



Lighting

Let there be...

Light Quality

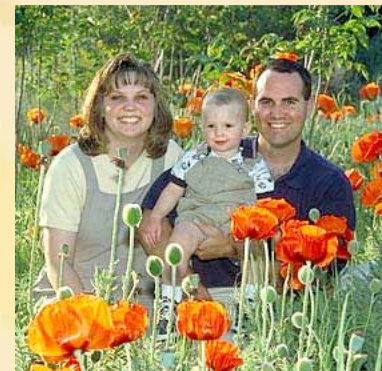
- | Very important to camcorders
 - CCDs are not very sensitive to low light
 - The more light the better
- | Color Temperature
 - Different sources generate different colors
 - Camera white balance corrects for this
 - Mixing light source types create problems
- | Two types of light source:
 - **Direct** - light directly from source to subject, generates shadows
 - **Ambient** - reflected light from environment

Outdoor Lighting

- | Sun makes an excellent light source
 - Very bright & even (clouds aside)
 - Creates harsh shadows
- | Fill the shadows with a reflector
 - White foam core sheets work well
 - Use assistant to aim reflector while observing in viewfinder
- | Put subject in shade of a tree or building
 - Iris up to compensate for less light
 - Sunlit areas will be overexposed



Without Reflector



With Reflector

Indoor Lighting

- | Find bright light sources of a similar type
 - Real video lighting kits are great, but expensive
 - Work lights from a hardware store will do it for less
 - Indoor lighting is usually so-so - add more

- | Direct sources create harsh shadows
 - Fill the shadow with a second, less bright source
 - Use a silverized umbrella with the light reflecting off it to soften the shadows
 - Use a diffusing material between the source and subject (lampshades work well)

- | Danger - Fire Hazard!
 - Bright lights are hot - don't put materials on or very near them and use gloves while handling

3 point lighting

| Web links-

| <http://www.mediacollege.com/lighting/tthree-point/>

| <http://www.mediacollege.com/lighting/tthree-point/simulator.html>

Lighting Web Links-

Overall lighting info:

Media College -

<http://www.mediacollege.com/lighting/>

Cal State Fresno

<http://zimmer.csufresno.edu/~candace/>