

Lighting.

Lighting.

Single source

Lighting.

Single source

Multiple source

- **Three-point**

Lighting.

Single source

Multiple source

- **Three-point**

Other aspects

- Available / ambient / natural
- Created or recreated
- Direction
- Quality (color, hard, soft, intensity, etc)

Lighting.

Qualities

Motivated

Versus

Non-motivated



Motivated Lighting



Non-motivated Lighting?

Lighting.

Other Qualities

- Direction
- Color
- Size of source (hard vs. soft)
- Amount of diffusion (hard vs. soft)
- Texture (solid, dappled)

Lighting.

Frontal lighting:

From direction of the camera



Lighting.



Low Angle lighting:
From below eye level.

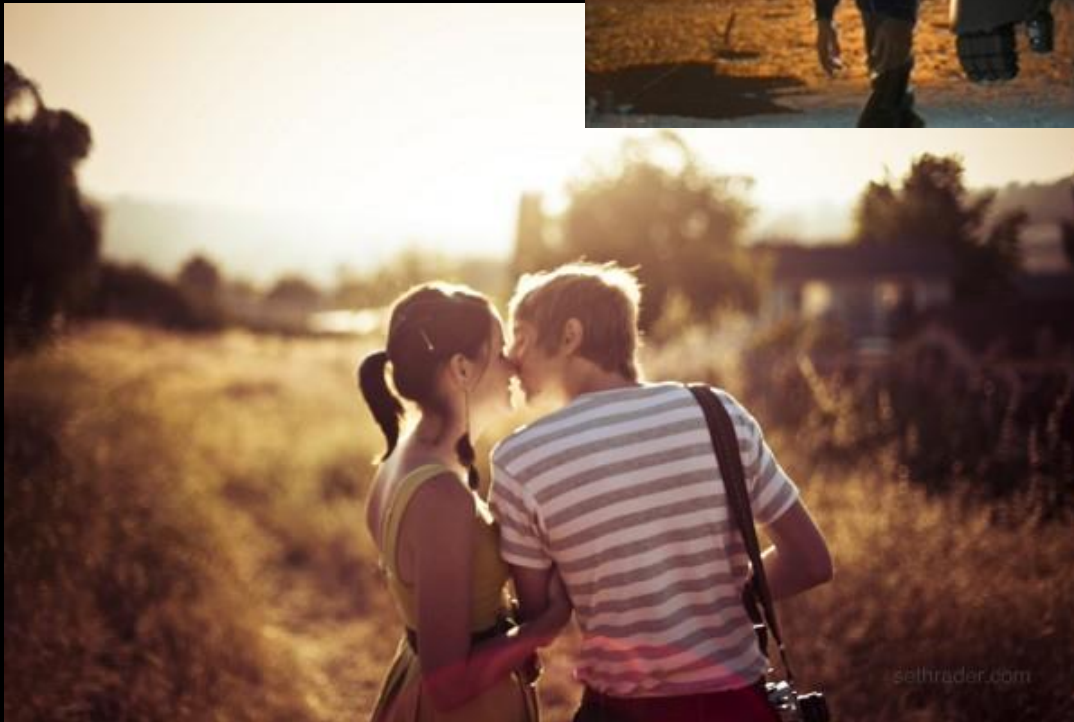
Lighting.

Top / High Angle lighting:



Lighting.

Backlight





Lighting.

Silhouette



Lighting.

High-key

The lighting is bright and relatively low in contrast. even, bright illumination, flooding the image with light and keeping shadows to a minimum

Lighting.

High-key



Lighting.

Low-key

Low Key style tends to be moodier, with lots of shadow, dramatic contrasts and selective patches of light. More contrast than High Key.

Lighting.

Low-key



Lighting.

Three point lighting:

Lighting.

Three point lighting:

Key light : main source of illumination

Lighting.

Three point lighting:

Key light : main source of illumination

Fill light : illuminates shadow areas

Lighting.

Three point lighting:

Key light : main source of illumination

Fill light : illuminates shadow areas

Backlight (rim) : separation, highlights

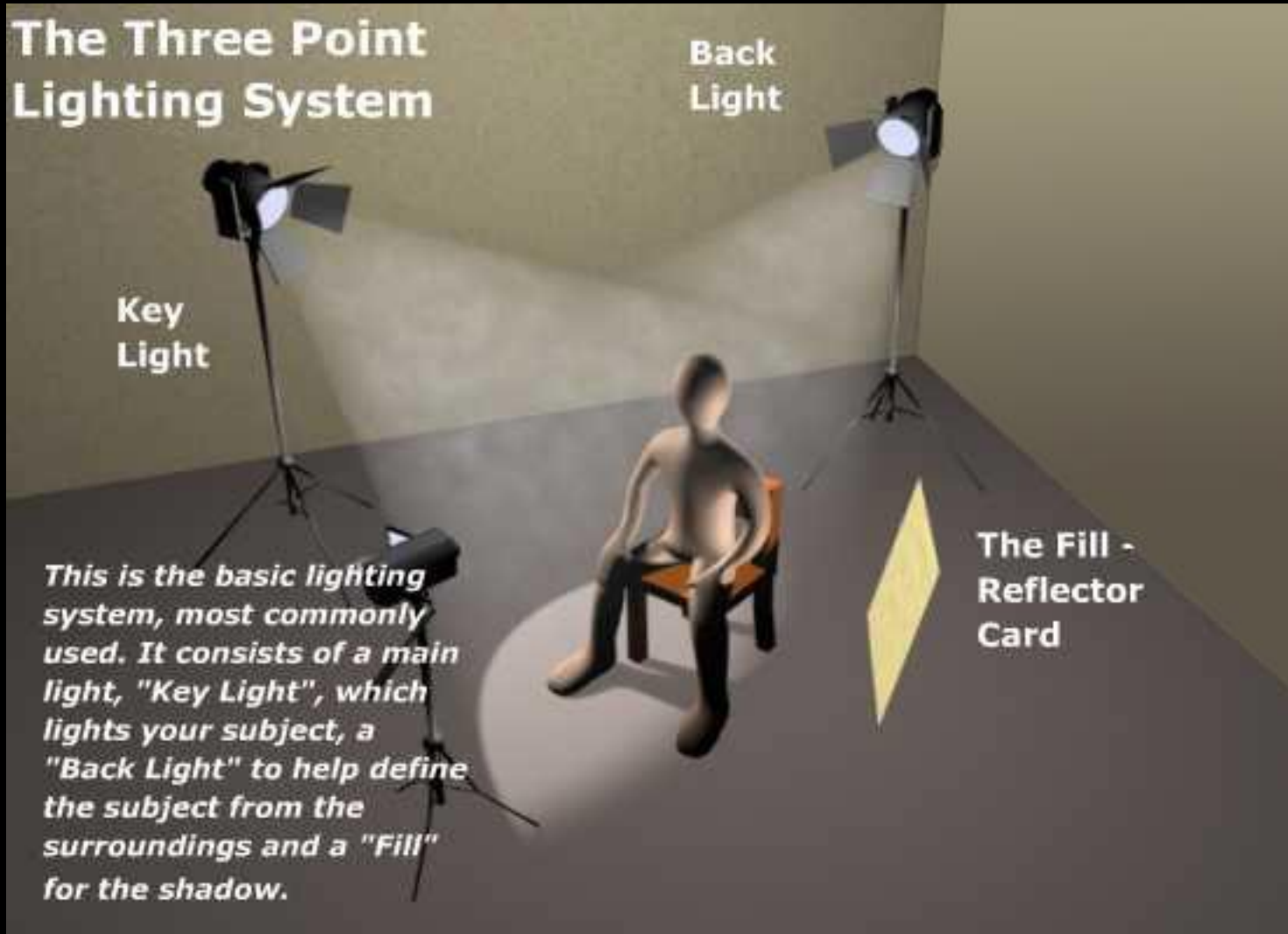
The Three Point Lighting System

Key
Light

Back
Light

This is the basic lighting system, most commonly used. It consists of a main light, "Key Light", which lights your subject, a "Back Light" to help define the subject from the surroundings and a "Fill" for the shadow.

The Fill -
Reflector
Card





Lighting.

3-Point



Week #10

1. Viewing: 'The Conformist'

Week #10

1. Viewing: 'The Conformist'

Frame Analysis

Lighting

6 frames on Moodle

Select Two

300 wd. Lighting Analysis

Cite at least 3 resources

Production: First Draft Script

Meet with your team this week and choose one of your loglines to turn into a movie. Your choice should have the majority, and pique your creative interest. Then together, brainstorm ideas to flesh it out into a full story. Consider amazing locations you have access to, that will make production design easier and effective. Make sure your idea is doable within your shooting timeframe and resources

Now, choose one or more team members to put fingers to keys, and write a *FIRST DRAFT* of your screenplay. Your scripts should come in between 2 and 4 minutes (which is also approximately 2-4 pages). Pay close attention to dramatic structure: beginning, middle, end, plus all the structural components we've learned this term. Write in proper screenplay format. We'll read these in the next class, critique them, and look for ways to improve. Upload one copy of your script per team.

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