ZIACIOZI

BROMIDE PAPER

■■■ Made in Great Britain by Kodak Limited London ■■

Manipulation. This paper should be handled by the light of a 'Kodak' Safelight, 'Wratten' Series OA olive, used with a 25-watt bulb.

Development. Any bromide paper developer may be used, but for the best results we recommend the use of Special Developer D-163, available in powder or solution form, or 'Dolmi' Developer D-170, which is available in powder form only. For those who prefer to make up their own solutions we recommend the following formulae:—

			KODAK FORMULA D-163 Stock Solution		
Metric					Avoirdupois
2.2 gm			'Elon' (author "= Metol")		80 gr
150.0 gm	•	•	Sodium sulphite, crystals	12	
(75.0 gm)	•	٠	(or anhydrous)		oz)
17.0 gm	•	•	(or anhydrous)	١ĭ	
17.0 gm	•	•	Sodium carbonate, crystals	14	
	•	•			001
(65.0 gm)			(or anhydrous)	(5	
2.8 gm			Potassium bromide		100 gr
1000 cc			Water to make	80	OZ.

Dissolve the chemicals in the order given.

For normal results, dilute 1 part of stock solution with 3 parts of water. Develop for 2 minutes at 65°F. (18°C.).

For brighter results, dilute 1 part of stock solution with 1 part of water. Develop for 2 minutes at 65°F. (18°C.).

			KODAK FORMULA D-170
Metric 50 gm (25 gm)	:	:	Avoirdupois Sodium sulphite, crystals
1 gm 200 cc	•	:	Potassium bromide

For use, dilute 1 part of this stock solution with 4 parts of water and dissolve 20 grains of 'Dolmi' in each 10 oz. of dilute solution (0.45 grams per 100 c.c.).

Develop for 2 minutes at 65°F. (18°C.).

Fixing. After rinsing briefly in water, fix for 5 to 10 minutes in a fresh solution of either 'Kodak' Acid Fixing Salt with Hardener or 'Kodak' Rapid Fixer Chemicals, keeping the prints on the move.

Washing. Wash in running water for 1 hour, or in 12 changes of water of five minutes each.

Toning. The black image obtained by the use of either of these developers may be easily toned to a brown or sepia colour by the hypo-alum or sulphide toning process.

Glazing. 'Nikko' (glossy) bromide paper may be glazed to a very high gloss by any of the usual methods.