

# Lighting Cheatsheet



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# How to Use this Cheatsheet

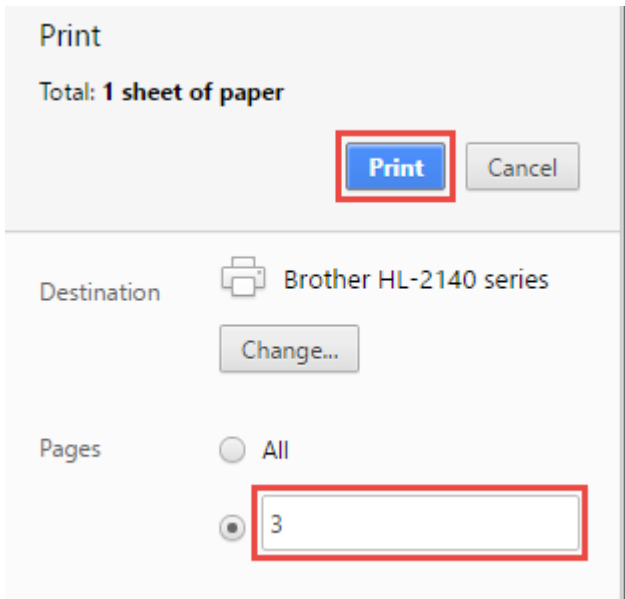
This sheet is designed as a quick reference for lighting in Blender.

It's short, to the point and deliberately printer friendly so that you can print it out and stick it next to your computer, for quick reference.

And so you don't waste ink, only print page 3!

To do this:

1. Go to File>Print



## CG Lighting Cheatsheet

**Before lighting anything, ask yourself:**

1. What's the point of my render?
2. Is there a story? If so, in what order should the viewer read?
3. What should the viewer be focusing on?
4. What emotion or mood do you want the viewer to feel?
5. What lighting styles could best suit this?

## To Emphasize...

### Shape and form

- Soft shadows
- Short Lighting (light side of model facing away from camera)

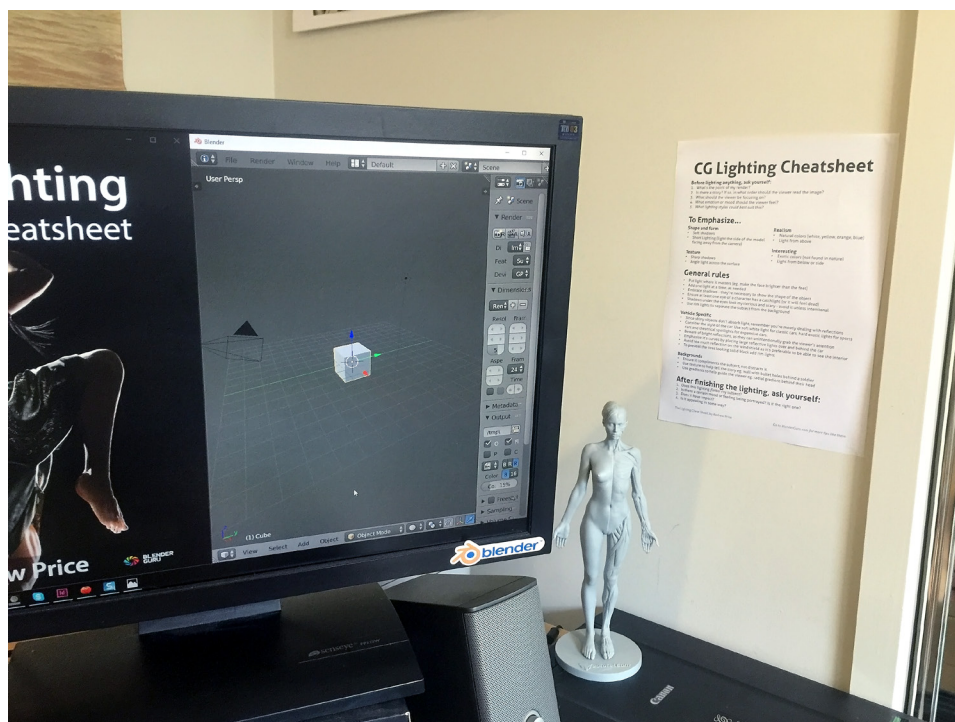
### Realism

- Natural color
- Light from above

### Interesting

2. Select Print Range>Pages
3. Type '3'
4. Print!

Now print that sucker out and stick it next to your computer for easy reference! Here's mine:



# CG Lighting Cheatsheet

## Before lighting anything, ask yourself:

1. What's the point of my render?
2. Is there a story? If so, in what order should the viewer read the image?
3. What should the viewer be focusing on?
4. What emotion or mood should the viewer feel?
5. *What lighting styles could best suit this?*

## To Emphasize...

### Shape and form

- Soft shadows
- Short Lighting (light the side of the model facing away from the camera)

### Texture

- Sharp shadows
- Angle light across the surface

### Realism

- Natural colors (white, yellow, orange, blue)
- Light from above

### Interesting

- Exotic colors (not found in nature)
- Light from below or side

## General rules

- Put light where it matters (eg. make the face brighter than the feet)
- Add one light at a time, as needed
- Embrace shadows - they're necessary to show the shape of the object
- Ensure at least one eye of a character has a catchlight (or it will feel dead)
- Shadows under the eyes look mysterious and scary - avoid it unless intentional
- Use rim lights to separate the subject from the background

## Vehicle Specific

- Since shiny objects don't absorb light, remember you're mostly dealing with reflections
- Consider the style of the car. Use soft white light for classic cars, hard exotic lights for sports cars and theatrical spotlights for expensive cars.
- Beware of bright reflections, as they can unintentionally grab the viewer's attention
- Emphasize it's curves by placing large reflective lights over and behind the car
- Avoid too much reflection on the windshield as it's preferable to be able to see the interior
- To prevent the tires looking solid black add rim lights

## Backgrounds

- Ensure it compliments the subject, not distracts it.
- Use texture to help tell the story eg. wall with bullet holes behind a soldier
- Use gradients to help guide the viewer eg. radial gradient behind their head

## After finishing the lighting, ask yourself:

1. Does this lighting *flatter* my subject?
2. Is there a certain mood or feeling being portrayed? Is it the right one?
3. Does it have impact?
4. Is it appealing in some way?