INTRODUCTION TO MEDIA PRODUCTION | Camilo Ramirez
DV LIGHTING

LIGHT INTENSITY

Light usually referred to in terms of its intensity. Intensity of light on subject increases as it moves closer to light source. As it moves away - FALL-OFF in intensity.

Light intensity can be measured in units called FOOTCANDLES, i.e., the amount of light a "standard candle" would cast on an object one foot away.

QUALITY OF LIGHT

Quality of light refers to TYPE OF LIGHTING EFFECT it creates:

HARD LIGHT - consists of light rays hitting object from single angle, creating hard-edged, well defined shadows.

- Hard Light - emphasis on contrast, emphasizes texture of objects, reveals blemishes, etc. on face.
- Rugged male characters often illuminated w. Hard Light

SOFT LIGHT - consists of light rays hitting an object from variety of angles
less contrast and shadows, reduces texture of objects and blemishes, etc. on face - can be fairly hazy.

Hard Light (low key)	Soft Light (high key)
Light typically comes from one source	Light typically comes from multiple sources
Characterized by hard-edged, well defined shadows	Characterized by light, soft-edged shadows
Emphasis on sharp contrast between light and dark (black and white)	Low contrast - emphasis on range of grays
Reveals textures, skin blemishes, etc.	Textures, blemishes, etc. reduced

MOTIVATED / UNMOTIVATED LIGHTING

Light used can be MOTIVATED or UNMOTIVATED
- Light used can be motived by window or other light source, i.e., motivated by physical setting
- Unmotivated light is not motivated by setting. Its functions purely for mood.

THREE-POINT LIGHTING

Few scenes shot with light from single source - typically several lights are involved. Most common form of lighting involves THREE LIGHTS, arranged in specific positions, serving specific functions:

- KEY LIGHT - primary source of light (hard or soft, depending on mood), roughly 45 degrees off of camera/subject axis
- FILL LIGHT - illuminates shadows created by key light. Almost always soft light - doesn't create second set of shadows.
- BACK LIGHT - creates outline of light around subject (person: head and shoulders).
    - BACKGROUND LIGHT (illuminating background) often used instead of backlight.

Three Point Lighting