

# LIGHTING IS EVERYTHING TO ART

Here are eight different lighting conditions, with the same model, same pose, and same camera angle. Lighting alone can change the appearance of the subject. So you have to study the lighting conditions very carefully to make sure what you are drawing really looks right. Don't think that you know the person, study the lighting; the highlights, the shadows.

When you have one main light it is called the key light. To make a subject look the best you should have only one key light. Any other lights should not be as strong as the key light. These lights are called the fill lights. (They fill in the shadows which will soften the subject.) If you are using natural light you can use a reflector, this could be a big piece of white paper, as a fill light.

If you compositing photographs together make sure the lighting direction and color balance is the same in each of the parts of the composite. You can use a copy of the layer that you have desaturated the color to make a shadow. You can then darken the copy layer and distort it to use as a shadow. The drop shadow in Photoshop will not work very often as good shadow.



FRONT LIGHT

UPPER RIGHT,  
ONE LIGHT

BACK LIGHT



UPPER LEFT LIGHT



TOP LIGHTING



SIDE LIGHTING

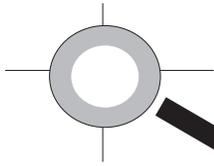


UNDER LIGHT

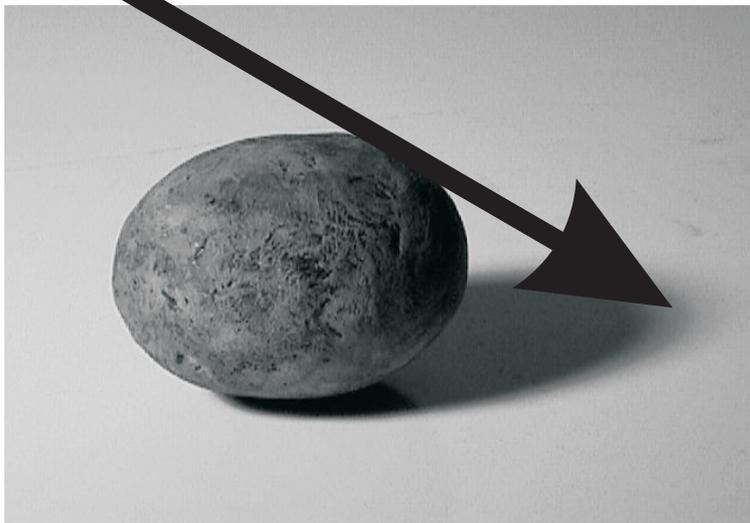
UPPER LEFT WITH FILL  
LIGHT

# LIGHTING

1.



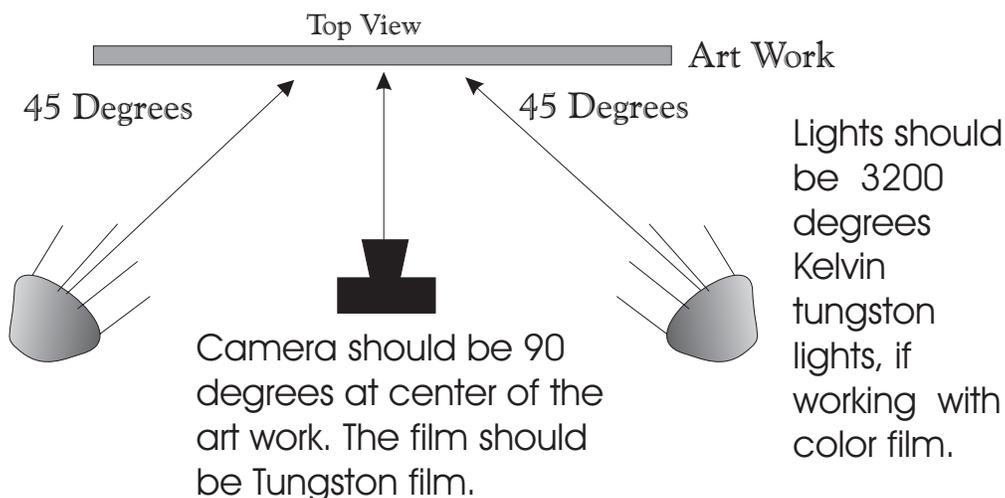
From the light source to the top of object to the end of the shadow is a straight line.



2. Light decreases on the inverse square. Meaning: That when you double the distance from the light source you only have one fourth the light. Example: if a person is sitting one foot from a window one side of the body would be four times brighter than the other side. A Planet that was half the distance of the sun than the earth would have four times the light. Most of the time the lighting conditions outside is the same because it very hard to move far enough away from the sun to make the inverse square work outside.

3. Since the beginning of time people are used to viewing subjects with the light overhead at angles of 40 - 60 degrees from the subject with one key light source. So if you want the subject to appear normal you would use these condition.

# Lighting and Photographing your Art



All light meter readings and exposure settings should be done with a grey card, which can be purchase at a Camera Store. Light meters on your camera are made to expose your film at the mid range between the black and white of your subject. If your art work is lighter or darker than ave. Your exposure will be wrong, if you don't use a 50% grey card.

If you are doing 3D work, treat the work like any subject, use a grey card for the exposure, and use an extra light for the background if the work is small enough to do so.

