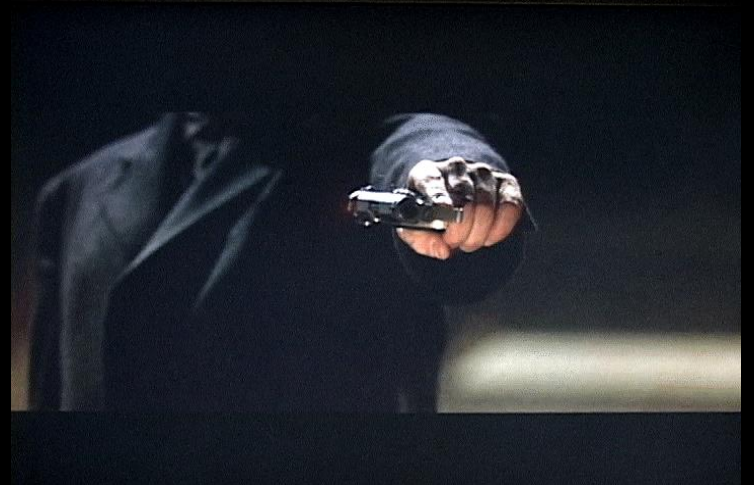


The Art of Lighting



The Unconscious – Mood – Tone Feel

- ⇒ Lighting is of the first things that we respond to when viewing a film scene at an immediate and **unconscious** level.
- ⇒ Lighting also establishes the **conscious** psychological associations and emotions that we are likely to feel.
- ⇒ Sets the **tone**, the **mood**, the **atmosphere**, and **“the feel”** of **every** shot and/or scene.



The Technical Implications

➔ The **DOP** (director of photography) and the lighting crew work very closely.

➔ **FIVE PRIMARY LIGHTING TECHNICIANS:**

 **The DOP (Director of Photography). 2nd only to the director on a set.**

 **GAFFER—Chief Electrician/Lighting Tech**

 **KEY GRIP—Dolly/Support in connection with Gaffer. Grips will build the lighting rigs**

 **Best Boy—2nd in command to Gaffer or Key Grip**

 **LIGHTING TECHNICIAN**



Lenses and Light

The **QUALITY** and **INTENSITY** OF LIGHT DETERMINES:

1. The CHOICE OF CAMERA

1. DSLR
2. Mirrorless (Sony A7R)
3. Digital Cinema Camera (Canon C100-C300)
4. Film Camera

2. THE **SPEED** OF LENSES used.

- ➔ Fast **1.4 f-stop** vs. Slow Lenses **4.5f-stop**
- ➔ Prime (non-zoom) vs. Zoom Lenses



Sony A7R iv \$4,896



Canon C300 \$9,500



RED Camera Ranger 8K \$29,950



Canon EF-S 18-135mm f/3.5-5.6



Canon 50mm f/1.4-22



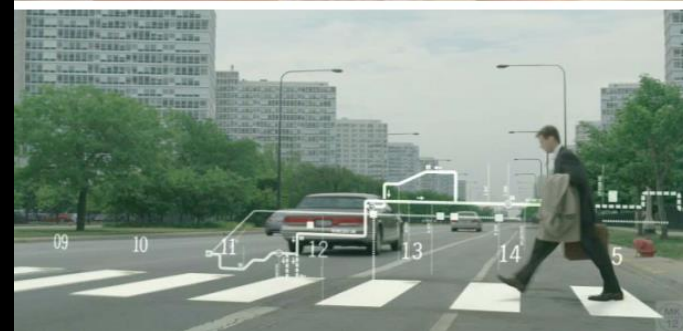
Canon EF-S 10-18mm f/4.5-5.6 to 22

Rules of the Road for Lighting

- ⚡ Nothing beats LOCATION scouting and pre-planning.
- ⚡ You NEED to quickly assess the **QUALITY** of lighting properties for any set or scene.
- ⚡ **THINGS TO LOOK FOR SPECIFICALLLY**
 - ⚡ **ALL LIGHT Sources** → Strength, intensity, color variation
 - ⚡ **Natural Light SOURCES** (i.e., sunlight) → windows, skylights, shadows, time of day
 - ⚡ **AVAILABLE** indoor lights → Overhead lights, TABLE/Desk LAMPS, track lights vs. computer lighting
 - ⚡ **Reflected light** sources → mirrors, bounce screens



Flat Lighting + “natural” lighting



DIRECTION of Light and Basic Dramatic

Lighting #1: Key light at different hours of the clock

- 3:00
- 6:00
- 12:00



PROPERTIES/TYPES of Light

1. **C**olor
2. **I**NTENSITY
3. **D**IRECTION (From→To)
4. **S**Hape
5. **F**OCUS/FOCAL PTs.
6. **S**IZE (What is lit and what isn't)
7. **S**HADOWS (What is not lit)



Additional Properties

of Light

- **Hard Light**--Usually refers to a fairly strong, direct light that causes distinct shadows on the subject.
- **Focused Light**--Refers to where the light is literally aimed or focused (i.e., spot light)
- **Soft/Diffuse Light**--Refers to a more gentle, diffuse light that softens the shadow lines



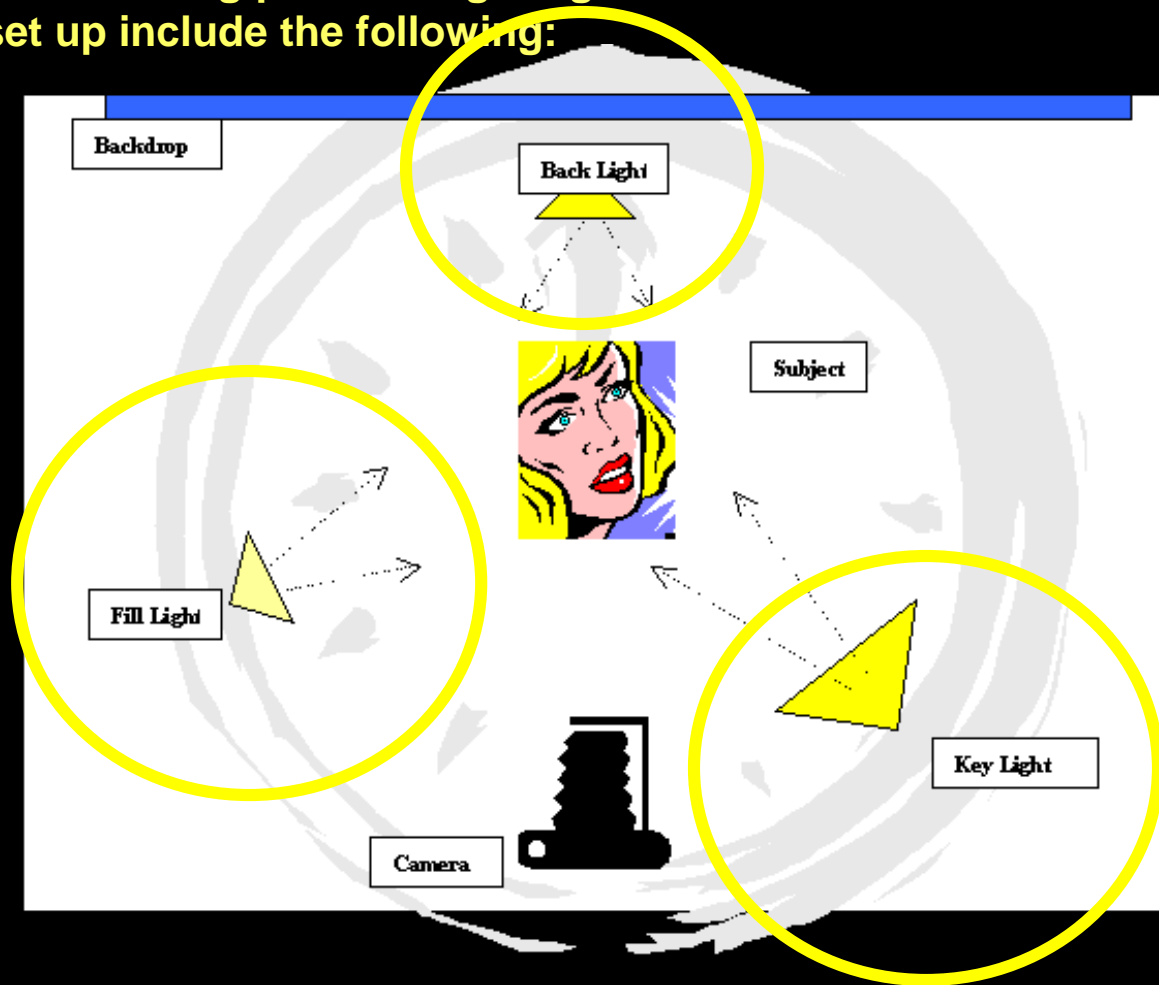
STUDIO LIGHTING (Fully “Balanced” Lighting)



THREE-POINT LIGHTING

Three point lighting is usually the basic starting point for lighting a scene. The three lights used in a 3-pt. lighting set up include the following:

- **The Key Light**--This is the **primary light** used to illuminate a subject. The key light is usually a strong, dominant light source (positioned at a slight angle). It is often motivated by some existing light source in a scene.
- **The Fill Light**--This **secondary** light is used to literally "fill" in the strong shadows caused by a key light. The fill light is often a bit dimmer and more diffuse than the key light. The purpose of the fill light is not to completely get rid of the shadows caused by the key light, but to simply soften them.
- **The Back Light**--Also called the **kicker**, the back light is positioned behind the subject. It's main purpose is to light the area behind the subject so that there is a lit space in between the subject and the background. It adds DEPTH to a scene. Without a kicker, a person often looks FLAT on video/film (as if there is no depth to the scene).



Classic Doc Interview



Classic Doc Interview



Skin Color



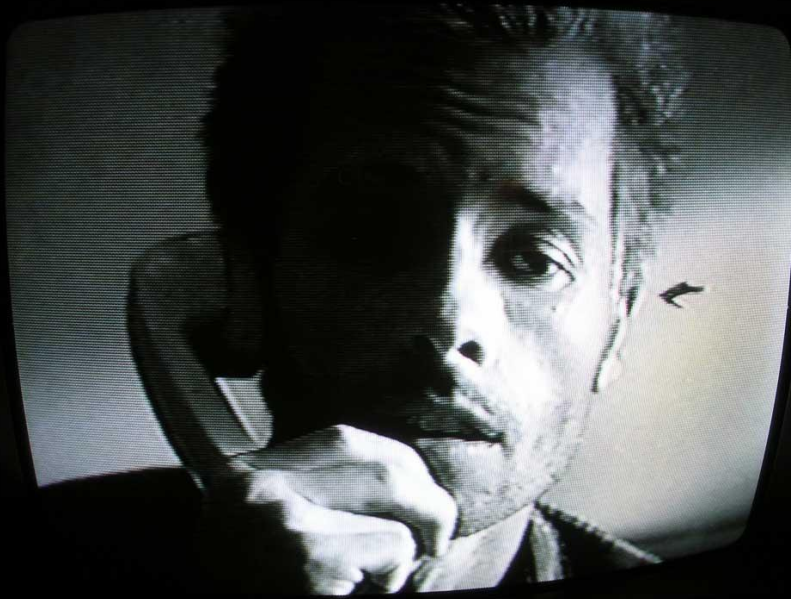
Skin Definition



Hard Key Front Lighting for Interviews



Dramatic Key Lighting at Work



Lighting for Focused Attention + Intensity



Key Light with a bit of fill light



Back lighting → silhouettes



Motivated Lighting

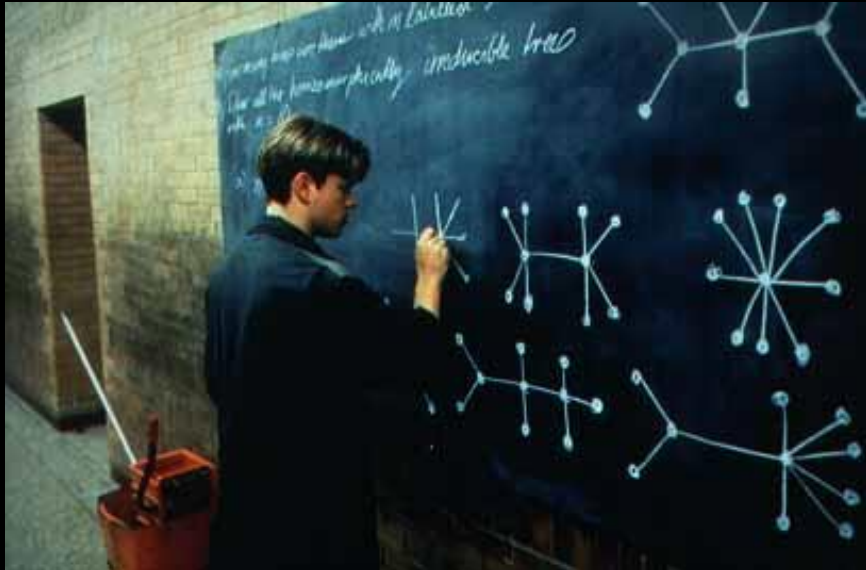
- Movie Screens
- Desk lamps
- Car lights
- Windows
- The Moon
- TVs
- Candles
- Computers
- Cell Phones
- Street Lights...



Yellow/Orange Gel Lighting—Warm Mood



Blue Gel– Cold cast



Shadow Casting



