

## ***Lighting (Field & Studio) – Intermediate Tips***

On October 6<sup>th</sup> we brought in Rosh Ramsey, one of the region's foremost lighting experts, to discuss his specialty. Rosh was so thorough he didn't nearly cover all he wanted to show, but here are the notes of what was discussed.

Notes:

To get an understanding of light, observe it. Study the interplay of light and shadow through night and day, at various times. How does the sun interact with the subject at 6am, or noon, or evening? Observe the sun- it's the perfect light source and you should try to emulate it.

Axis Light - Light on the same axis as the lens (camera mounted light, i.e. "sungun")

It's lighting's job to make objects look 3-D. Light fall-off creates 3-D space.

The world is in three dimensions, set your camera to best capture that. Put it at an angle to the subject, and a bit high or low for depth.

Wherever the subject points their nose, that's where the key light goes. Place the light 3/4 to the side of the camera; this allows you to barn-door off the spill light hitting the background.

You want a 3-1 brightness ratio of key light to fill light. Light meters help measure that. For darker skinned people, try a higher ratio like 2-1.

A silver reflector gives off the highest light bounce.

The Fill light is typically the brightest light on the set, because it has to be shadowless.

Hot Light - A continuous light source

To make the prettiest pictures, shoot into the sun; The sun becomes the backlight and everything else is fill.

For further lighting information, pick up American Cinematographer Magazine. And come to the next meeting! For contact info on Rosh go to [www.prodlightvid.com](http://www.prodlightvid.com) or [roshamon@prodigy.net](mailto:roshamon@prodigy.net)