

Light Theory: Ultimate Course on How to Paint Light

SKDILI01 - Ultimate Light Theory Course

Course link

Basic Tools and Workspace Setup

- Blending Mode:
 - Usually:
Shadows → **Multiply**
Light → **Overlay**
 - **Pro Tip:** use a Mask for your Layer Mask
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▼ Chapter 01 - Basic Color:

- Basic/Flat colors: colors of the object, without any interference of light and shadow
- Background/Environment: in order to give believability to your subject, it needs something to relate to
- Light and Shadow are also colored!!
 - For this reason, Natural Light and Artificial Light usually have different colors

▼ Chapter 02 - How to “unite” (blend) colors together in complex subject settings (using Ambient Shadow):

- The color of the shadows will follow the color of our surroundings
- Method 1:
 - Darken the object's color → saturate it a bit

- Additional step: since, maybe, it won't look that good, change the Hue of the color a little bit to a *warmer* or *colder* spot

"gives more radiance/vibrance, but it's not believable"

- ★ Method 2:

- Thinking in terms of the color of the ambient as opposed to the color of the object:
- We'll apply a layer mode to all colors

Advantages:

- Time saver
- We make sure all colors are influenced in the same way
- Main principle: Temperature. Think about ***the color of the environment's light (and shadow)*** in terms of ***opposite*** (** this is also very important) temperatures, instead of "color" (Hue)

→ Warm light usually creates cold shadows, and vice versa

▼ Chapter 03 - Direct and Indirect Light:

- Direct Light x Indirect Light
- Main Light: strongest light source in the picture
- Options:
 - Erase shadows (from the Ambient layer), or
 - add light (use *Overlay* layer) ←
- Imply your lighting settings into your Background!!