WELCOME!

BEFORE WE GET STARTED

01

The Structure of the class

- *What*
- How
- Why

02

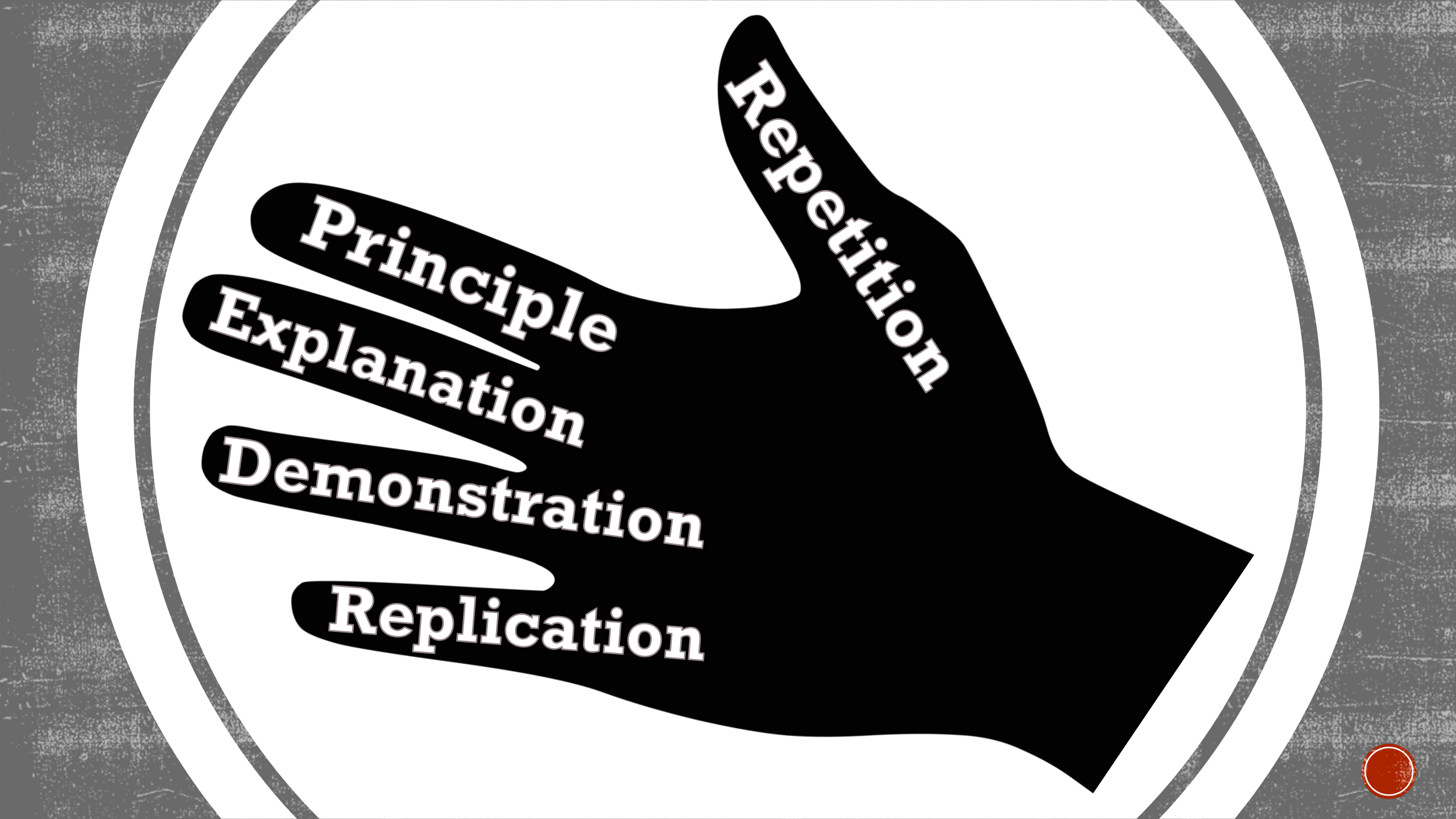
Topics covered (and not covered)

03

It's going to get dark…

WHY SO MANY MODIFIERS?

GETTING A GRASP


Repetition
Principle
Explanation
Demonstration
Replication

POP QUIZ!

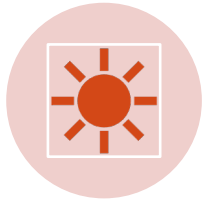
Download the quiz on the class page.

THE QUALITY OF LIGHT

- Hard Light
- Soft Light
  - We understand the quality of light by the shadow the light casts.

Distance Matters!

THE POSITION OF LIGHT: CONTRAST



FRONT LIGHT –
LOW CONTRAST

SIDE LIGHT –
HIGH CONTRAST

BACK LIGHT –
MAX CONTRAST

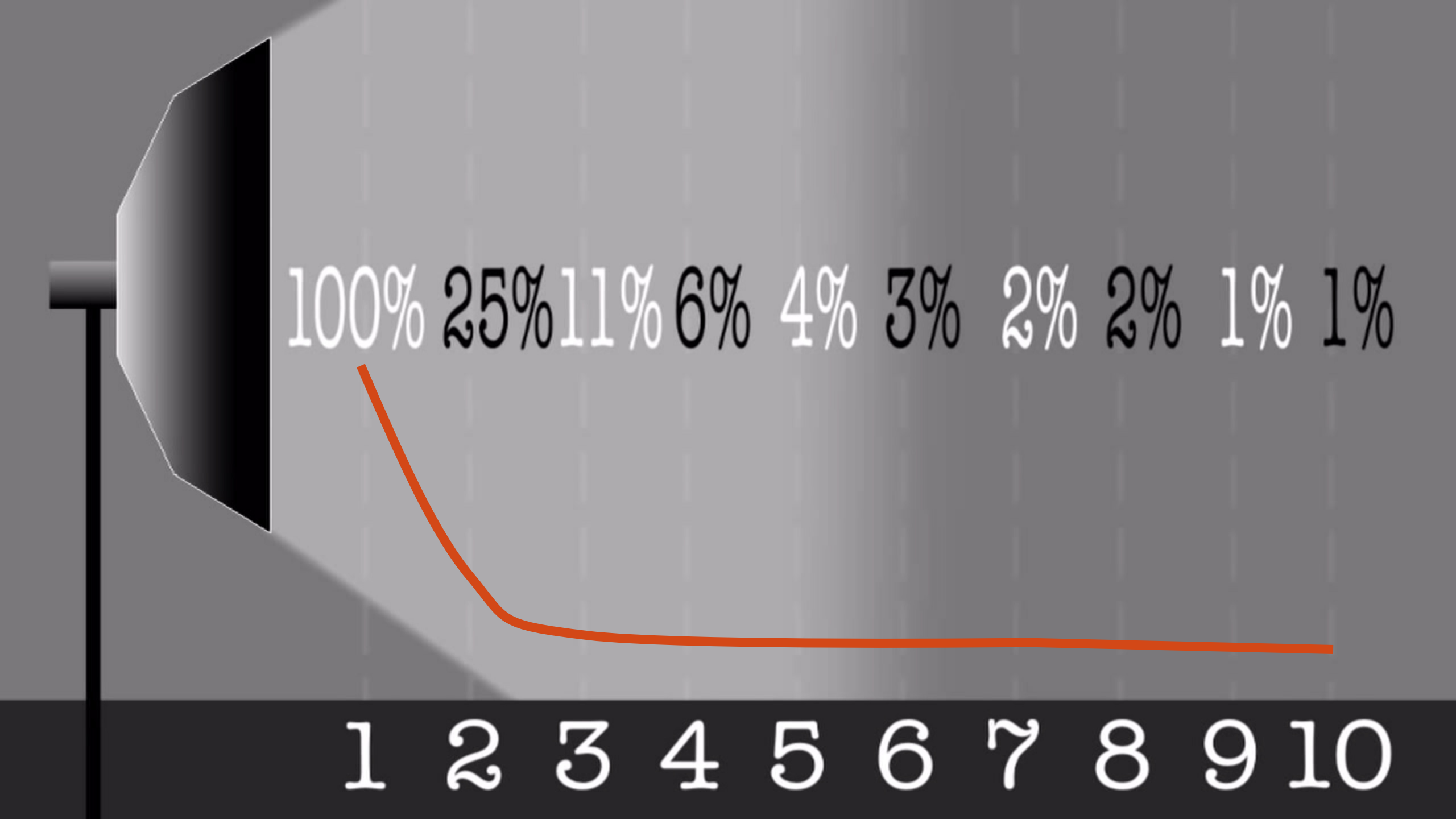
- The relationship between the camera and the light defines the position of the light.
- You can move the camera *or* the light to change contrast.

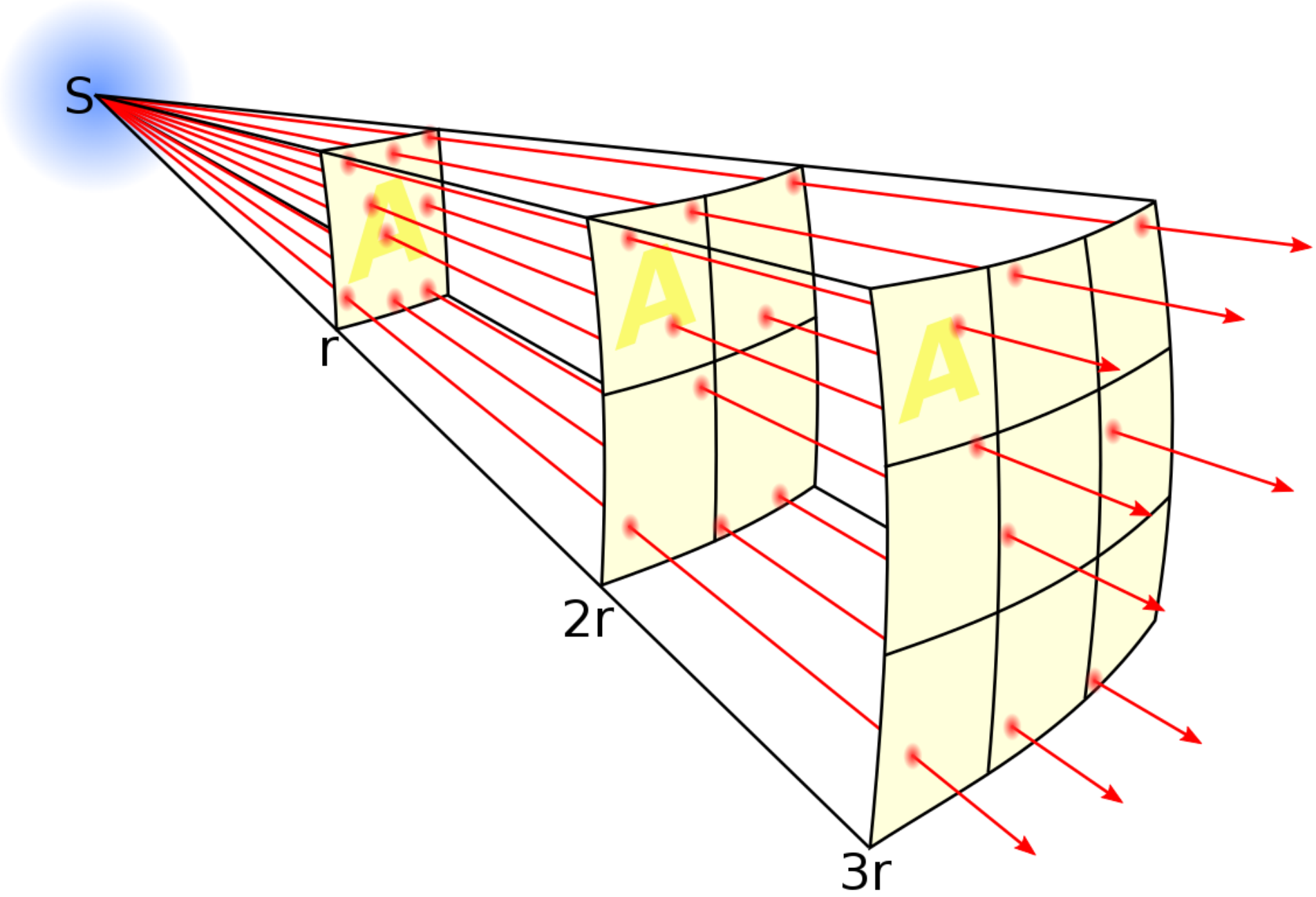
CONTROLLING SHADOWS

THE INVERSE SQUARE LAW

In physics, an inverse-square law is any physical law stating that a specified physical quantity or strength is inversely proportional to the square of the distance from the source of that physical quantity.

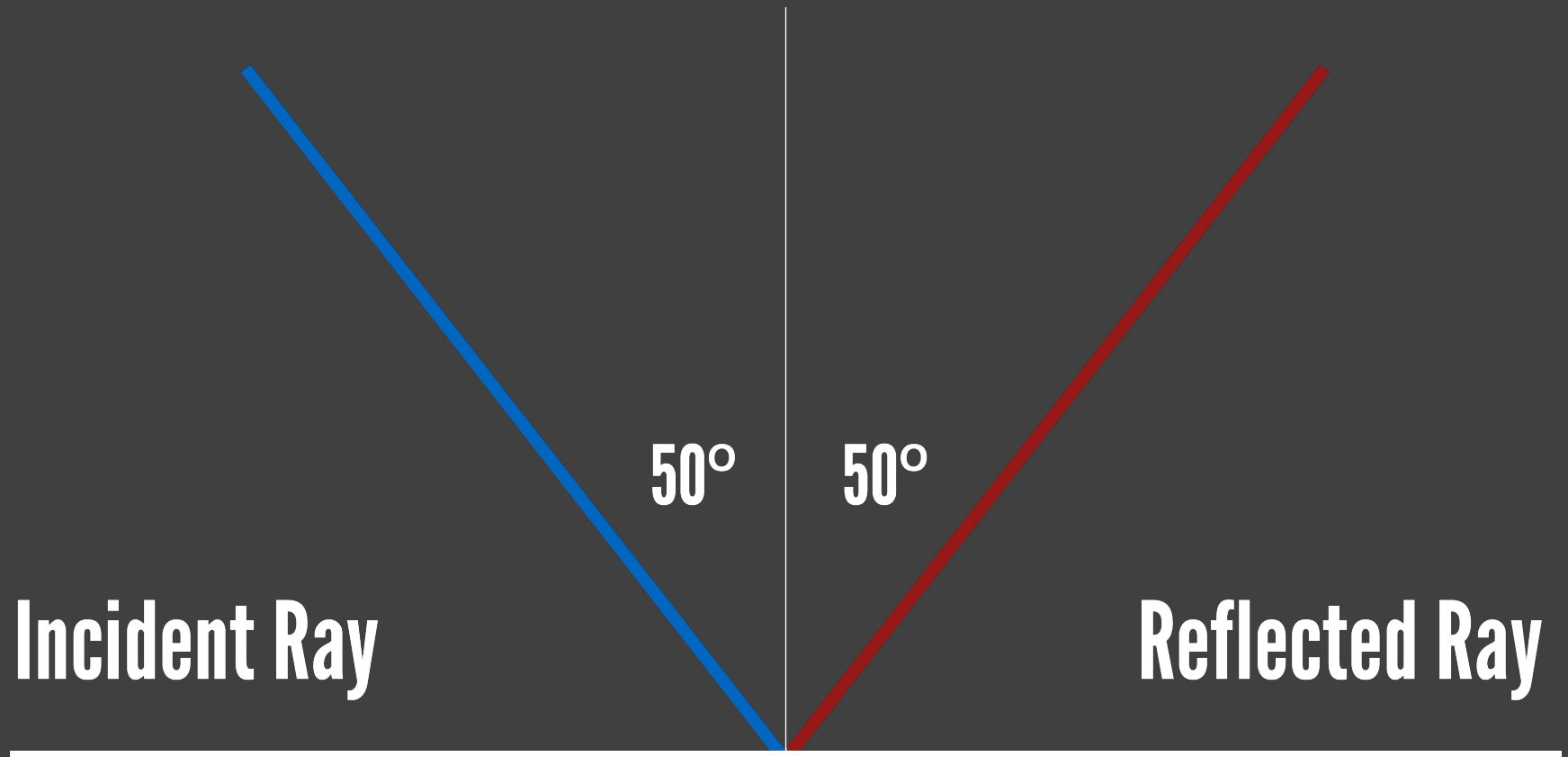

1 1/4 1/9 1/16 1/25 1/36 1/49 1/64 1/81 1/100
1 2 3 4 5 6 7 8 9 10

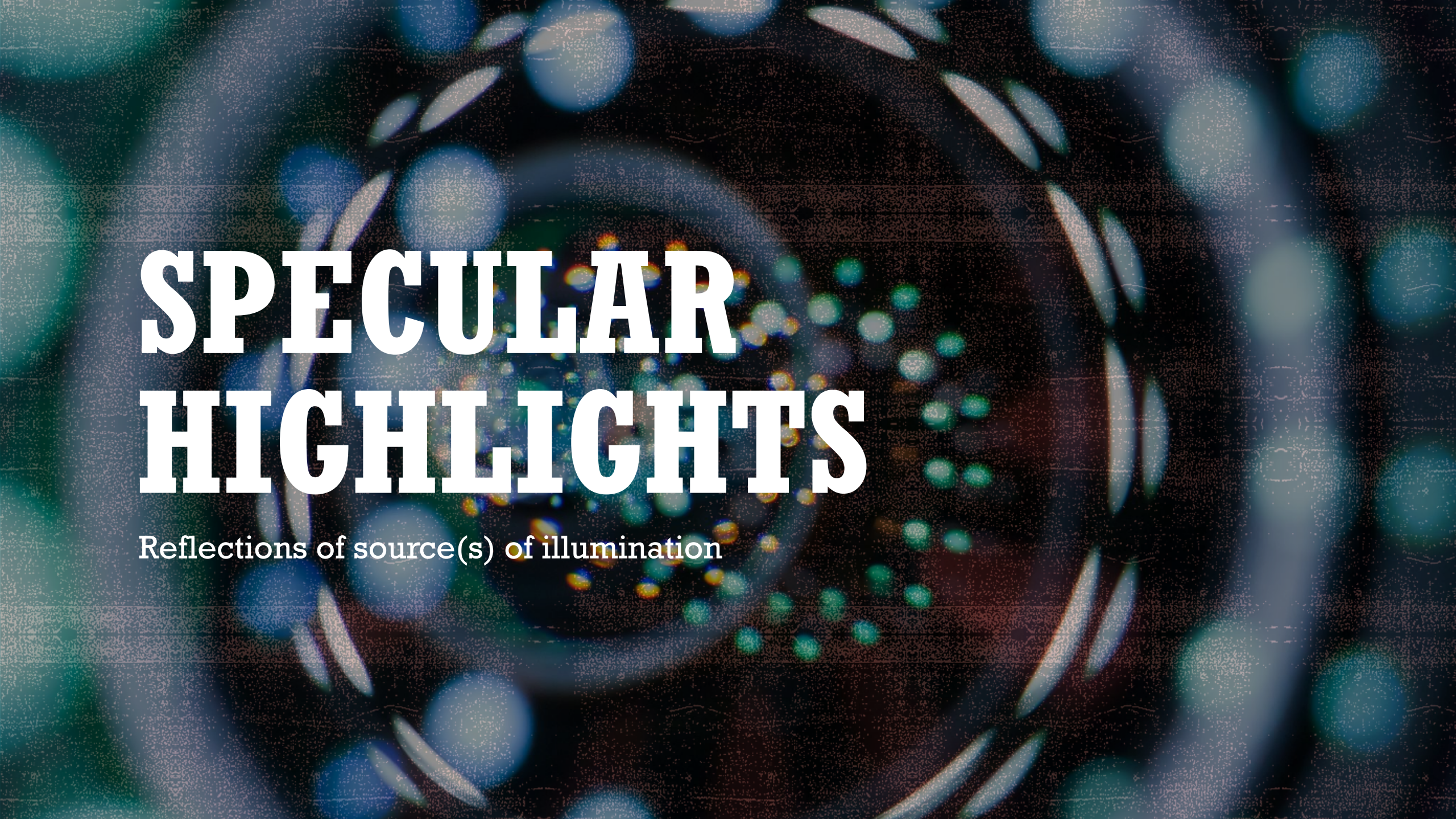

100% 25% 11% 6% 4% 3% 2% 2% 1% 1%
1 2 3 4 5 6 7 8 9 10

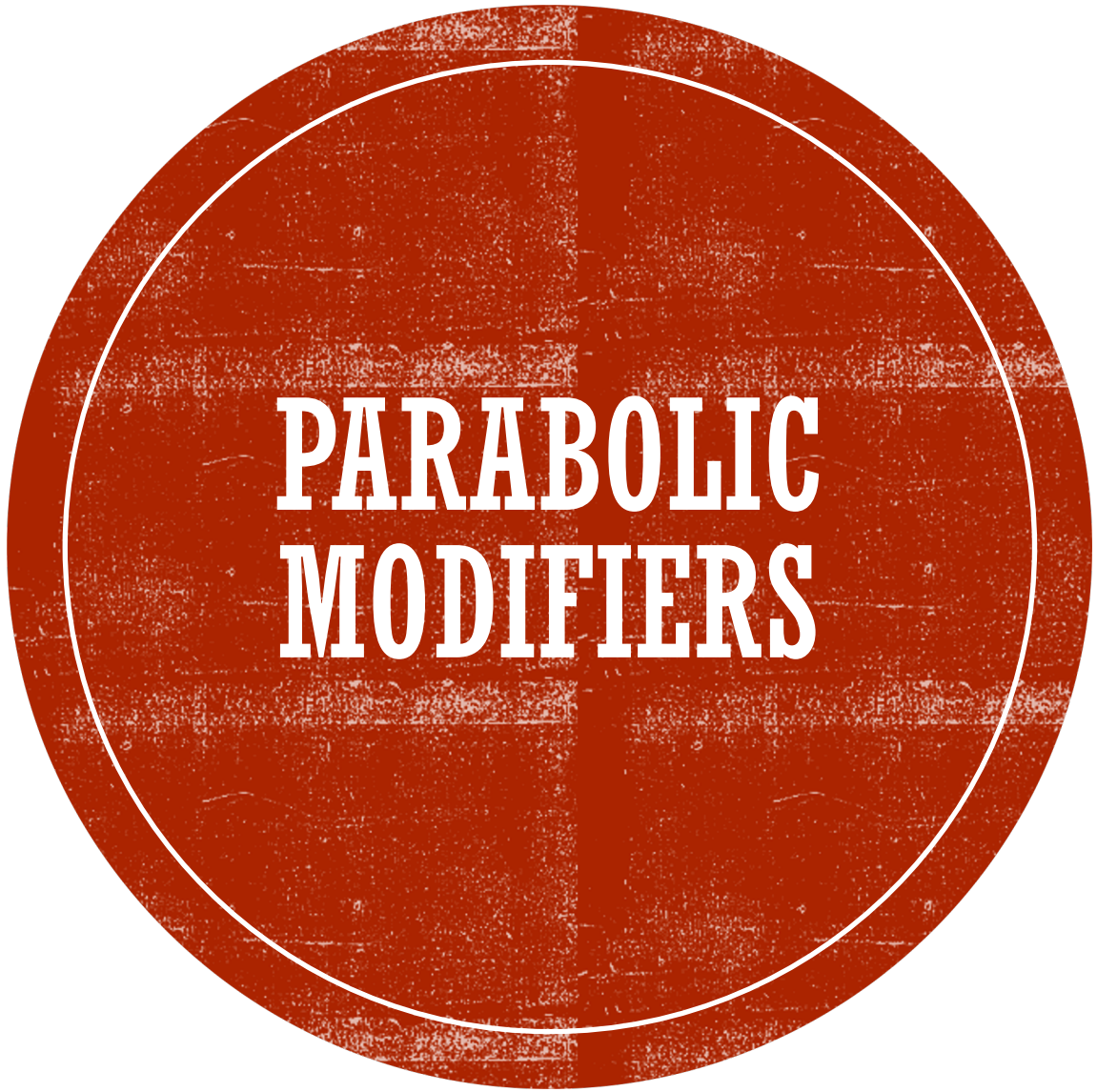


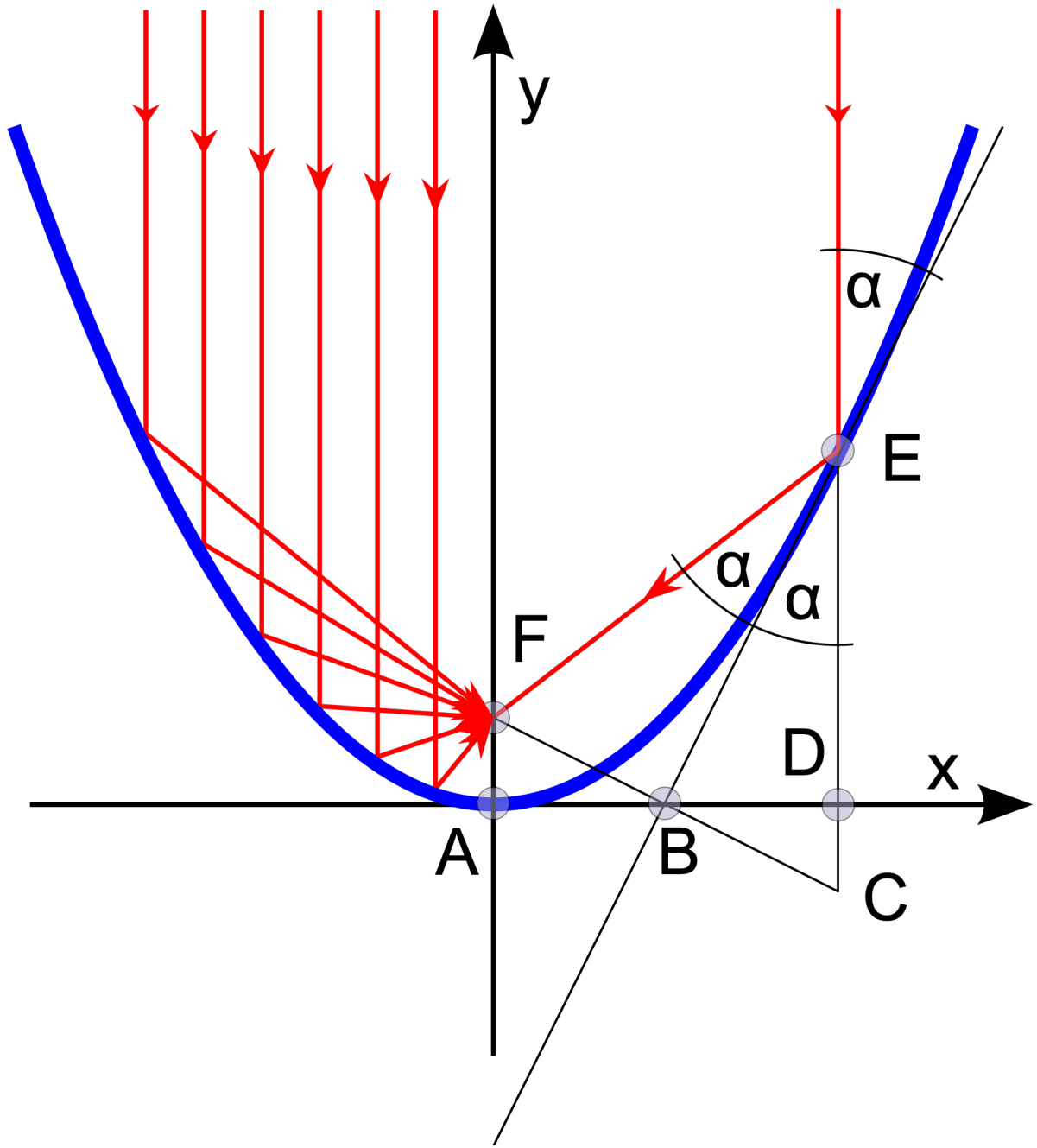
ANGLE OF INCIDENCE/REFLECTION

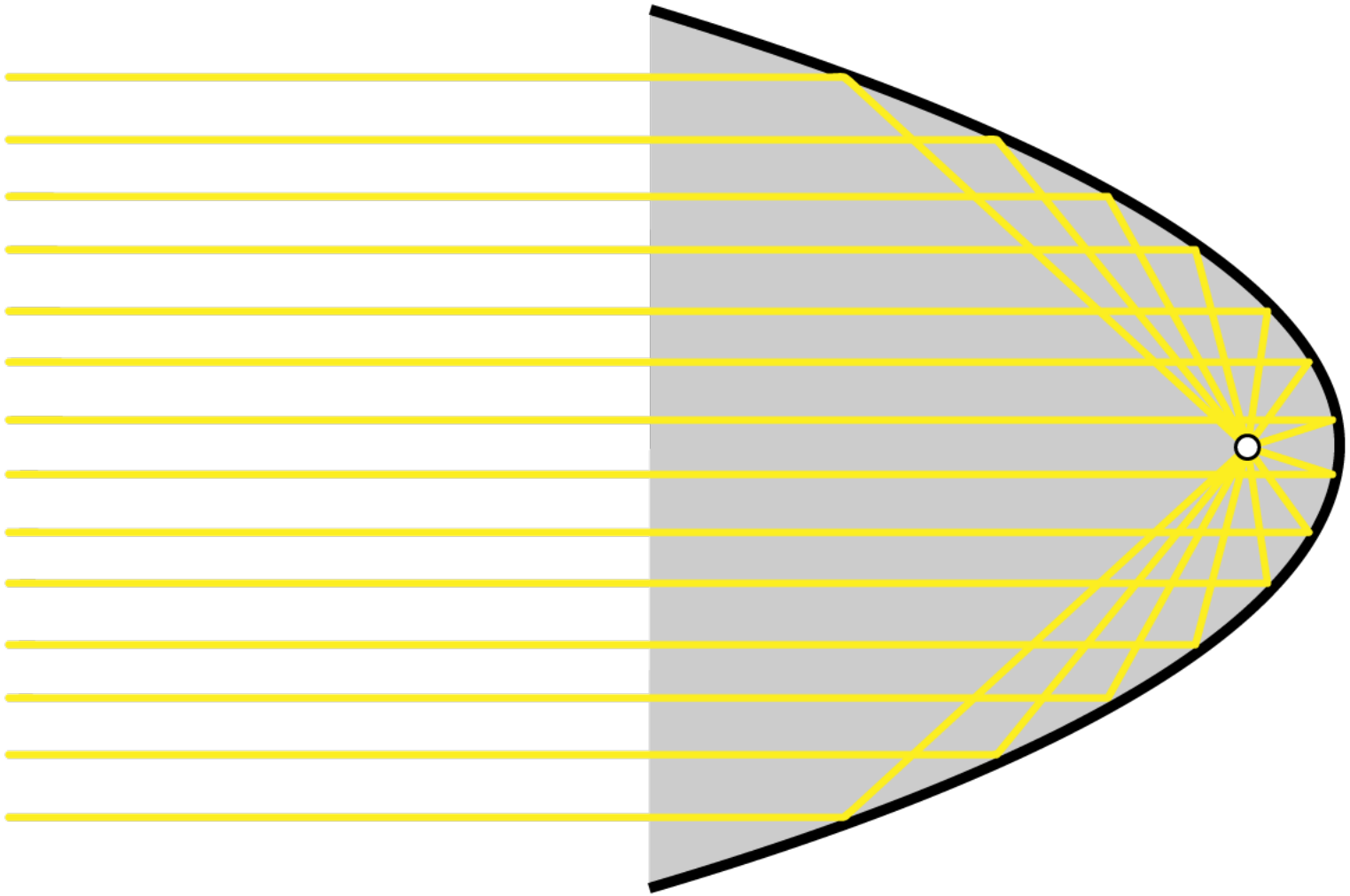

Normal Line
Angle of Incidence
Angle of Reflection
36°
36°
Incident Ray
Reflected Ray

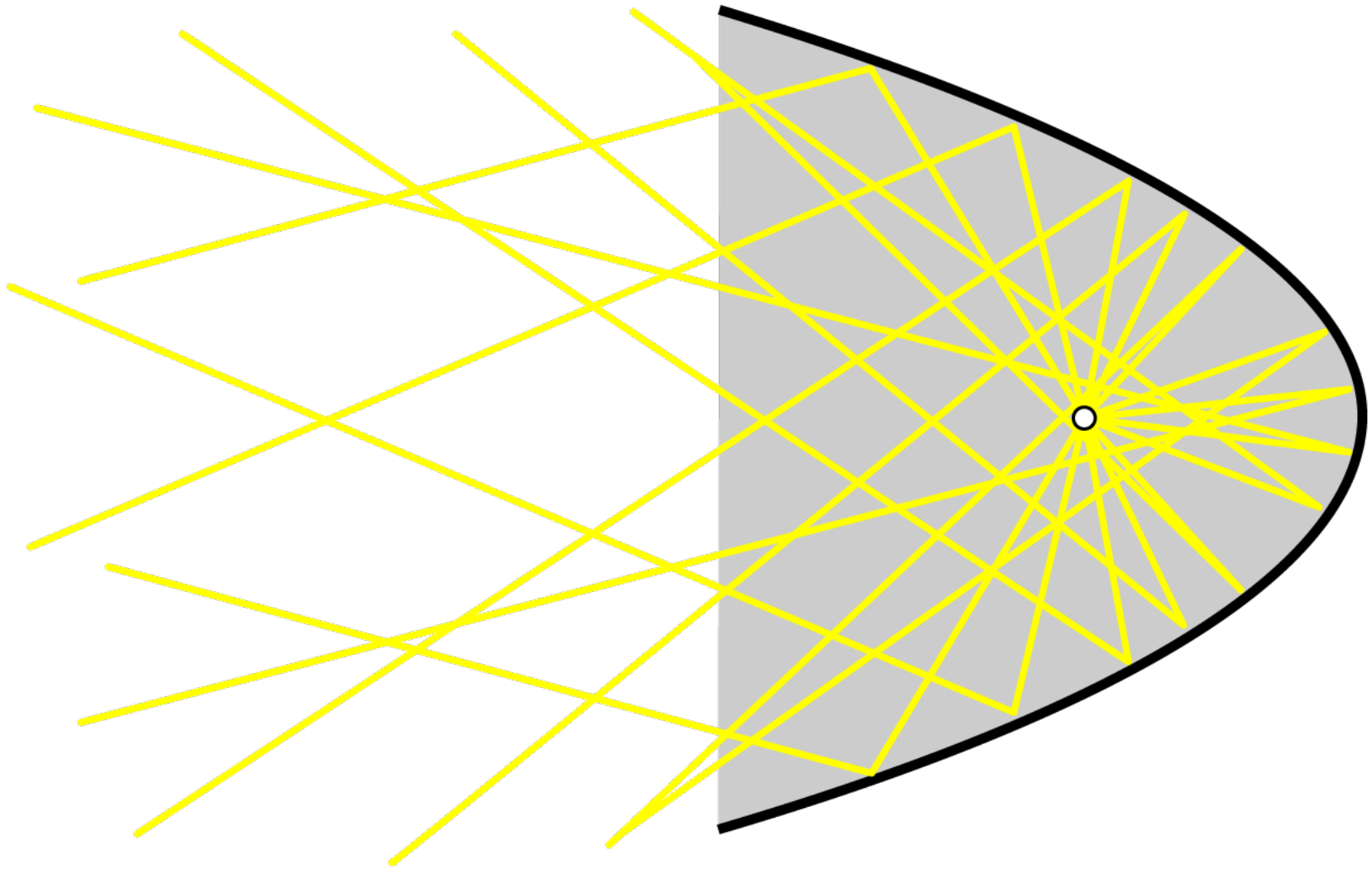

50°
50°
Incident Ray
Reflected Ray


SPECULAR
HIGHLIGHTS
Reflections of source(s) of illumination


PARABOLIC
MODIFIERS

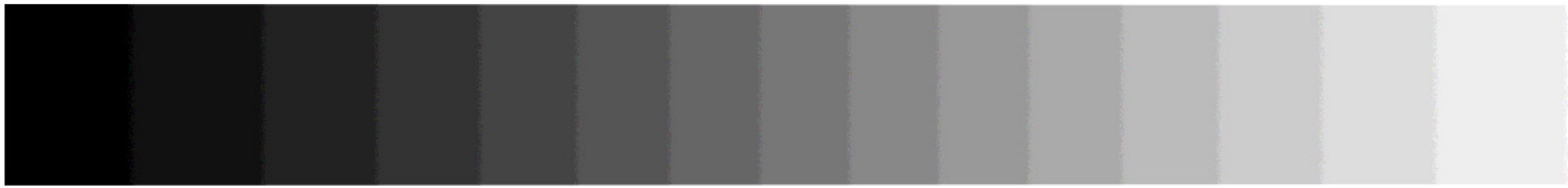

y
x
α
E
α
α
F
D
A
B
C





DYNAMIC RANGE

The difference between the smallest and the largest amount of gray that a system can represent. Also the difference between the lightest highlight and the D-Max (maximum density) in the system.



How do we know if something is exposed "correctly"?

Exposure is our choice!

CREATIVELY CORRECT EXPOSURE

METERING IS NOT AN EXACT SCIENCE

TTL – Through The Lens

- Face Priority
- Evaluative/Matrix
- Spot and Average (not the best)
- Exposure Lock (TCM)

Using A Light Meter

- Incident
- Reflected (spot + memory)

FLAGS AND REFLECTORS

(and subtraction panels)

WHY SO MANY MODIFIERS?

Budget	Catchlights	Specular Highlights	Effective Size
Directional vs Diffused	Getting Max Light Output	Controlling Spill Light	Controlling Shadows

This has not been rehearsed

Litemotive
190cm

Beauty Dish with
Grid

POP QUIZ REVIEW

How did you do?

Were you able to describe the light?

What did you see differently?

THANK YOU