



LIGHTING

Light has many different qualities:

Hard light - This is intense light, where the shadows are well-defined and the subject has sharp outlines. This type of light is created using direct sunlight or undiffused light from a Fresnel or redhead.

Soft light – This differs from Hard light having indistinct shadows and blurry outlines. This is created by diffusing the light. Sunlight is diffused naturally by clouds but in the case of studio lights we use scrim.

Colour – The colour of light varies and is measured in its colour temperature. Outdoor light is 5600 kelvin compared to 3600 kelvin for indoor light. An easier way to look at it is that outdoor light has a blue tinge compared to studio lighting. If you film outdoors with a camera set for indoors you'll get blue footage.

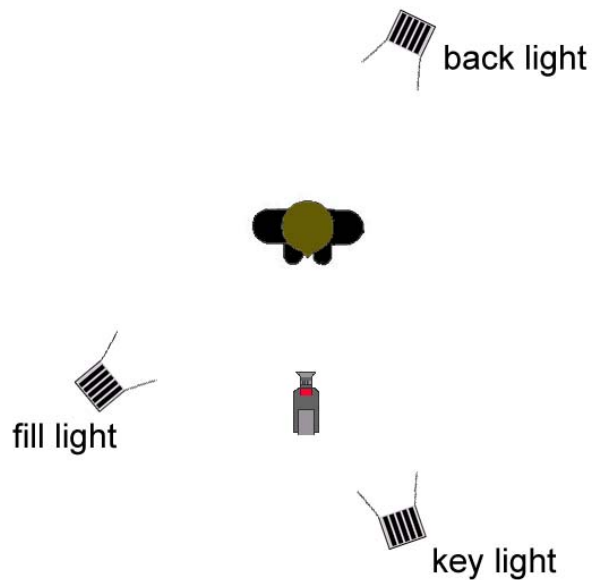
Spot Light – a spot light directs the light into a very direct point - a **SPOT**.

Flood Light – a flood light fills the area with light much like - a **FLOOD**.

Three-Point Lighting

When setting a scene, unless you are trying to create a specific effect, you should employ three point lighting to give your subject the best possible look.

Below are the three lights required with a relative power rating in brackets.



Key Light - Main source of illumination (100%)

Fill Light - Secondary illumination source fills in shadows cast by key light (50%)

Back Light - Outlines actor with light, helps distinguish figure from background (75%)