steel tank with inversion agitation or open tank with lift rod agitation. Both types of tanks and chemicals should be placed in tempered water baths in order to maintain consistent solution temperatures.

		TIME	TEMP	AGITATION [†]
Step 1	Optional Pre-Soak	1 min	Developer Temp	None
Step 2	Developer	3.5 min <small>(Push/Pull & variable processing temps below)</small>	102°F (39°C)	Continuous for first 10 sec., then 4 lifts or 4 inversion cycles* every 30 sec. thereafter
Step 3	Blix	8 min.	75°F - 105°F <small>(24°C - 40°C)</small>	Same as above
THE REMAINING STEPS MAY BE PERFORMED IN ROOM LIGHT WITH THE TANK LID OFF				
Step 4	Wash	3 min.	75°F - 105°F <small>(24°C - 40°C)</small>	Running water or fill and empty tank 7 times
Step 5	Stabilizer/ Final Rinse	½ to 1 min.	Room	Agitate for first 15 sec.
Step 6	Dry	n/a	< 140°F (60°C)	n/a

* 1 inversion cycle = 1 back and forth motion as shown in the graphic at the right

[†] Use recommended agitation or rotary drum constant agitation may be used at recommended temperature with lower chemical volumes



Push/Pull Processing & Variable Temperature Development Chart

For ease of use, the chart below lists development times for variable temperatures.

Step 2 Developer temp. ⁽²⁾	72°F	75°F	80°F	85°F	90°F	95°F	102°F ⁽¹⁾
Normal Development	50 min.	35 min.	21 min.	13 min.	8.5 min.	5.75 min.	3.5 min. ⁽¹⁾
Push ⁽³⁾ +1 (2x ISO/ASA) Development	X	50 min.	28 min.	17 min.	11 min.	7.5 min.	4.55 min
Push ⁽³⁾ +2 (4x ISO/ASA) Development	X	X	37 min.	25 min.	14.75 min.	10 min.	6.13 min.
Push ⁽³⁾ +3 (8x ISO/ASA) Development	X	X	X	35 min.	21 min.	14.33 min.	8.75 min.
Pull -1 (½ ISO/ASA) Development	X	27 min.	16.25 min.	10 min.	6.5 min.	4.5 min.	2.75 min.
Agitation ⁽⁴⁾	Continuous for first minute then 4 inversions every 2 minutes		Continuous first 30 sec. then 4 inversions every minute		Continuous first 10 sec. 4 inversions every 30 sec.		
	22°C	24°C	27°C	29.5°C	32°C	35°C	39°C*
For remaining steps refer to "Standard Processing Steps" above							

⁽¹⁾ Recommended time and temperature for optimal results

⁽²⁾ Processing at lower temperatures will result in reduced contrast and color separation

⁽³⁾ Push processing results in increased contrast and color saturation

⁽⁴⁾ Variation in agitation may result in slight color shifts (Insufficient agitation shifts towards red/excessive agitation shifts towards cyan)

Push Processing Notes

All color negative films suitable for the C-41 process can be underexposed and processed for higher than normal film speeds by extending the development time (push processing). As a rule, pushing should be done only when necessary (i.e. when higher film speed is needed) because negative quality does suffer somewhat. When pushing is required, start with the highest speed film available. In other words, pushing an ASA 100 film two stops to ASA 400 offers no benefit since an ASA 400 film is already available.

When Exposure Change Is:	ASA Speed:	Increase Development Time:
1 stop under	2x normal	1.30x (i.e. 3.5 min. x 1.30 = 4.55 min.)
2 stops under	4x normal	1.75x (i.e. 3.5 min. x 1.75 = 6.13 min.)
3 stops under	8x normal	2.50x (i.e. 3.5 min. x 2.50 = 8.75 min.)

Solution Capacities

The solution capacities given in the chart below show how many films we recommend you can reliably process in various quantities of working solutions. If you feel you are interested in extracting more capacity from the solutions, please read the statements under the heading "More Chemistry Capacity."

FILM SIZE	110 (20 exp.)	126	135 (24 exp.)	135 (36 exp.)	120	220	4 x 5 (sheet)	8 x 10 (sheet)
Rolls or sheets/ 960 ml (32 oz.)	36	16	12	8	8	4	32	8
Rolls or sheets/ 480 ml (16 oz.)	18	8	6	4	4	2	16	4
Rolls or sheets/ 240 ml (8 oz.)	9	4	3	2	2	1	8	2

More Chemistry Capacity

One is always concerned about chemistry life and capacity, quality of results and economy when processing multiple rolls in a batch of chemistry. From the user's viewpoint it may seem that chemistry manufacturers are somewhat arbitrary about the number of films which can be processed before the chemistry must be discarded. This stems from the manufacturer not knowing - only guessing - four essential things: how many films will be processed in freshly mixed chemistry; in what manner and how long will the chemistry be stored before processing again; what contaminants have entered the system from either the water supply or from unintentional chemical intermixing; and how far can the results deviate from ideal before the user deems them unacceptable. All developers start on an inexorable downhill exhaustion path the moment they are mixed, and exhaust faster in the presence of air, contaminants and high temperature, and suffer superimposed stepwise exhaustion with each use. We can offer some observations on extended chemical capacity:

- If you accept the role as the final arbiter of acceptable results it is easily possible to process 25%, 50%, or even more rolls of film than those listed in the capacity charts above by following the instructions below for "Chemical Reuse - Processing with Weakened Developer Solution", so long as all processing takes place within a few days after mixing the chemicals. There is only one rule in this exercise: process film until you no longer like the results. The safeguard in this procedure is that results generally will not plummet precipitously from "good" to "bad", but will change gradually.
- If you take full responsibility for quality of results, it is possible to process more film over a much longer time span. This procedure is somewhat risky unless you process some film every day or so to monitor chemistry performance. Otherwise, partially used working solutions left untouched for a week or more might have changed so significantly that you would suffer a dramatic decline in results. If you choose to operate under these conditions, our best advice would be to process a small piece of test film, and on the basis of these results, decide whether or not to commit valuable pictures to the chemistry.

Chemical Reuse - Processing with Weakened Developer Solution

Using a volume of chemicals once will not destroy its ability to develop film. However, extra time must be added to the processing to compensate for the weakened developer. Whenever reusing developer, combine all used developer with unused developer to make 1 quart of Weakened Developer Solution and add 2% to the recommended development time for each 135/120 roll, 8x10 sheet and every four sheets of 4x5 previously processed.

For example, you just developed four rolls of film at 102°F. You have several more rolls to process. To process the next four rolls at 102°F, combine used chemicals with unused chemicals to make 1 quart, multiply 3.5 (the development time at 102°F) by 1.08 (8% increase). 3.5 x 1.08 = 3.78, so you process the next four rolls at 102°F for 3.75 minutes. The time for the next rolls used in the same 1 quart remixed developer is calculated in a similar manner, except the recommended development time must be increased by 16% (2% for each roll previously processed). 3.5 x 1.16 = 4.06 or 4 minutes.

The same is true when mixing weakened developer solutions in pint and gallon volumes, except development time increase will differ. Weakened Developer Solution instructions for Pint, Quart, and Gallon mixtures are listed below.

PINT: Combine all used developer with unused developer to make 1 pint Weakened Developer Solution. Increase recommended development time by 4% for each roll/8x10 sheet/4x5(4) sheets previously processed.

QUART: Combine all used developer with unused developer to make 1 quart Weakened Developer Solution. Increase recommended development time by 2% for each roll/8x10 sheet/4x5(4) sheets previously processed.

GALLON: Combine all used developer with unused developer to make 1 gallon Weakened Developer Solution. Increase recommended development time by 0.5% for each roll/8x10 sheet/4x5(4) sheets previously processed.

Use the above formula for the Developer ONLY. Optimal results are obtained when chemicals are used only once. See "More Chemistry Capacity" section above for details. Mixing weakened developer solution is not recommend for push processing and is less effective at lower processing temperatures. Reusing the Blix does not affect the processing time.

Standard Processing Steps For Hand Tank Or Dip & Dunk

For processing with a Paterson® or Unicolor® type plastic tank or Nikkor® stainless steel tank with inversion agitation or open tank with lift rod agitation. Both types of tanks and chemicals should be placed in tempered water baths in order to maintain consistent solution temperatures.

		TIME	TEMP	AGITATION †
Step 1	Optional Pre-Soak	1 min	Developer Temp	None
Step 2	Developer	3.5 min <small>(Push/Pull & variable processing temps on reverse)</small>	102°F (39°C)	Continuous for first 10 sec., then 4 lifts or 4 inversion cycles* every 30 sec. thereafter
Step 3	Blix	8 min.	75°F - 105°F (24°C - 40°C)	Same as above
THE REMAINING STEPS MAY BE PERFORMED IN ROOM LIGHT WITH THE TANK LID OFF				
Step 4	Wash	3 min.	75°F - 105°F (24°C - 40°C)	Running water or fill and empty tank 7 times
Step 5	Stabilizer/ Final Rinse	½ to 1 min.	Room	Agitate for first 15 sec.
Step 6	Dry	n/a	< 140°F (60°C)	n/a



* 1 inversion cycle = 1 back and forth motion as shown in the graphic at the right

† Use recommended agitation or rotary drum constant agitation may be used at recommended temperature with lower chemical volumes

Push/Pull Processing & Variable Temperature Development Chart

For ease of use, the chart below lists development times for variable temperatures.

Step 2 Developer temp. ⁽²⁾	72°F	75°F	80°F	85°F	90°F	95°F	102°F ⁽¹⁾
Normal Development	50 min.	35 min.	21 min.	13 min.	8.5 min.	5.75 min.	3.5 min. ⁽¹⁾
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Push ⁽³⁾ +2 (4x ISO/ASA) Development	X	X	37 min.	25 min.	14.75 min.	10 min.	6.13 min.
Push ⁽³⁾ +3 (8x ISO/ASA) Development	X	X	X	35 min.	21 min.	14.33 min.	8.75 min.
Pull -1 (¹ / ₂ ISO/ASA) Development	X	27 min.	16.25 min.	10 min.	6.5 min.	4.5 min.	2.75 min.
Agitation ⁽⁴⁾	Continuous for first minute then 4 inversions every 2 minutes			Continuous first 30 sec. then 4 inversions every minute		Continuous first 10 sec. 4 inversions every 30 sec.	
	22°C	24°C	27°C	29.5°C	32°C	35°C	39°C ⁽¹⁾
For remaining steps refer to “Standard Processing Steps” on reverse side							

⁽¹⁾ Recommended time and temperature for optimal results

⁽²⁾ Processing at lower temperatures will result in reduced contrast and color separation

⁽³⁾ Push processing results in increased contrast and color saturation

⁽⁴⁾ Variation in agitation may result in slight color shifts (Insufficient agitation shifts towards red/excessive agitation shifts towards cyan)