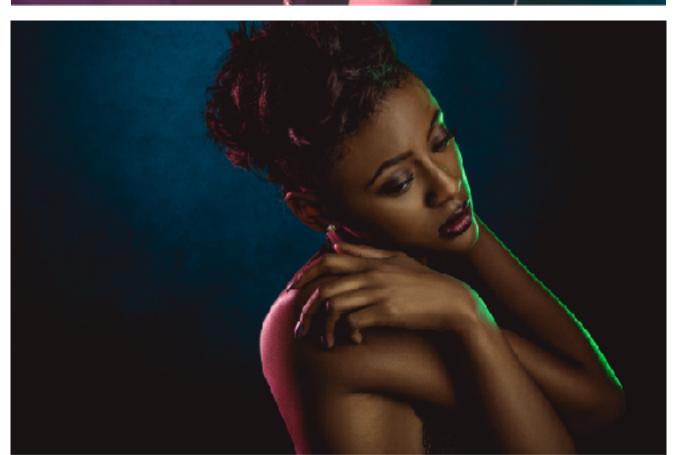
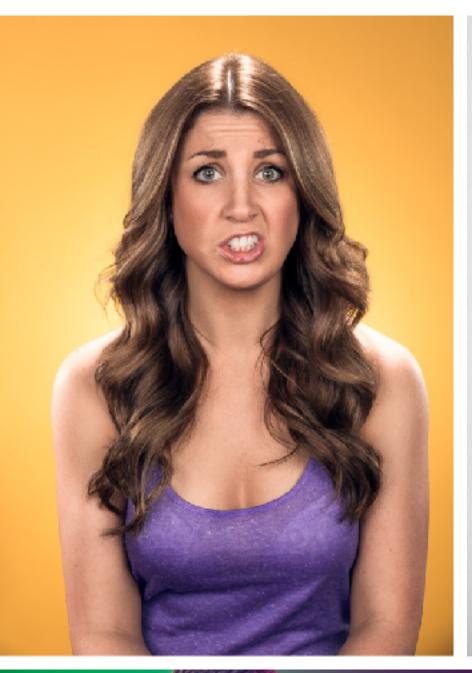


## LIGHTING BASICS

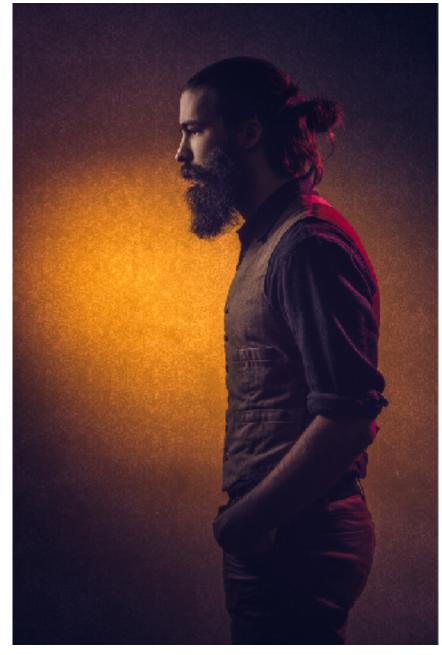
# PORTRAIT LIGHTING EXAMPLES

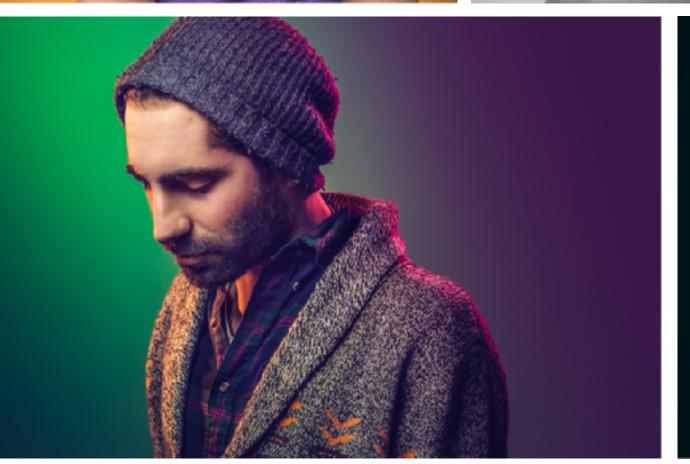


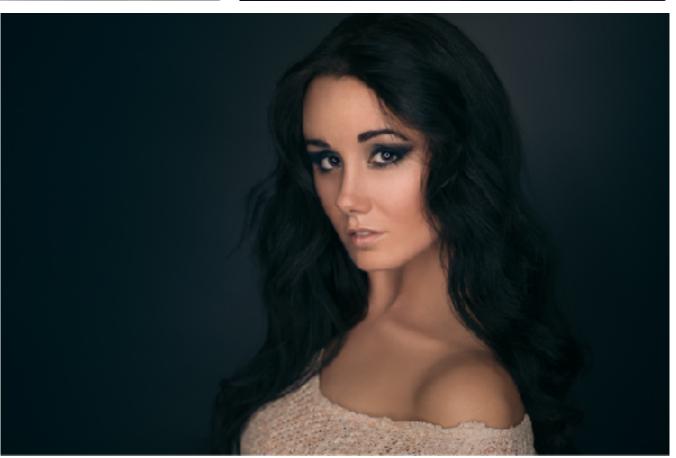
#### IN STUDIO









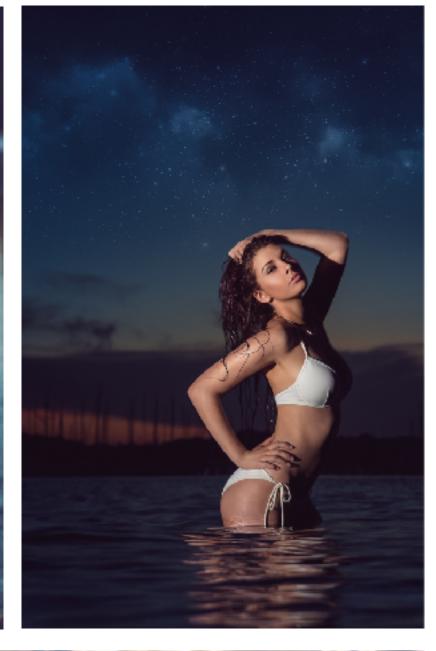


## ON LOCATION











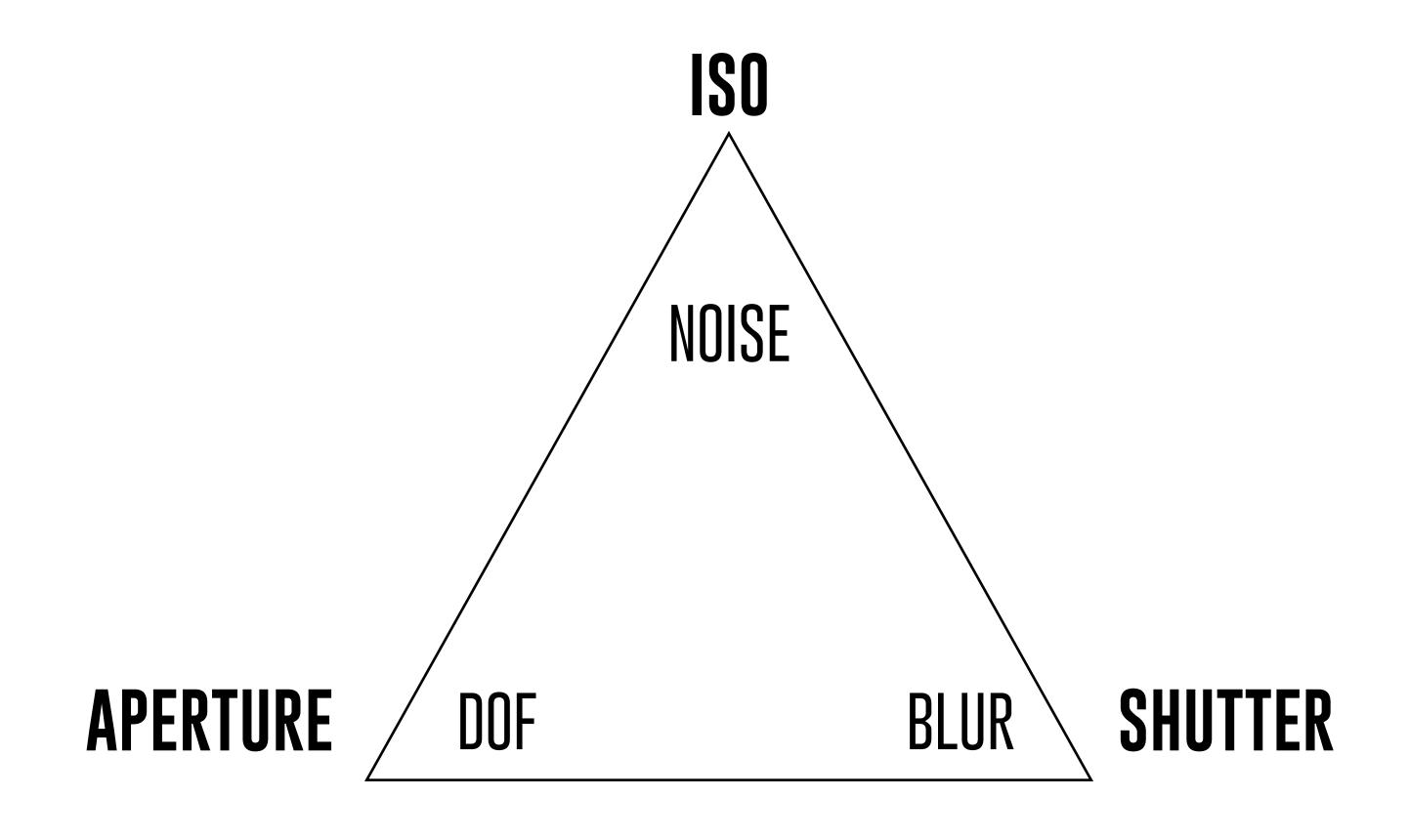




## BALANCING ACT

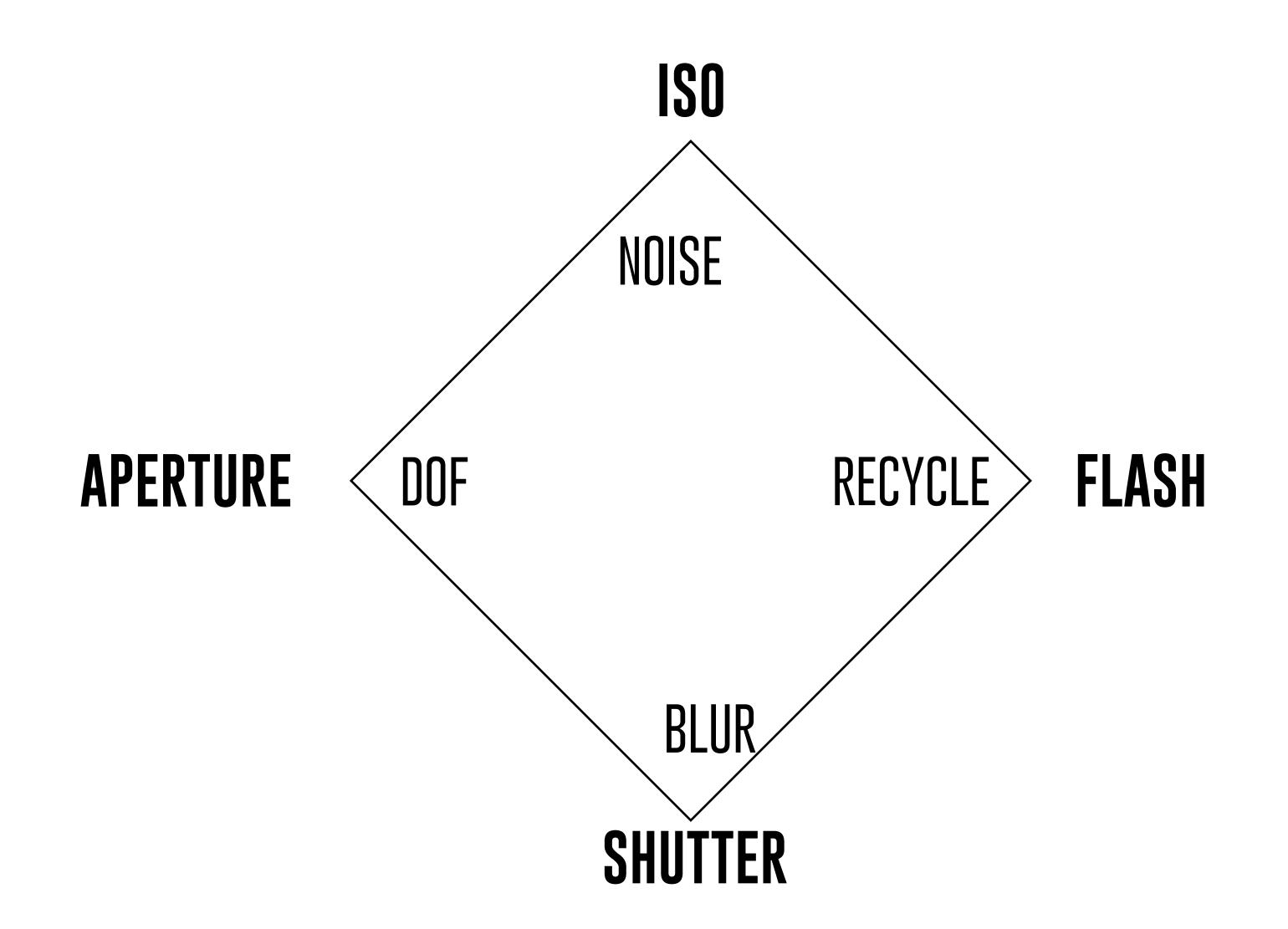
#### EXPOSURE TRIANGLE

**AVAILABLE LIGHT** 



#### EXPOSURE DIAMOND

AVAILABLE & FLASH LIGHT



#### EXAMPLES OF 'STOPS' OF LIGHT

```
ISO 100 \rightarrow 200 (+ 1 STOP)

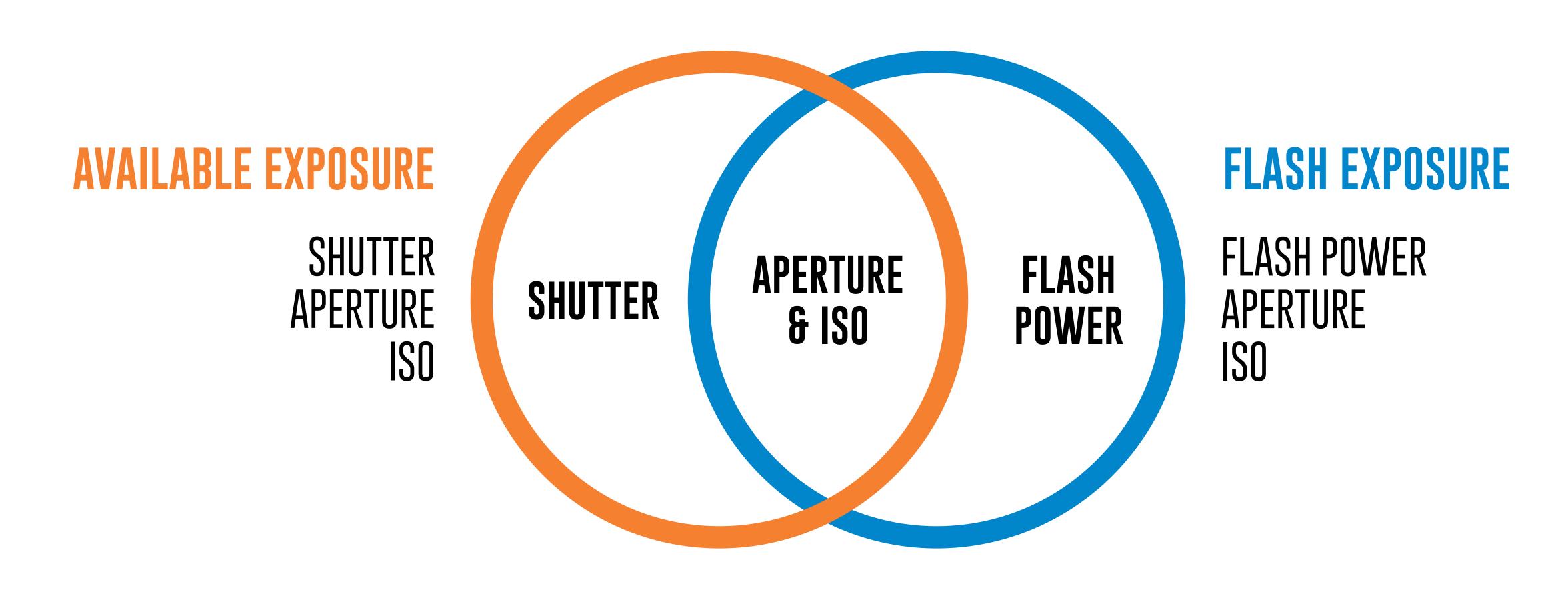
APERTURE F5.6 → F4.0 (+ 1 STOP)

SHUTTER 1/500 → 1/250 (+ 1 STOP)

FLASH 1/2 → 1/1 (+ 1 STOP)
```

+ 1 STOP = DOUBLE AMOUNT OF LIGHT - 1 STOP = HALF AMOUNT OF LIGHT

## SETTINGS THAT CONTROL AVAILABLE LIGHT & FLASH LIGHT



## 

## 



#### SPEED LIGHT

- PORTABLE
- LIGHT WEIGHT
- BATTERY POWERED
- MANUAL OR TTL
- HIGH SPEED SYNC
- LOW POWERED
- CAMERA MOUNT



#### MONO LIGHT

- HEAVY
- AC POWERED\*
- MANUAL
- HIGH POWERED
- LIGHT STAND MOUNT



#### BATTERY POWERED STROBE

- HEAVY
- BATTERY POWERED
- MANUAL OR TTL
- HIGH POWERED
- HIGH SPEED SYNC
- LIGHT STAND MOUNT

## 



### LED PANEL

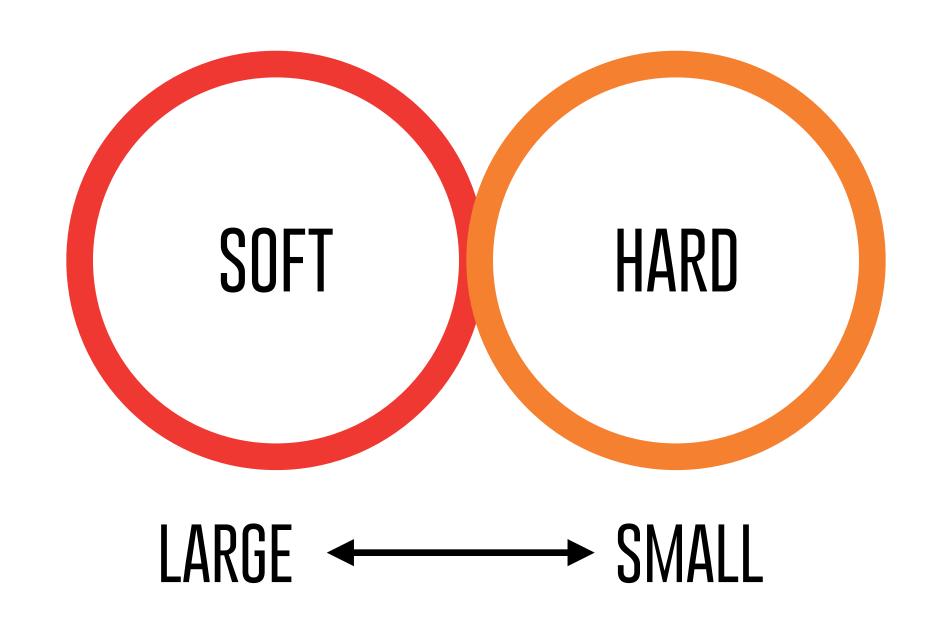
- LIGHT
- COOL
- BI-COLOR
- AC/DC POWERED
- MANUAL
- LOW/MED POWERED
- LIGHT STAND MOUNT



#### LED 'STROBE'

- HEAVY
- COOL-ISH
- BI-COLOR
- AC/DC POWERED
- MANUAL POWER
- MED/HIGH POWERED
- LIGHT STAND MOUNT

# LIGHT QUALITIES

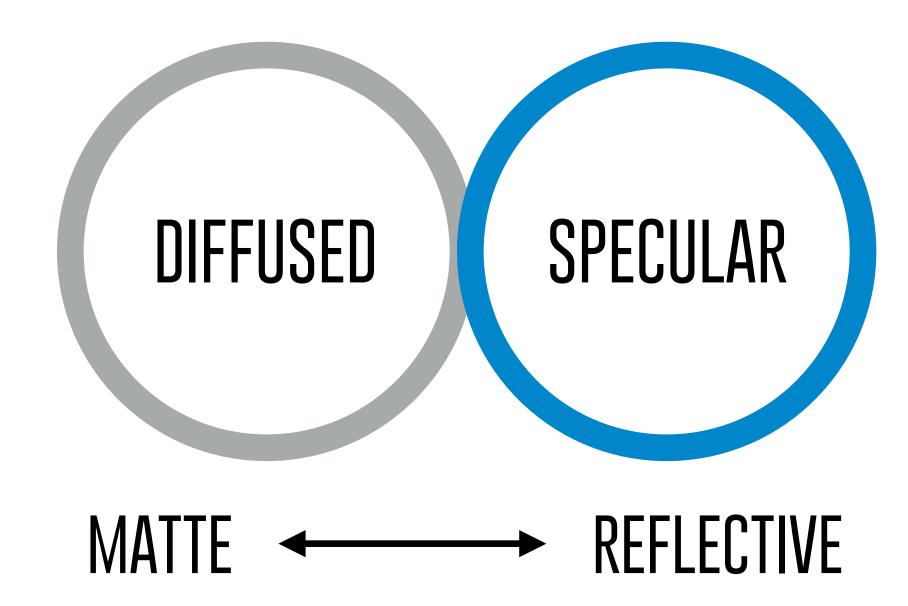


#### **DEFINITION**

SOFT LIGHT = GRADUAL "FALLOFF" OF LIGHT TO SHADOW HARD LIGHT = QUICK "FALLOFF" OF LIGHT TO SHADOW

#### **CREATED BY**

SIZE IN RELATION TO THE SUBJECT



#### **DEFINITION**

SPECULAR = BRIGHTER HIGHLIGHTS AND "SHEEN"
DIFFUSED = SUBTLE AND GRADUAL HIGHLIGHTS

#### **CREATED BY**

SPECULAR: FROM SHINY/SILVER MODIFIERS DIFFUSED: FROM MATTE/WHITE MODIFIERS

## LIGHT MODIFIERS

## SOFT

### HARD





# PORTRAIT LIGHTING PATTERNS

#### BUTTERFLY/ PARAMOUNT

LOOP

REMBRANDT/ CLOSED LOOP

SPLIT



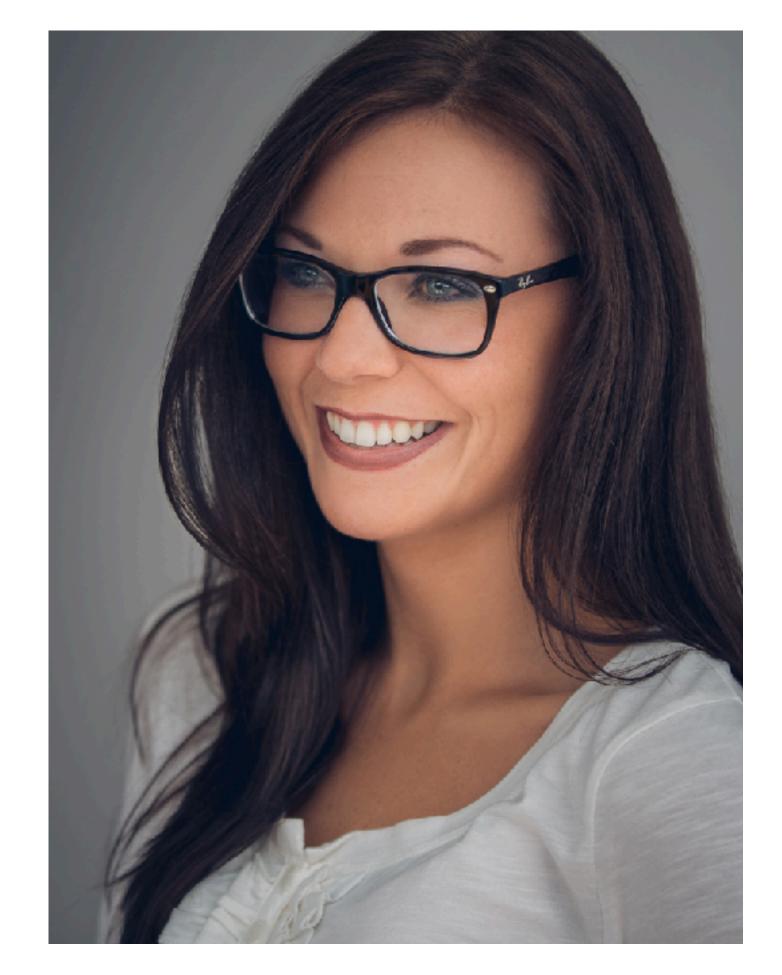






LESS DRAMATIC > MORE DRAMATIC

#### BROAD



MORE OF THE FACE IS LIT. SHADOWS AWAY FROM CAMERA

#### SHORT

MORE DRAMATIC →

**←** LESS DRAMATIC



LESS OF THE FACE IS LIT.
SHADOWS TOWARD THE CAMERA

## COLORTEMP

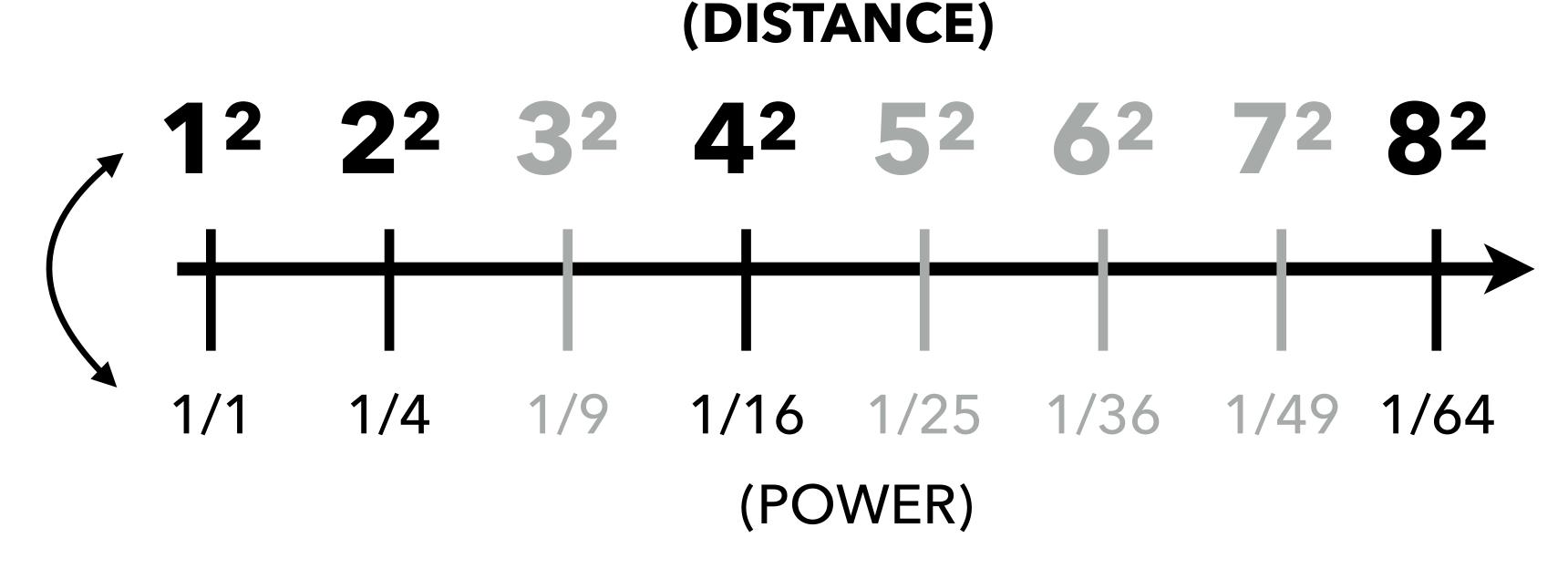
#### FLASH TEMP



# INVERSE SQUARE LAW

## WHEN YOU DOUBLE THE DISTANCE BETWEEN YOUR SUBJECT AND YOUR LIGHT YOU LOSE 2 STOPS





#### FALLOFF

THE TRANSITION OF LIGHT TO SHADOW

# MOUNTING & TRIGGERING FLASH



### HOT SHOE

### COLD SHOE

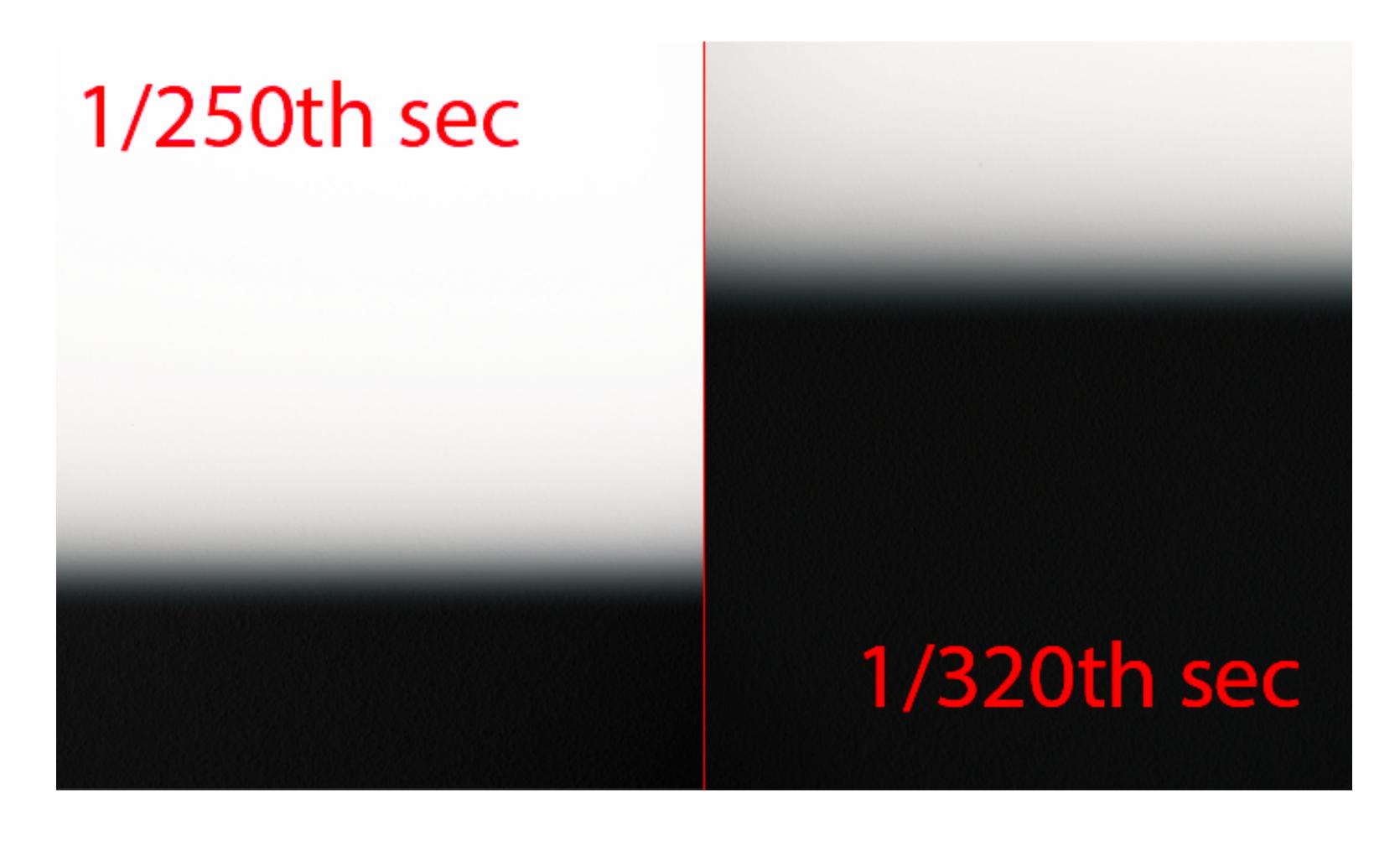


WIRELESS



# SYNCSPEED FLASH ONLY

## SHUTTER SYNC SPEED IS THE FASTEST YOUR CAMERA WILL ALLOW YOUR FLASH TO BE VISIBLE.



WHEN YOU GO BEYOND YOUR CAMERA'S SYNC SPEED, YOU INTRODUCE 'BLACK BARS'

# HIGH SPEED SYNC FLASH ONLY

#### HIGH SPEED SYNC

## PROS

- USE SHUTTER FASTER THAN 1/200
- USE WIDER APERTURE (BLURRY BACKGROUND)
- AUTOMATICALLY TURNS ON (DEPENDING UPON SYSTEM)

- USES MORE POWER
- DRAINS BATTERIES FASTER
- EXPOSURE CAN VARY

# QUESTIONS?

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