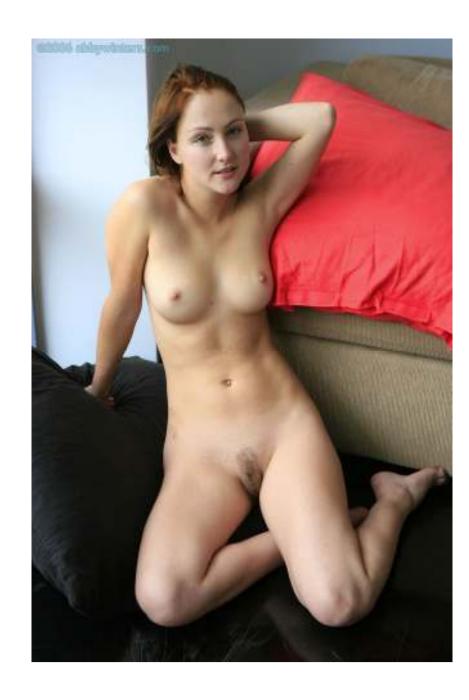
Lighting 101

Light has four purposes

- •
- •
- •



Easy to create the light we need

- •
- •



Big source

- Big source results in ______ (as opposed to hard, or harsh)
- Big means, _____
- •
- Affected by distance from subject to source
- Bigger distance, larger source required to achieve same effect.

On-axis





Model

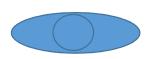


Photographer

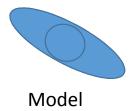
Light source

Off-axis





Photographer



Light source

Easy to create the light we need

- •
- •



Sunlight and daylight are different

- Sunlight
- •
- •
- •
- •



- Daylight
- ______
- •
- •
- •



Naturally-found big sources

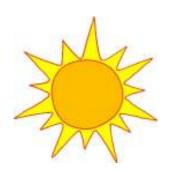
- There is only one natural big source of light
- The sky!
 - •
 - _____
 - •



Bounce!

- Sun falling on a wall, and bouncing
- Bounce sun
 - •
- Must be a large surface
- Earth rotates, so reflector will have to move as well.





Creating a large source



















If we do not use a modifier...

- •
- •
- •











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Modifiers absorb intensity

- •
- Less power = lower f-number
- That means,
 - More lighting sources
 - Start with overpowered source
- Light for f8, unless creative imperative dictates otherwise.

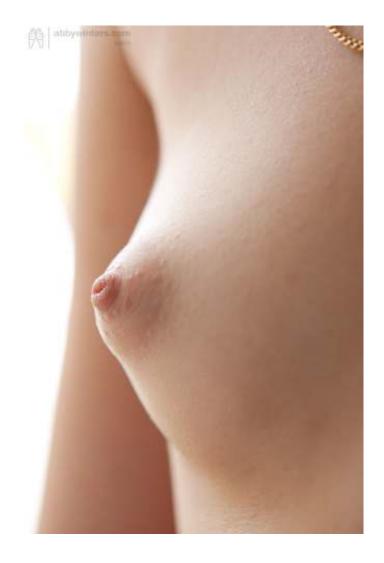
Easy to create the light we need

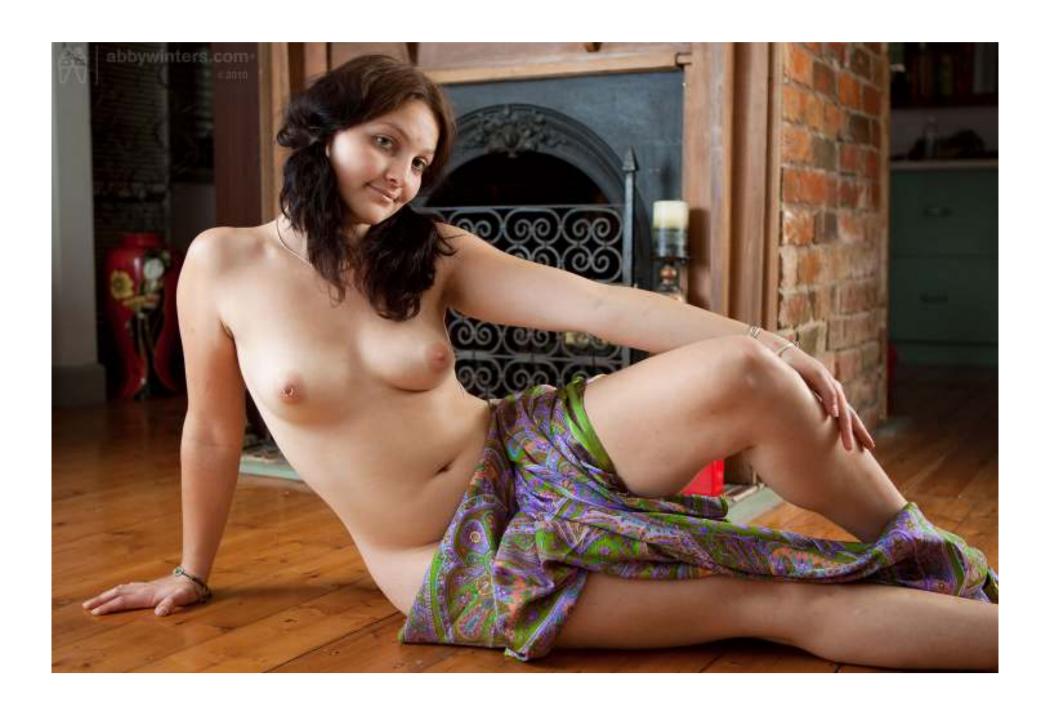
•

•

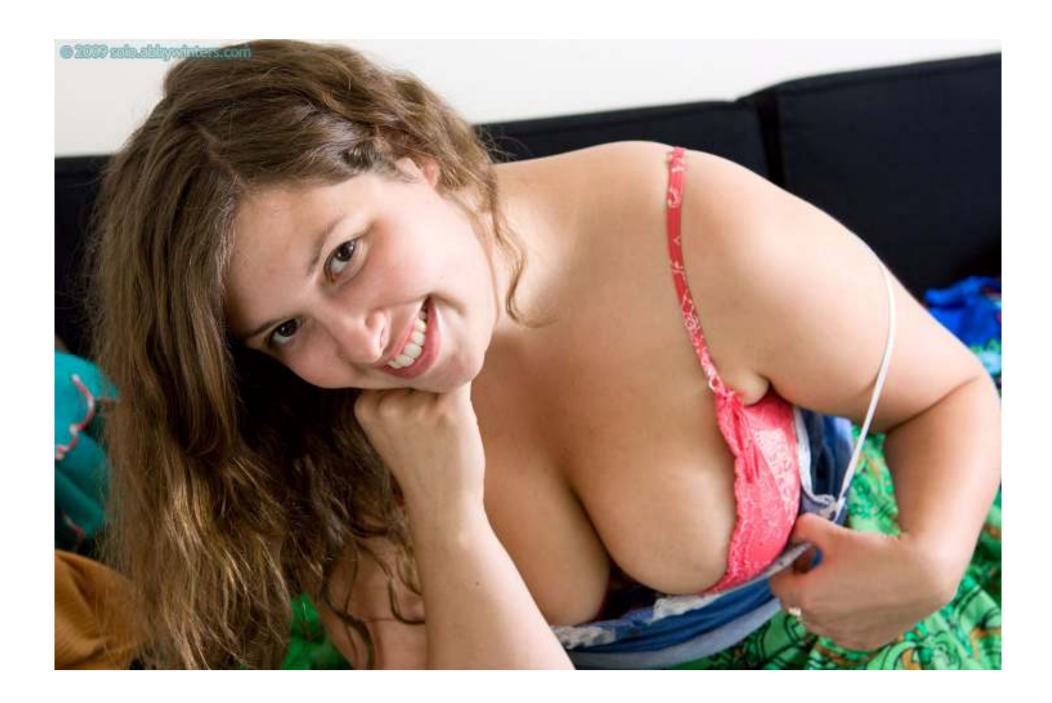
















Recap

- Big source
 - •
 - •
 - Affected by distance from subject to source
 - Bigger distance, larger source required to achieve same effect
- Off axis
 - ______
 - •
 - Highlit edge, separates from background
 - Fall-off across the model.