Lighting TNGD10 - Moving media

Lighting

- "In a survey of over two hundred paintings taken from the Louvre, the Prado, and the Norton Simon Museums, more than 75% were lit from the top left."
 Universal Principles of Design
- "Ljuset ska komma från klockan 10!"
 Tomas Törnqvist

Three-point lighting

- Consists of three lights:
- Key light
- Back/rim light
- Fill light



Three-point lighting



Three-point lighting examples



Beyond three-point lighting

- Sidelight
- Practical light
- Bounce light
- Soft vs hard light
- High key vs low key
- Motivated lighting
- Available light



Beyond three-point lighting

- Sidelight
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Implied lighting

- Cast shadows from a light source off camera (key light or extra light).
- Useful for expanding the scene or telling a story.
- Great for making your scene look bigger than what is shown.



Back lighting

- The main source of light is from behind (back/ rim light).
- Uses bounce lighting (soft light) to create soft, diffused shadows in scenes (fill light).
- Looks soft and intimate.



Silhouette lighting

- Bright light source from behind to create outlines (back/rim light).
- Strong storytelling technique.
- Can be used to create menacing moods in scenes.



Figure beside a pool in wooderelahidscape by Cearol FReget 1949

Non-key/soft lighting

- Uses bounce light (soft light) as main light source (fill rather than key light).
- Creates soft diffused shadows.
- Can look more interesting than normal lighting.



5000 Days & Paveneek by Marc Webb 2009

Floor plan

Example



Rembrandt - The Nightwatch (1642)



Inspired by Beginning filmmaking Elliot Grove

Floor plan 1

Example



Vermeer - Girl Reading a Letter by an Open Window (1657-1659)

Spotlight on the draperies,



shadows in the face.

Inspired by Beginning filmmaking Elliot Grove

Floor plan 2

Example



Lighting checklist

- Does the lighting match the narratives and the story?
- Is the geometry of all (important) objects visible?
- Does the lighting have a good tonal range?
- Are the background and the (important) objects easily separated from each other?



Light Sources, Reflectors etc

Light sources

- Ambient light
 - Available light
 - Natural light / Exterior



https://webdesignledger.com/

Light sources

- Artificial light sources
 - Light bulbs (halogen/tungsten etc)
 - Fluorescent light
 - LEDs







Reflectors

Collapsable reflectors



Reflectors

Collapsable reflectors



Reflectors

Cardboard / paper etc



Light modifiers

Soft boxes, umbrellas, diffusers



Light modifiers

Soft boxes,umbrellas,diffusers



Original Source and all credit to http://thelightingacademy.com/blog/comparing-light-modifiers-part-i/

Light Quality Parameters

Light Quality Parameters

- Quantity of light or Light flow : Lumen (Im) etc
- Color Temperature : Kelvin
- Color Rendering : CRI (or Ra)



http://www.akurat.lighting/en/

Technical data:

- Luminous flux of up to 1000 lm
- Light beam angle: 120 degrees
- CRI Ra = 98 TLCI-2012 = 98
- Color Temperature 3200–5600 K
- Maximum electric power: 14 W
- Supply voltage: 6–18 V

Luminance

- Lumen (Im)
- Contrast Ratio



http://www.sekonic.com/sweden/

■ Just a reminder...



- Changing the color temperature
 - White Balance Setting



http://www.exposureguide.com/white-balance.htm



http://www.expoimaging.com/

- Changing the color temperature
 - Lens filters
 - Light filters (Gels)



http://thewinstongazette.com/

- Changing the color temperature
 - LED panel settings



Color Rendering

- Color Rendering Index (CIE R_a)
- **■** 0 100



http://2bora.com/en/

Color Rendering

Color Rendering Index (CIE R_a)

■ 0-100



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Amaran AL-H198/H198C		Function	Specifications	Manual
Specifications				
Model	AL-H198	AL -198C		
Operation Current	≤ 2.3A	≤ 1A		
Power	≤ 20W	≤ 10W		
Beam Angle	60 *	60 *		
CRI	≥ 95Ra	≥ 95Ra		
Color Temperature	5500K	5500-3200K		
Power Supply	DC 5.5/-9,5V			
Average Life Span	≥ 100000 hours			
Cooling Mode	Natural Ventilation			
Volume(L*W*H mm)	151*56*100			
Net weight	325g			

Color Correction i Post Prod

