

# Light Equipment & Settings

The cinematographer must make a two-dimensional image - the frame projected on a screen - appear three dimensional. Lighting is the primary tool used to perform this "magic." - *KODAK Essential Reference Guide*

NAME \_\_\_\_\_

PERIOD 1 2 3 4 5 6

## Equipment Checklist

LED light(s) \_\_\_\_\_

Filter(s) \_\_\_\_\_

Stand(s) \_\_\_\_\_

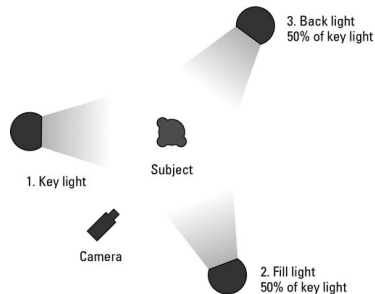
Reflector(s) \_\_\_\_\_

Diffuser(s) \_\_\_\_\_

Scrim(s) \_\_\_\_\_

Notes:

## 3 Point Lighting



### Lighting Philosophy

- Naturalism (natural light)
- Pictorialism (artificial light)

### Lighting Style

- High Key (high fill light)
- Low Key (low fill light)

### Additive / Subtractive

- Negative Fill (take light away)
- Additive (add light)

### Properties of Light: Quality

- Hard
- Soft

### Properties of Light: Color / Temperature

#### Artificial Light

- Candle Flame 1,850K      RED
- 100-Watt Light Bulb 2,900K
- Photoflood Flood Lamp 3,400K
- CHS LED Lights 5,500K      WHITE
- Xenon Arc Lamp 6,420K      BLUE

#### Daylight

##### Sunlight:

- Sunrise / Sunset 2,000K      RED
- 1 Hour After Sunrise 3,500K
- Early Morning 4,300K
- Late Afternoon 4,300K
- Noon 5,400K      WHITE

##### Overcast:

- Sky 6,000K
- Light Summer Shade 7,100K
- Average Summer Shade 8,000K
- Skylight varies from > 9,500K      BLUE

### Contrast Ratio Relationships

Use a light meter

- 2:1 Key 5.6 – Fill 4.0 (1 stop)
- 4:1 Key 5.6 – Fill 2.8 (2 stop)
- 8:1 Key 5.6 – Fill 2.0 (3 stop)
- 16:1 Key 5.6 – Fill 1.4 (4 stop)

### Direct / Indirect Light

- Hard Light (intense shadows)
- Soft Light (wrap around, flattering face)

### Controlling Light

- Diffuse
- Diminish
- Soften
- Spread light beams
- Reflector board
- Bounce light

# Light Blocking

The cinematographer must consider how light falls on and around actors, how colors bounce of objects and reflect onto faces, and where the highlights and shadows are.

- *KODAK Essential Reference Guide*

## Blocking Elements Sample Light Blocking

Daylight    ///

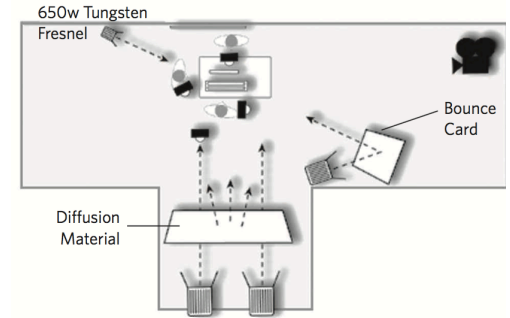
Lights      <

Diffuser   <|

Bounce     /

Actor      ■●

Camera     ■■



Film \_\_\_\_\_ Scene # \_\_\_\_\_ Light Blocking



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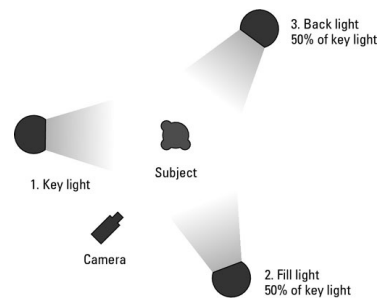
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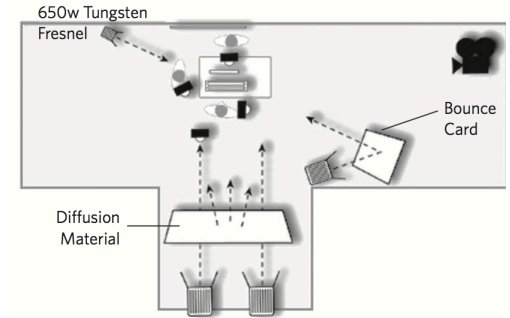
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Diffuser *<|*

Bounce */*

Actor **■●**

Camera **■▪**



Film \_\_\_\_\_ Scene # \_\_\_\_\_ Light Blocking

