More Advanced Lighting

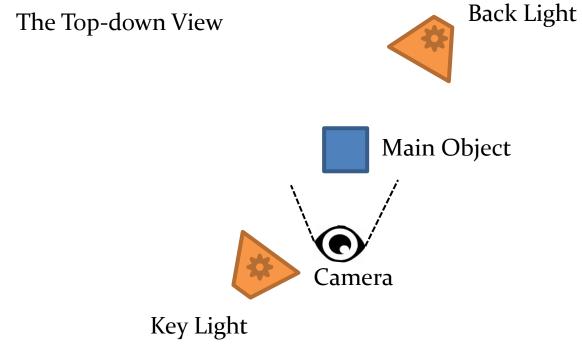
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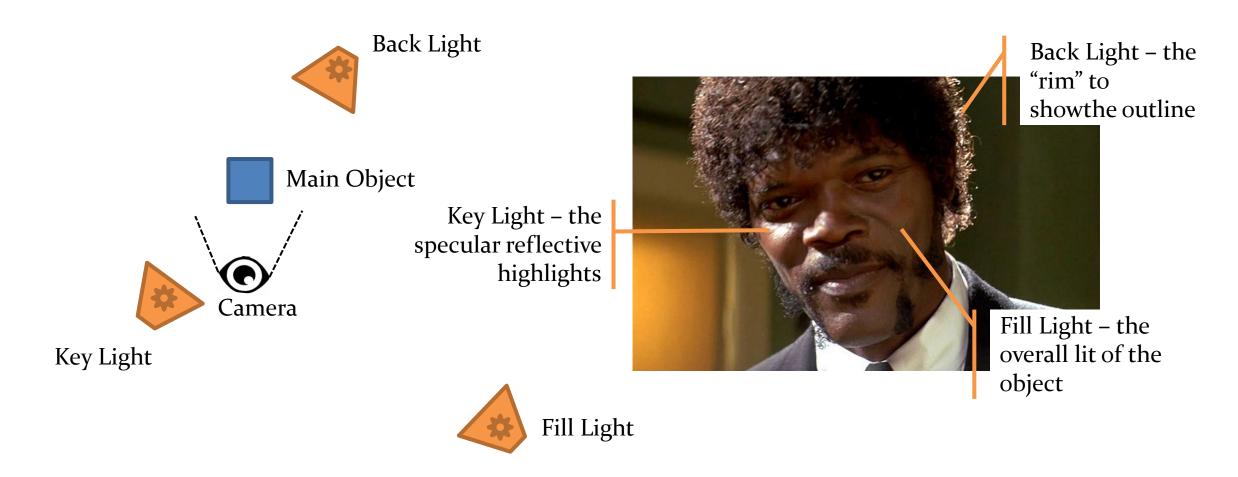
Three-Point Lighting – Setup

Typical lighting setup for high-quality photography





Three-Point Lighting - Results



Three-Point Lighting – Considerations

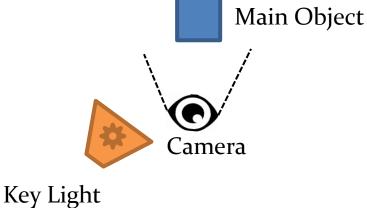
The Top-down View



Back Light

Mid-range At an angle at the back of the object

Short-range
Strong intensity
At an angle in the
front of the object



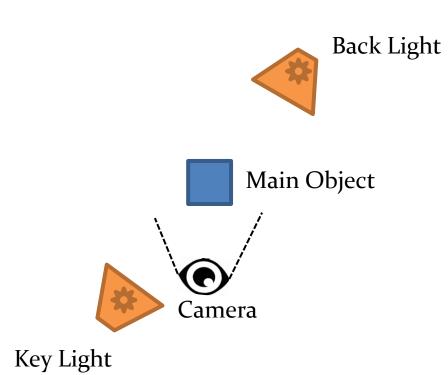
Long-range
At the opposite site of the key light
Wide angle



Fill Light

Three-Point Lighting – Variations

- Using point lights instead of spot light
- Adding an ambient light to light everything
- Changing the positions and angles of the lights to fit the scene
- Etc.





Further Reading

- three.js Function List & Basic Tutorials
 - https://threejs.org/docs/#manual/en/introduction/Creating
 -a-scene
- Wikipedia
 - Shadow mapping: https://en.wikipedia.org/wiki/Shadow_mapping
 - Ray tracing <u>https://en.wikipedia.org/wiki/Ray_tracing_(graphics)</u>
 - Three-point Lighting https://en.wikipedia.org/wiki/Three-point_lighting

Lighting and Shadowing

The End

Any Questions?