



administration • technologie • santé

## Digital photography (420-PHN-ID)

**Class 09**

## Artificial light: On-camera flash outdoors



# Artificial light: On-camera flash outdoors



1/300 @ f5 @ 100 ISO

# Artificial light: Other light source outdoors



Vít Kovalčík  pastel.cz

# Artificial light: Other light source outdoors



# Artificial light: Other light source outdoors

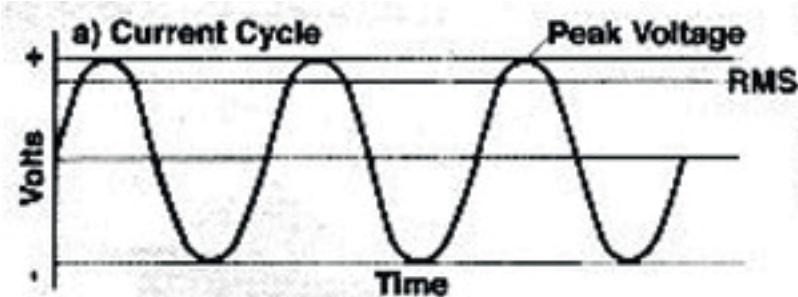


# Artificial light: Other light source outdoors

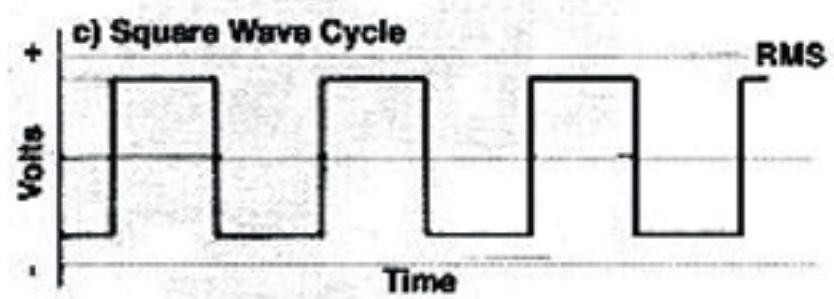


# Artificial light: the use of ballasts

Domestic light wave



Light wave corrected by ballast



# Artificial light: Studio (shooting models)



## Artificial light: Studio (shooting objects)



# Artificial light: Continuous light



# Artificial light: Continuous light (neon affordable kit)



# Artificial light: Flashes



# Artificial light: On-camera flash (bounced)

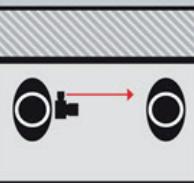
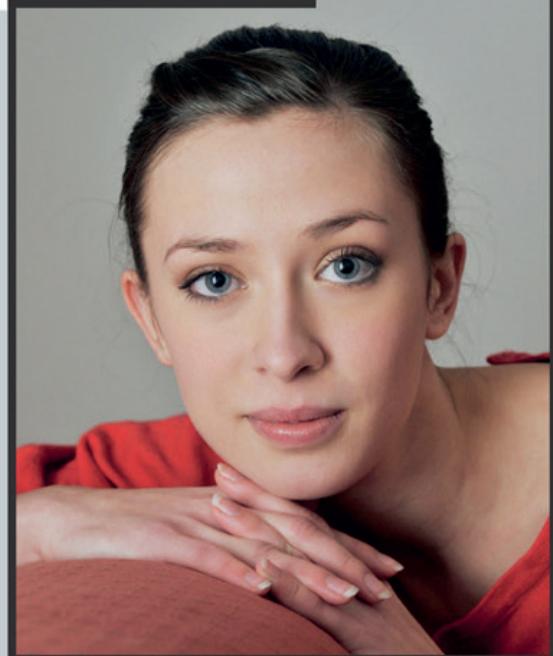
Standard flash



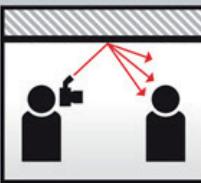
Bounced from the ceiling



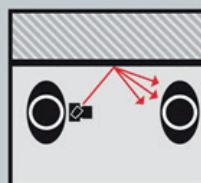
Bounced from the wall



In this shot you can see that the flashgun was mounted on the camera, which was held vertically with the flash positioned to the side. This has created an unsightly shadow in the background. Ideally, you want to avoid this, and by bouncing the flash you'll create a more flattering portrait.



In this portrait we rotated the flash so it pointed up towards the ceiling. As a result, the light was bounced off the white surface, which altered its direction. The end result is a soft diffused illumination that comes from above the model. The improvement here is plain to see.



In some situations the ceiling might be too high, painted in a non-reflective dark colour, or you just might want to create subtle side-lighting instead. If so, try bouncing the light off the wall. Be aware, however, that if there's a strong colour on the wall it too will be reflected, adding a tint to your subject.

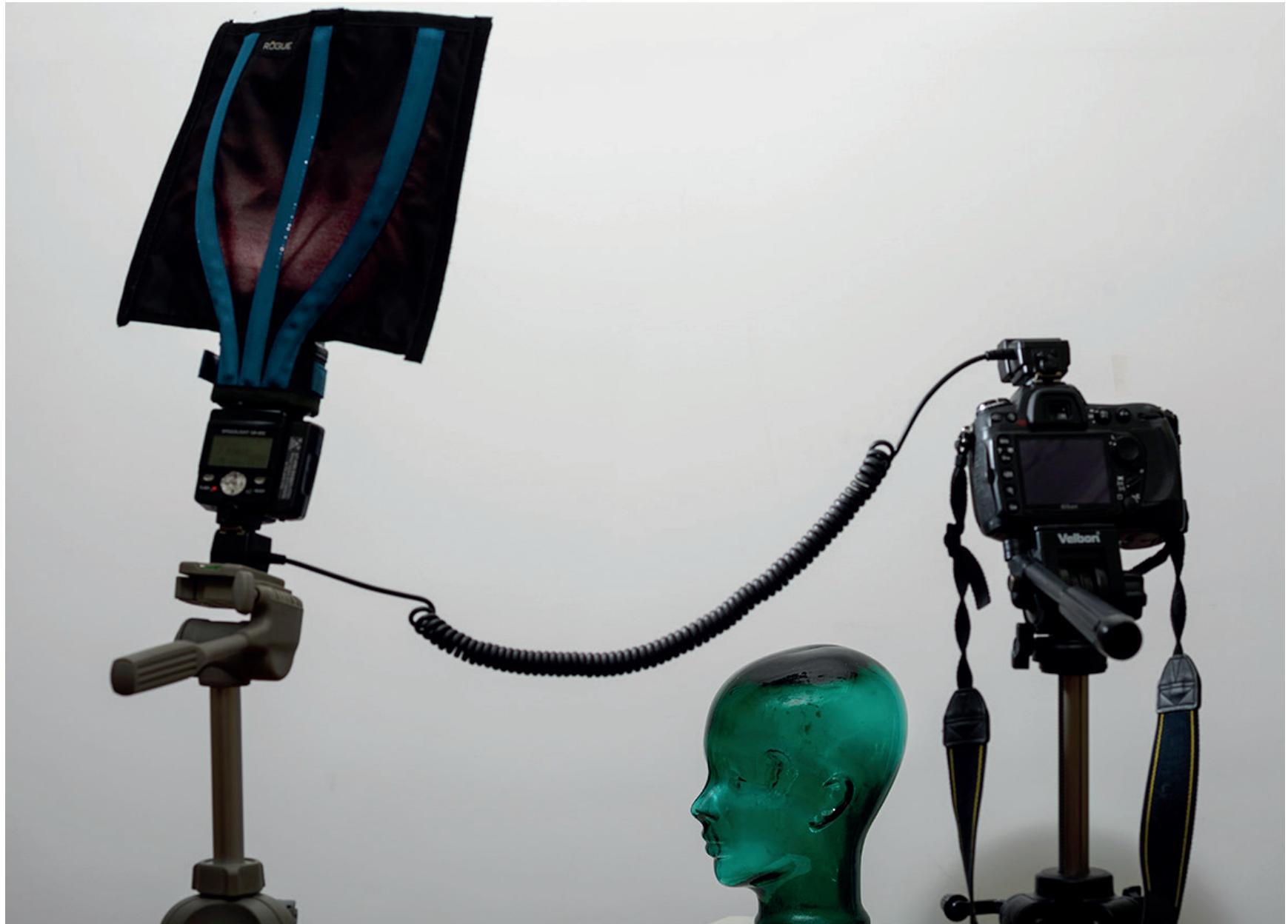
## Artificial light: On-camera flash (diffused)



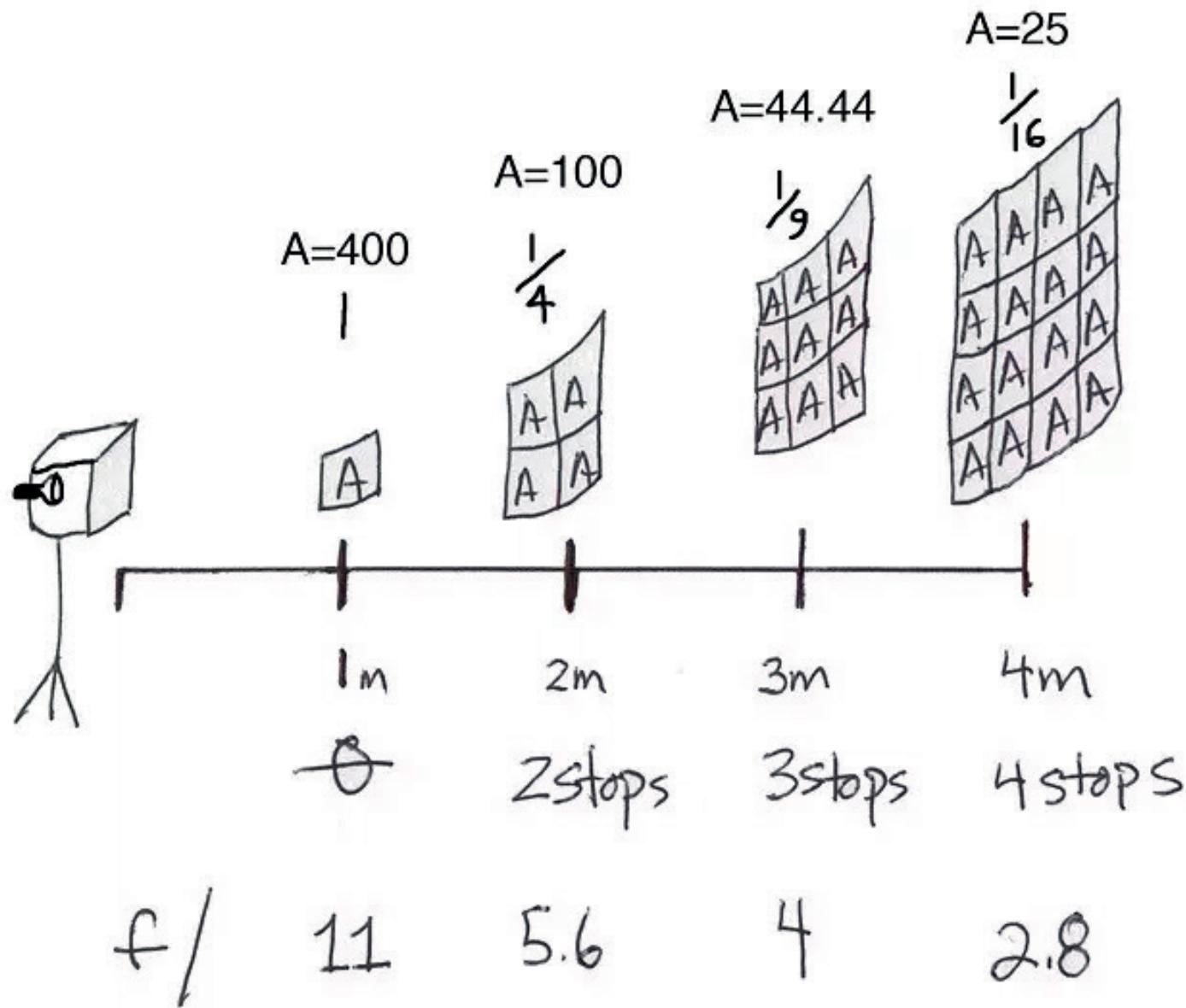
## Artificial light: Off-camera flash



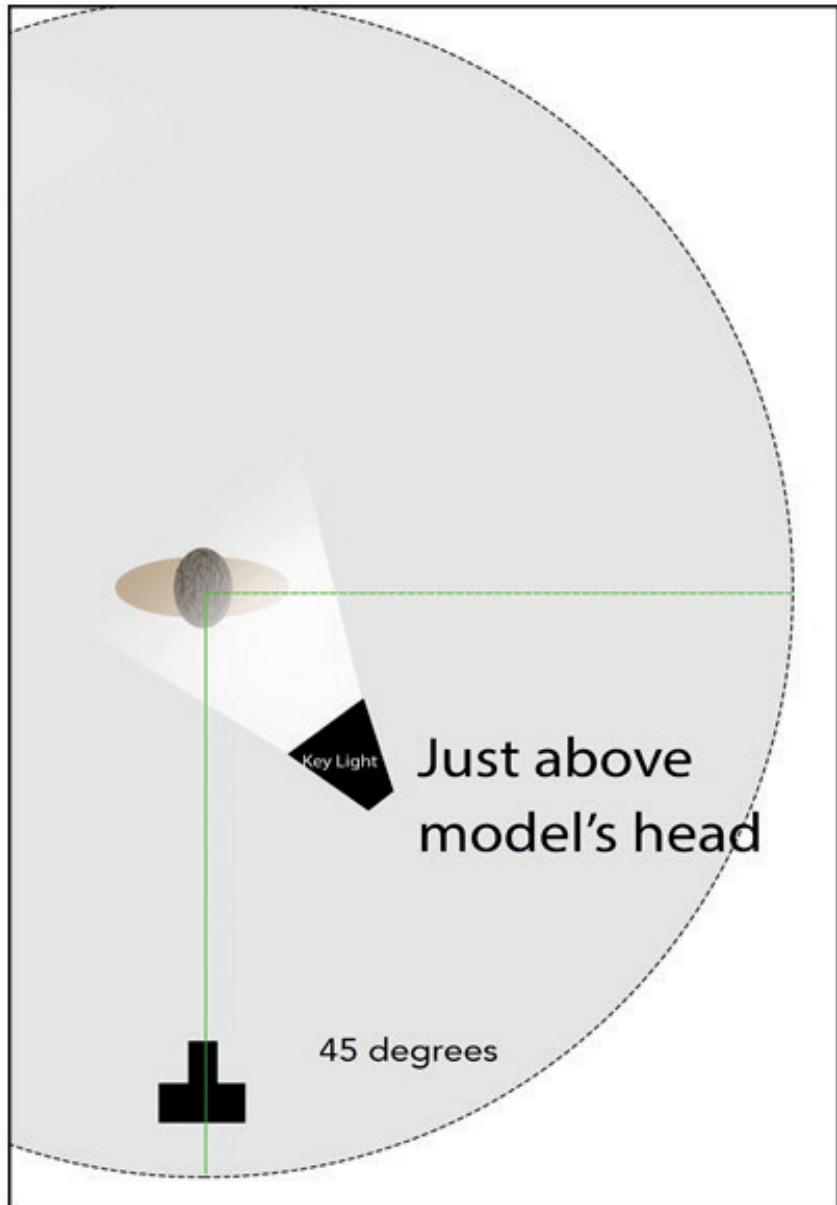
# Artificial light: Off-camera flash



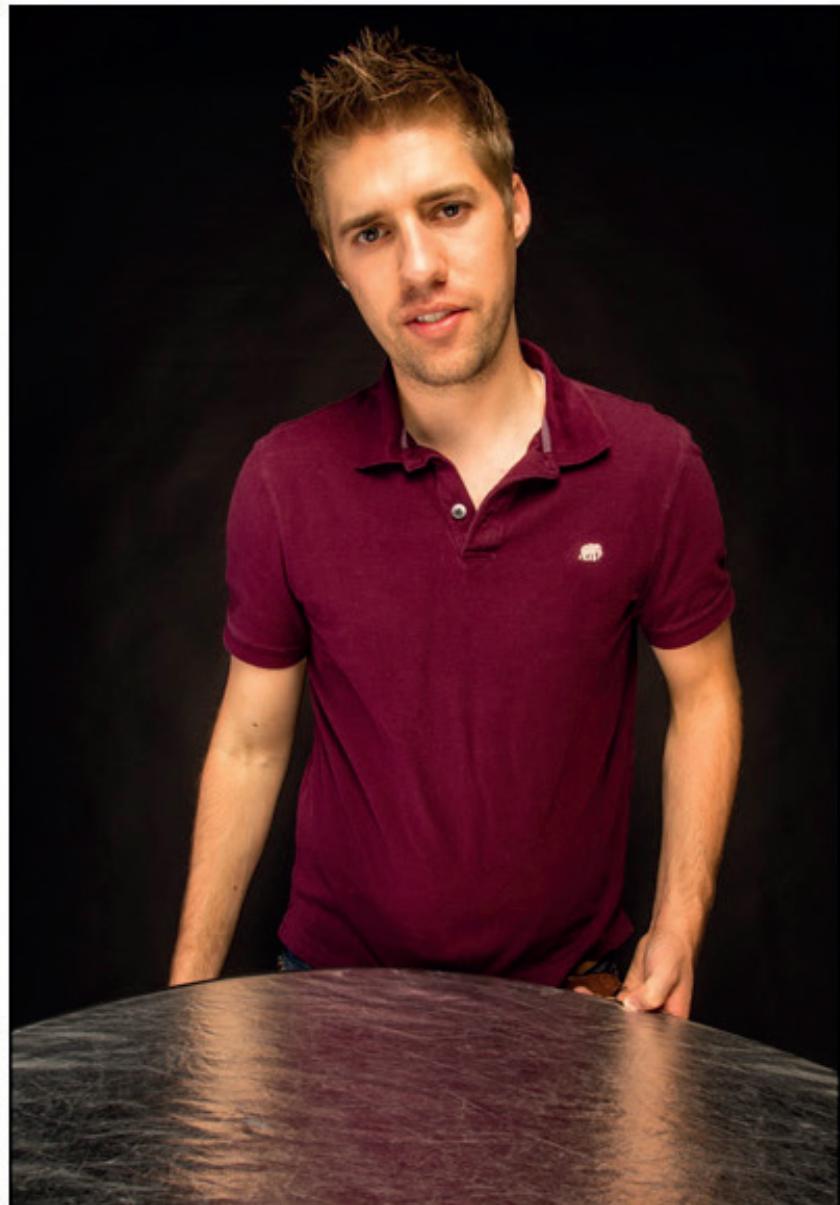
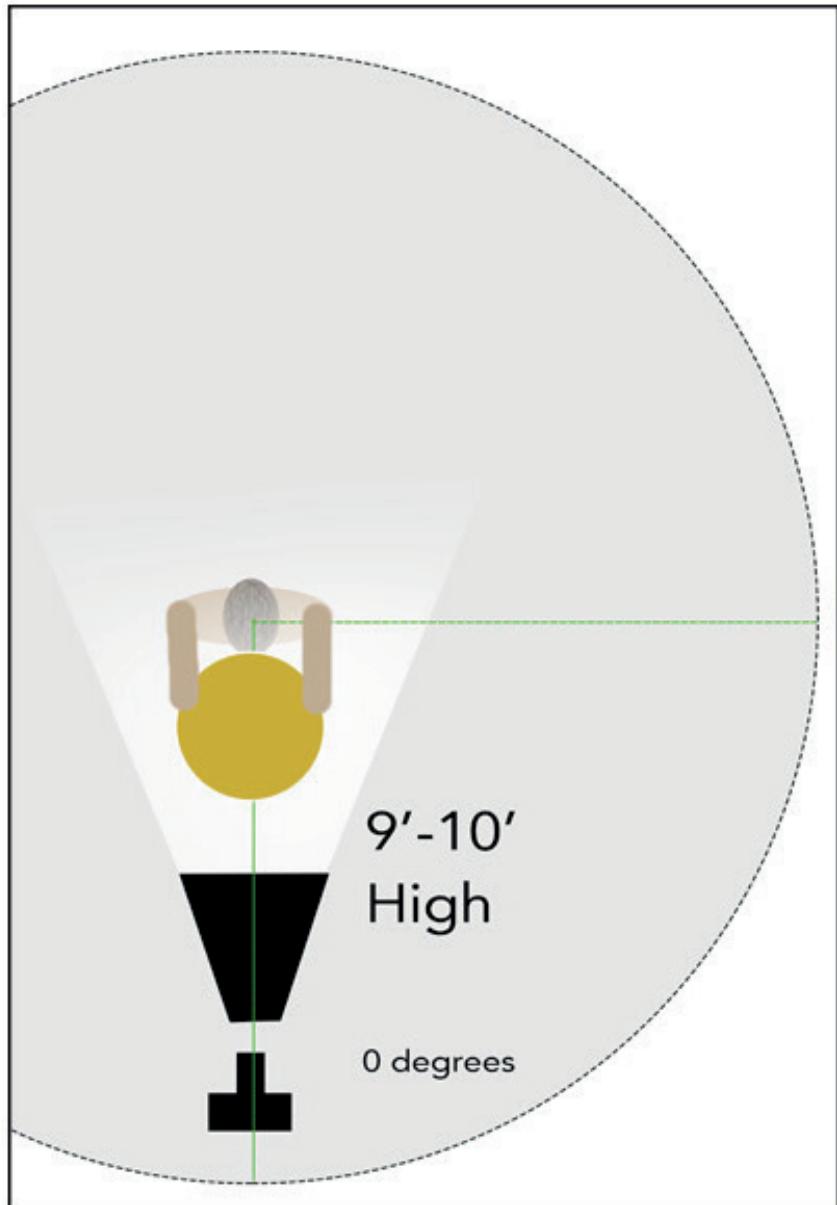
## Light intensity: Inverse-square law



# Basic light patterns: One-point



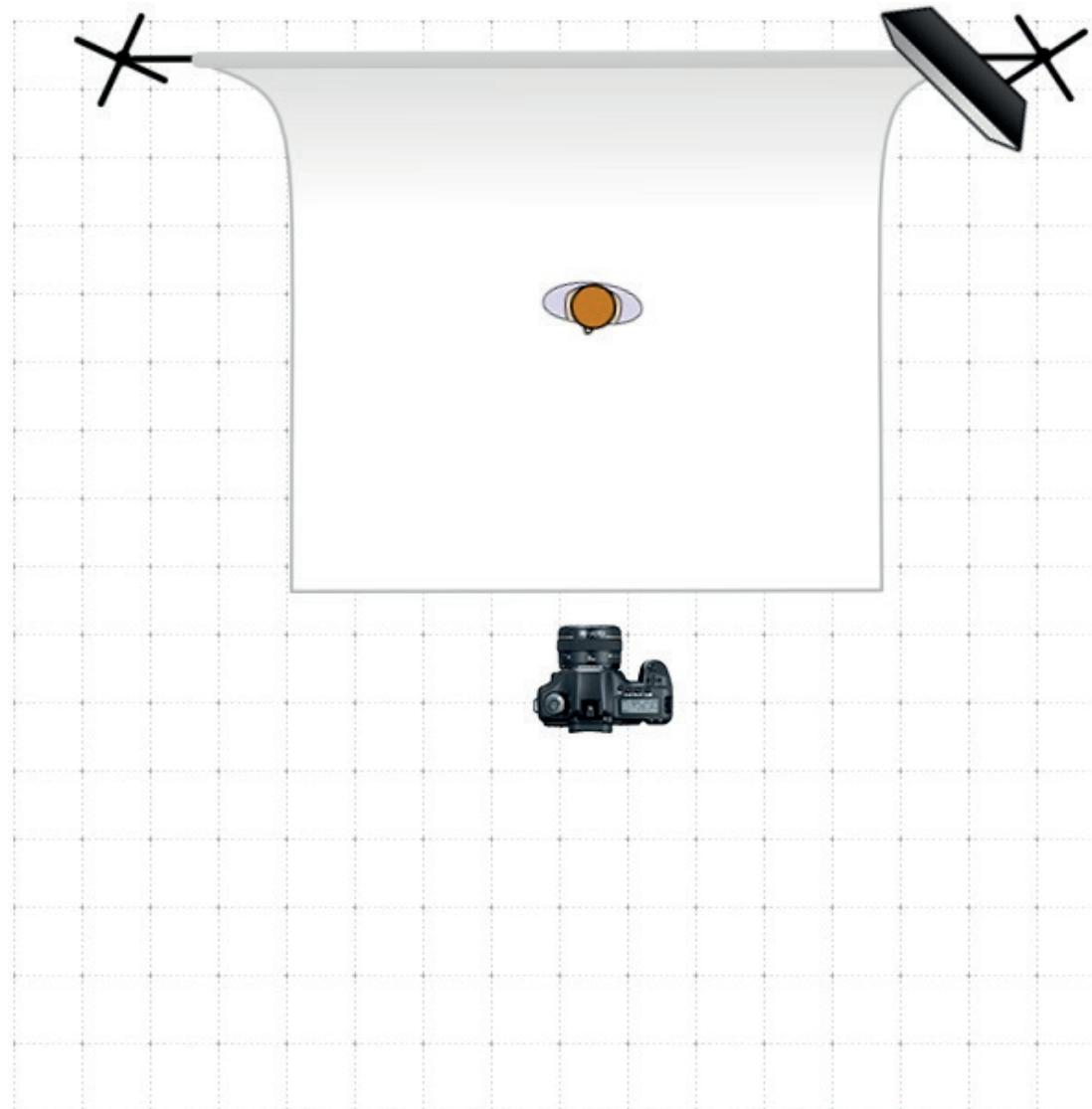
## Basic light patterns: One-point (butterfly)



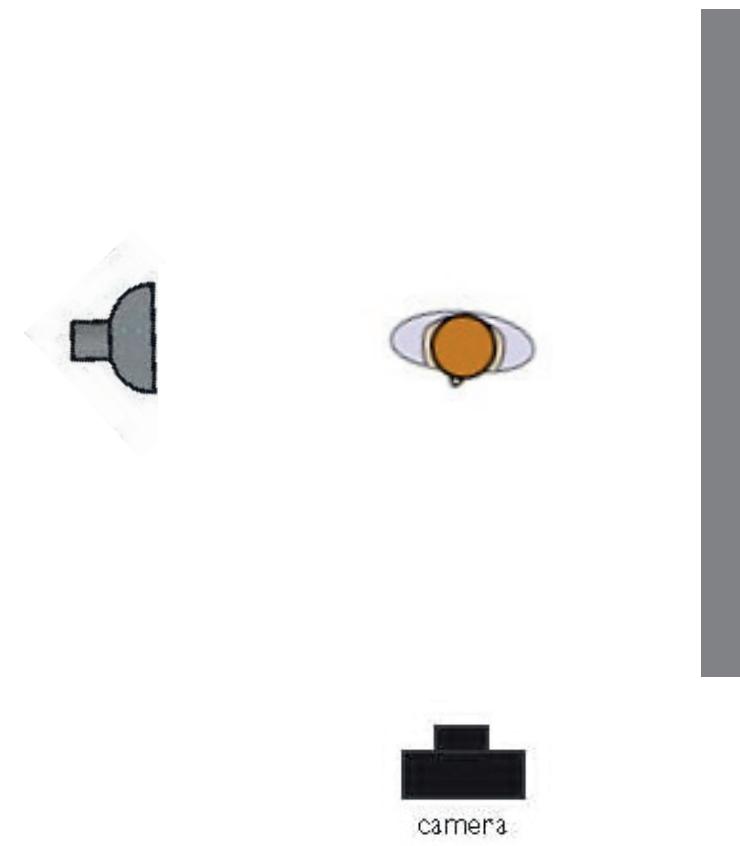
## Basic light patterns: One-point (overhead)



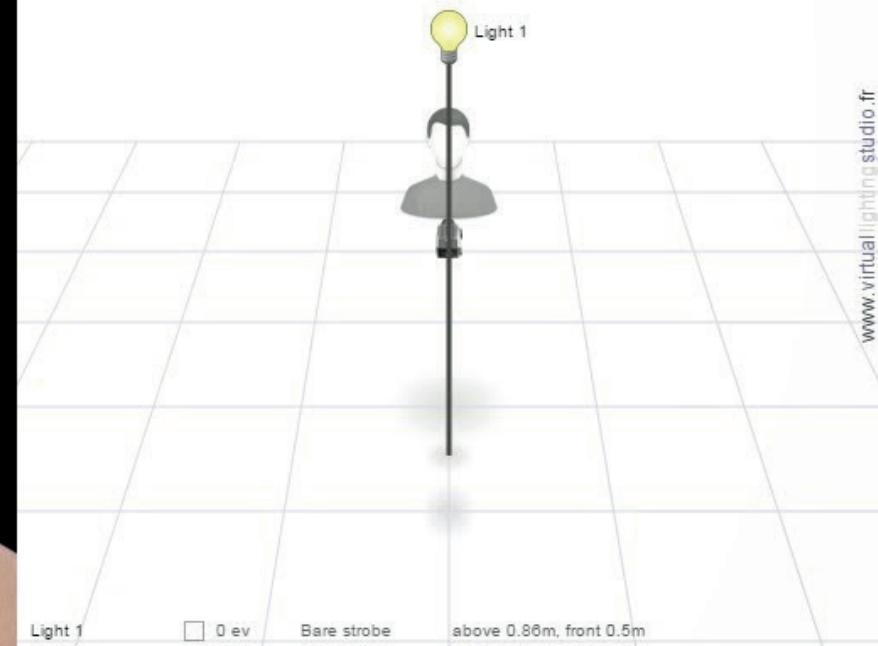
## Basic light patterns: One-point (rim variation)



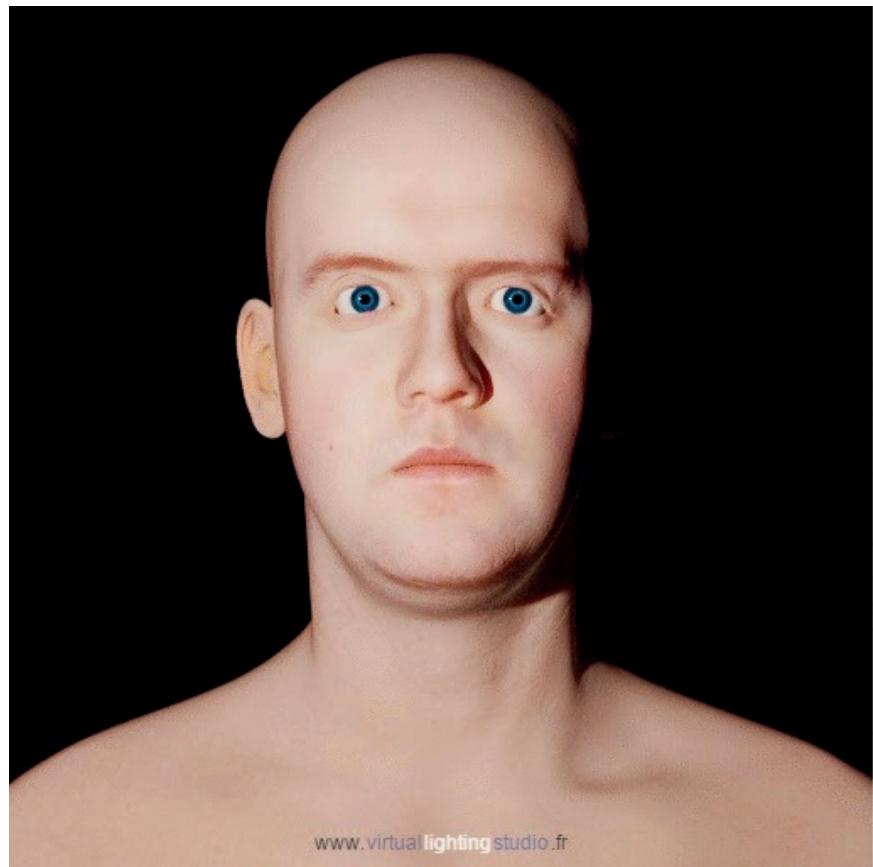
## Basic light patterns: One-point (Along side of a wall)



# Basic light patterns: Source's height (high)

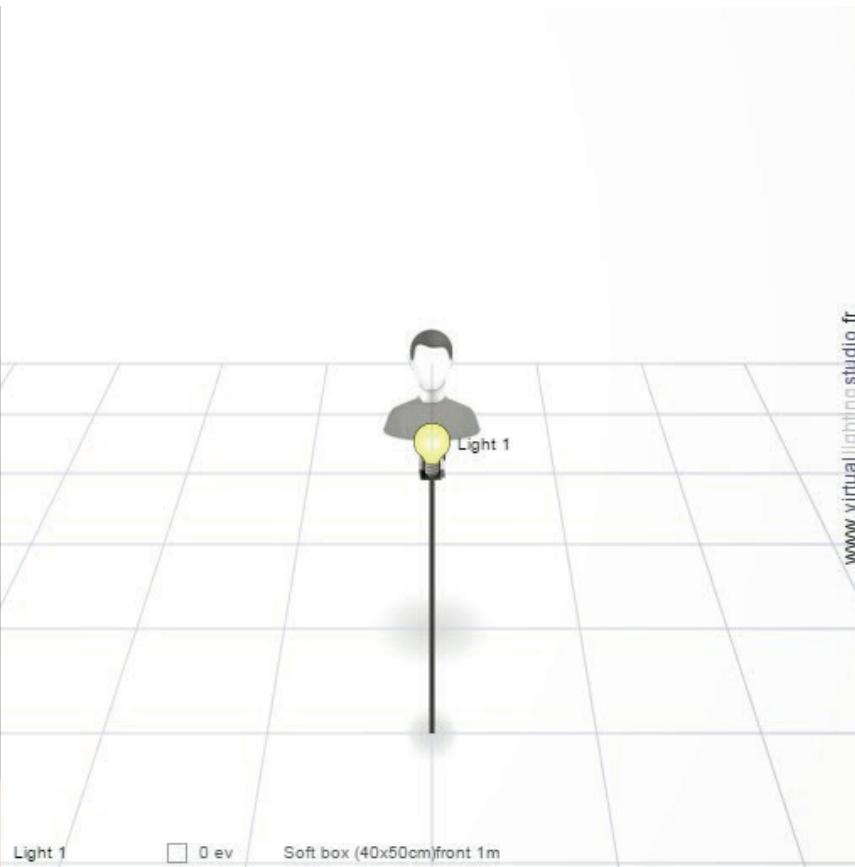
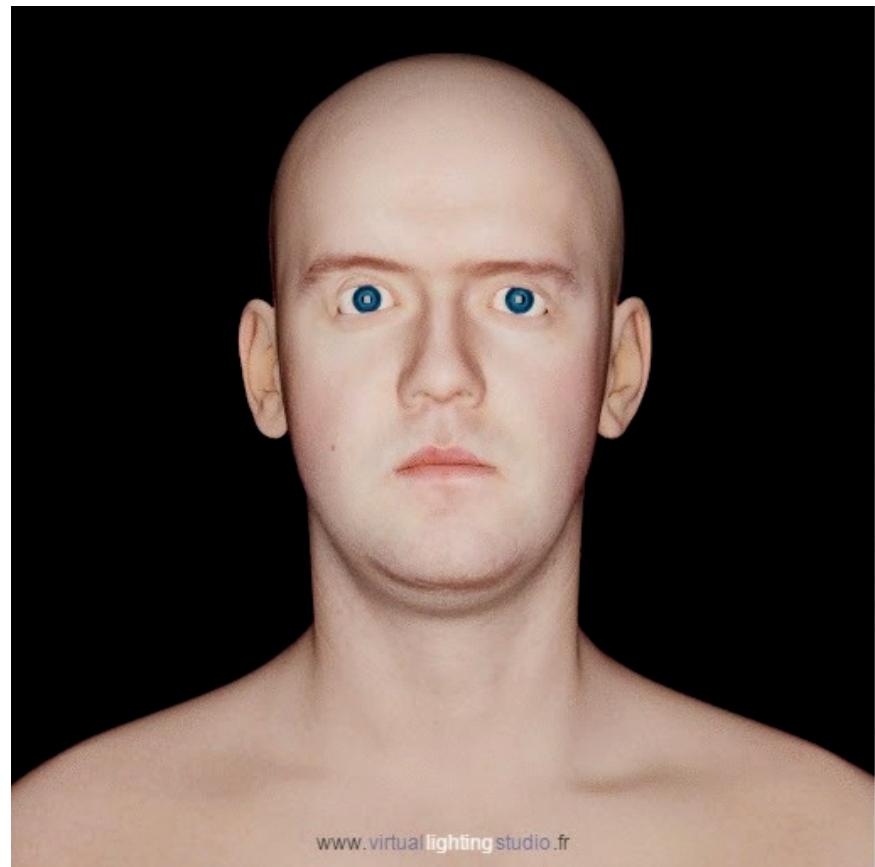


# Basic light patterns: Source's height (eye-level)

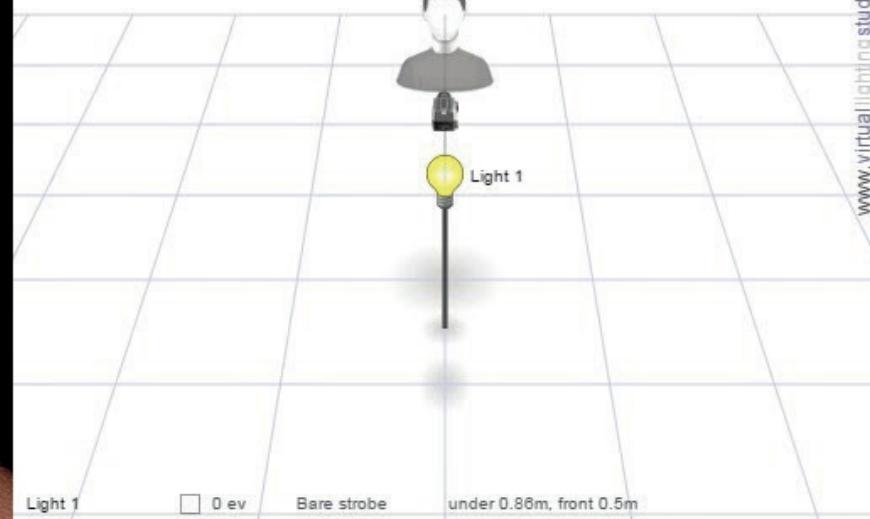
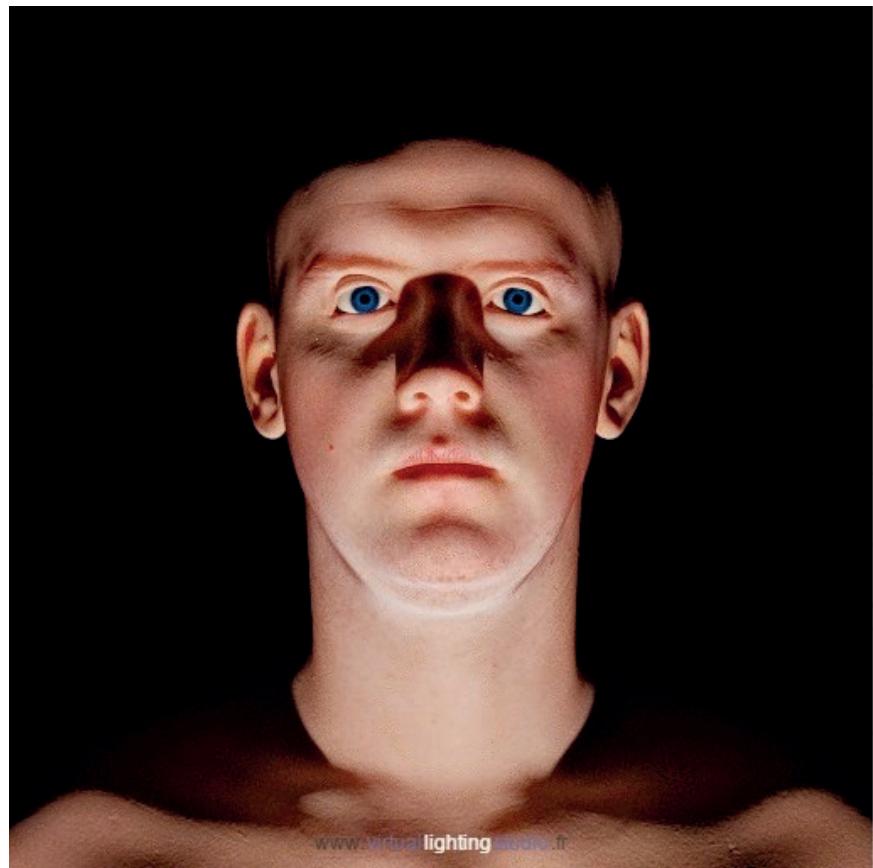


www.virtuallightingstudio.fr

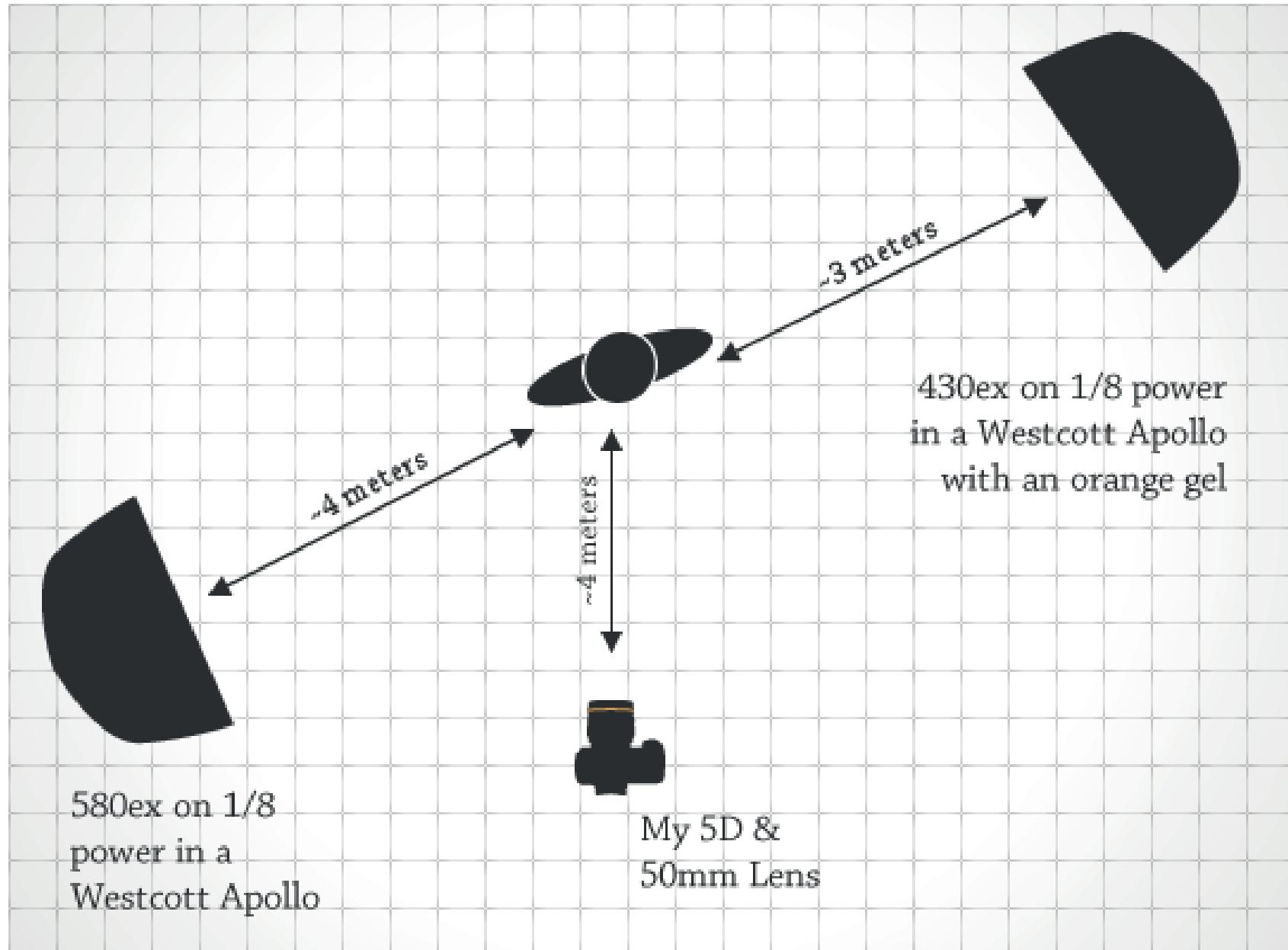
# Basic light patterns: Source's height (eye-level with soft box)



# Basic light patterns: Source's height (below eye-level)

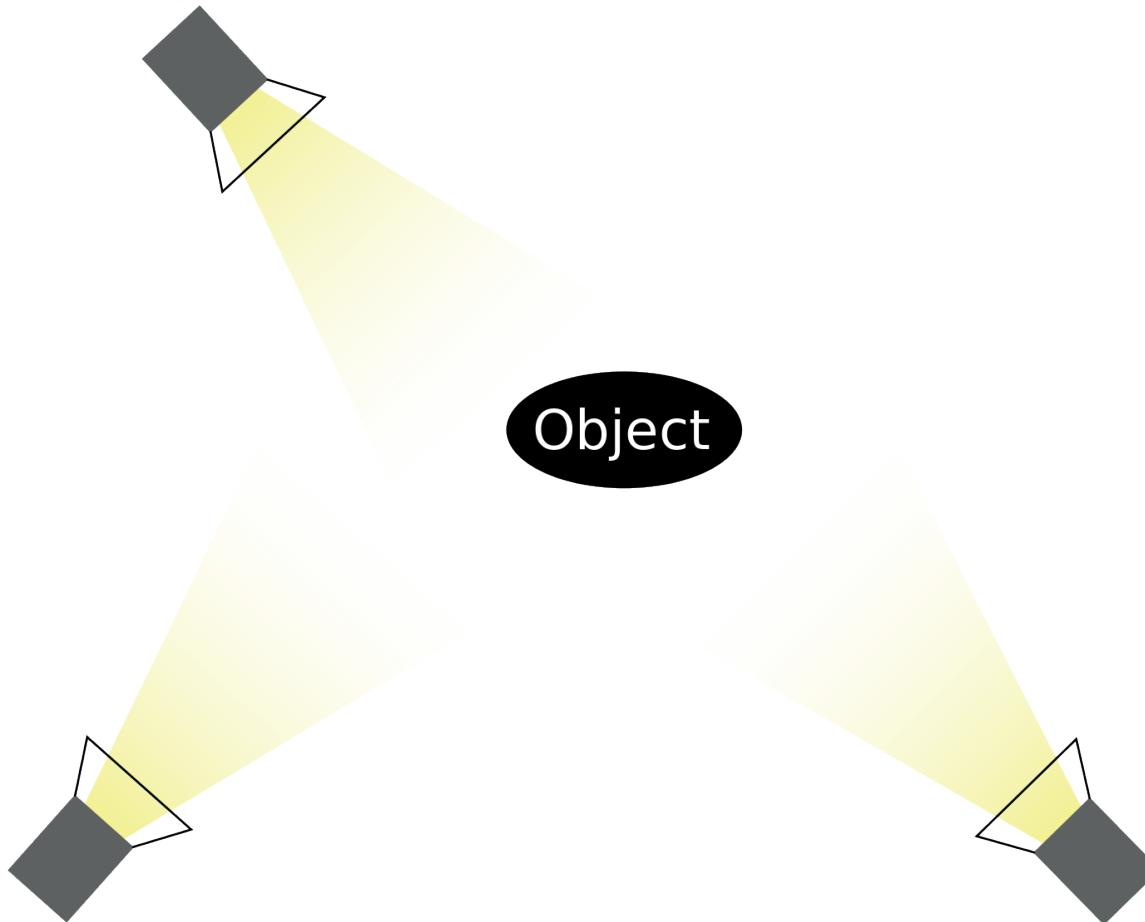


# Basic light patterns: 2-points (cross lighting)



# Basic light patterns: Standard 3-points lighting

#3 Back Light



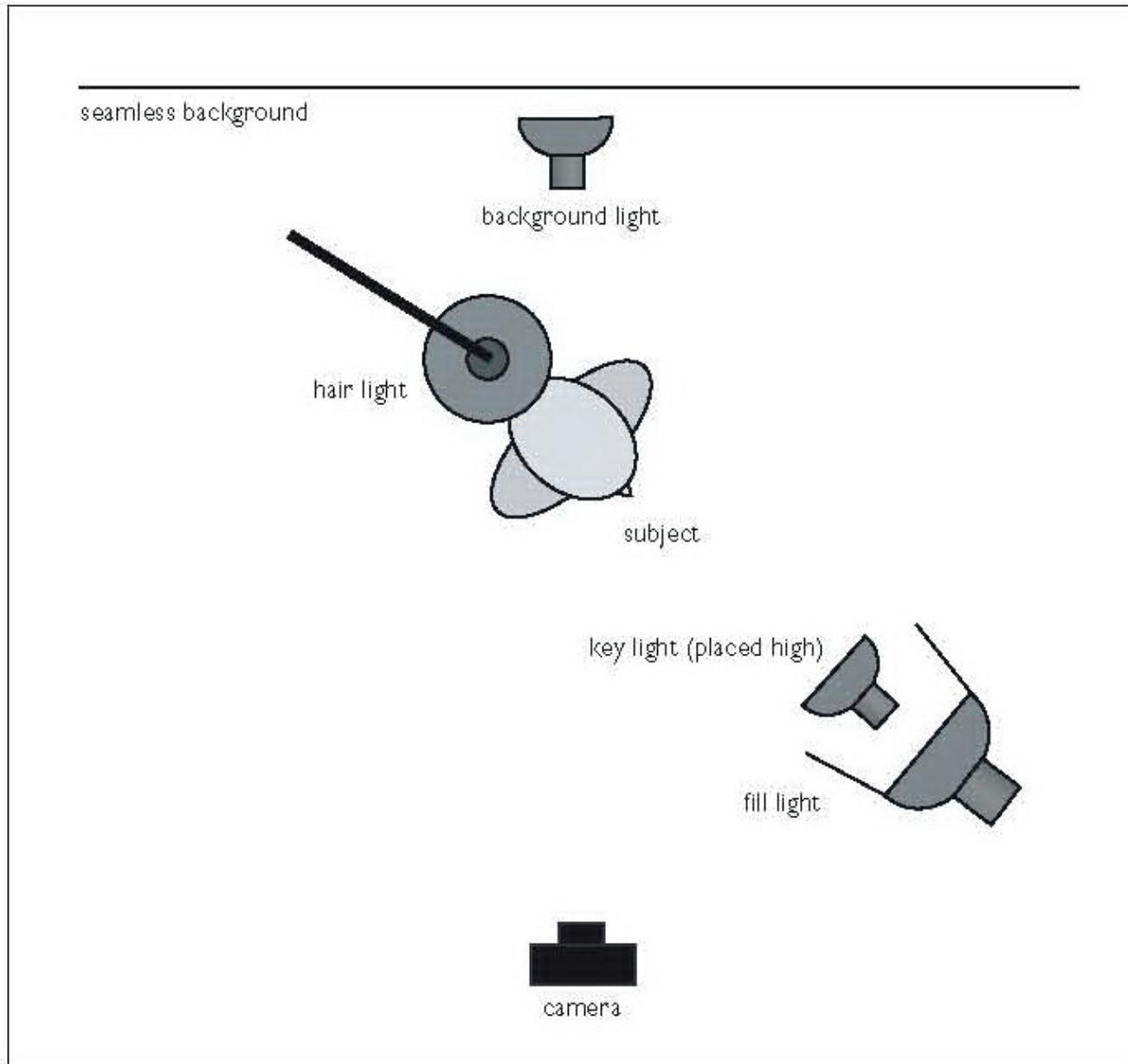
#1 Key Light

#2 Fill Light

## Basic light patterns: Paramount (Butterfly / glamour)



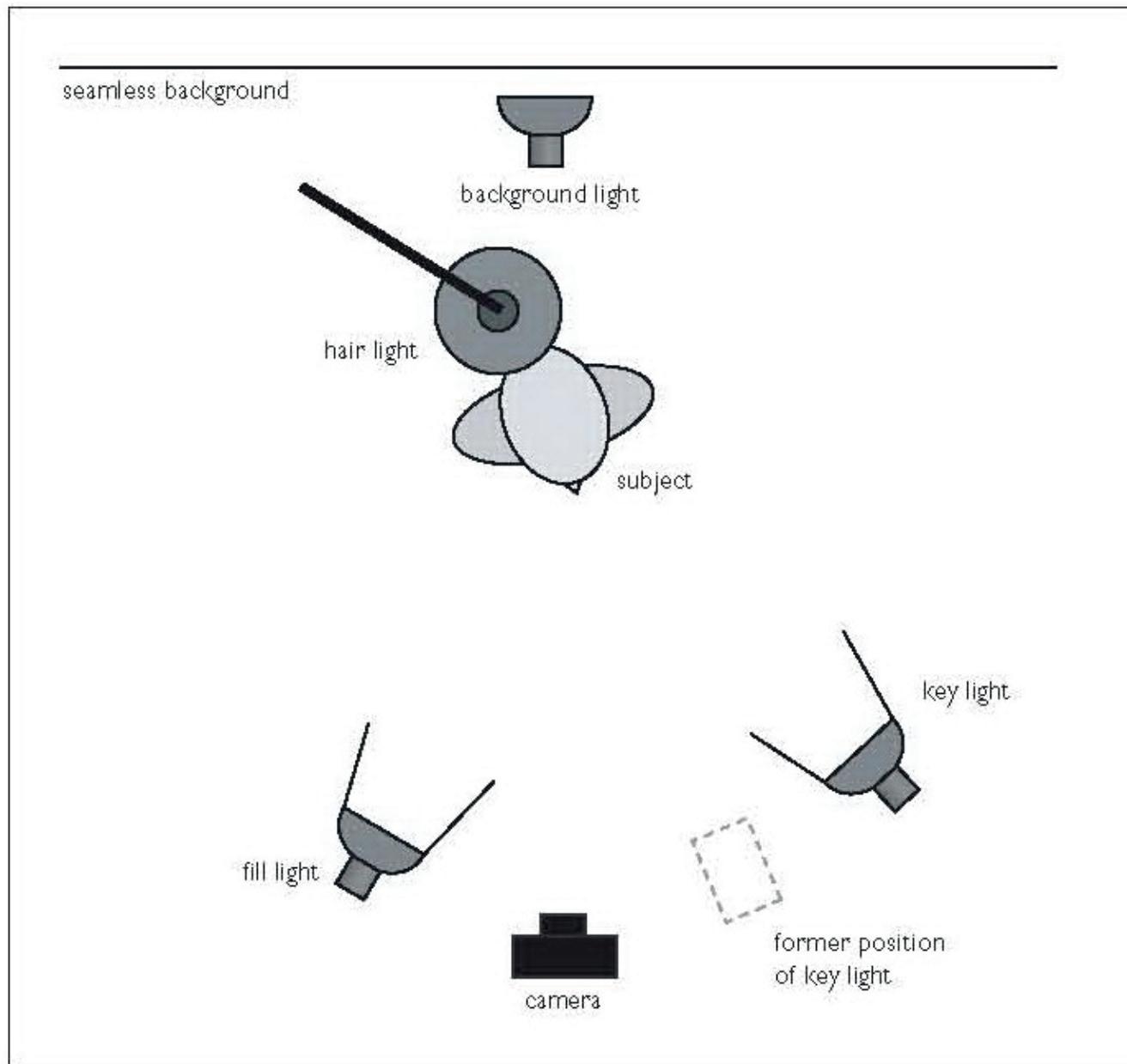
# Basic light patterns: Paramount (Butterfly / glamour)



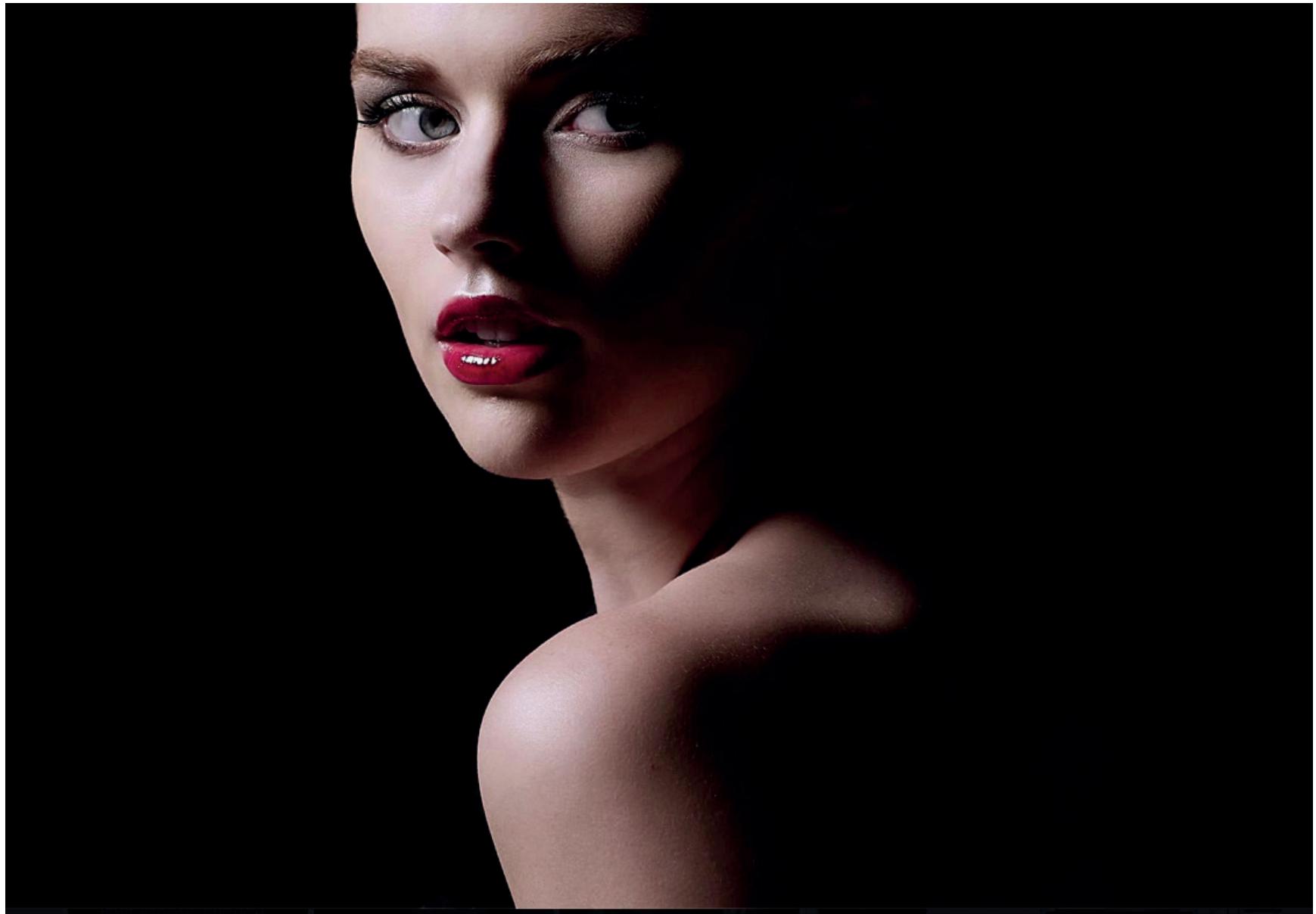
## Basic light patterns: Loop



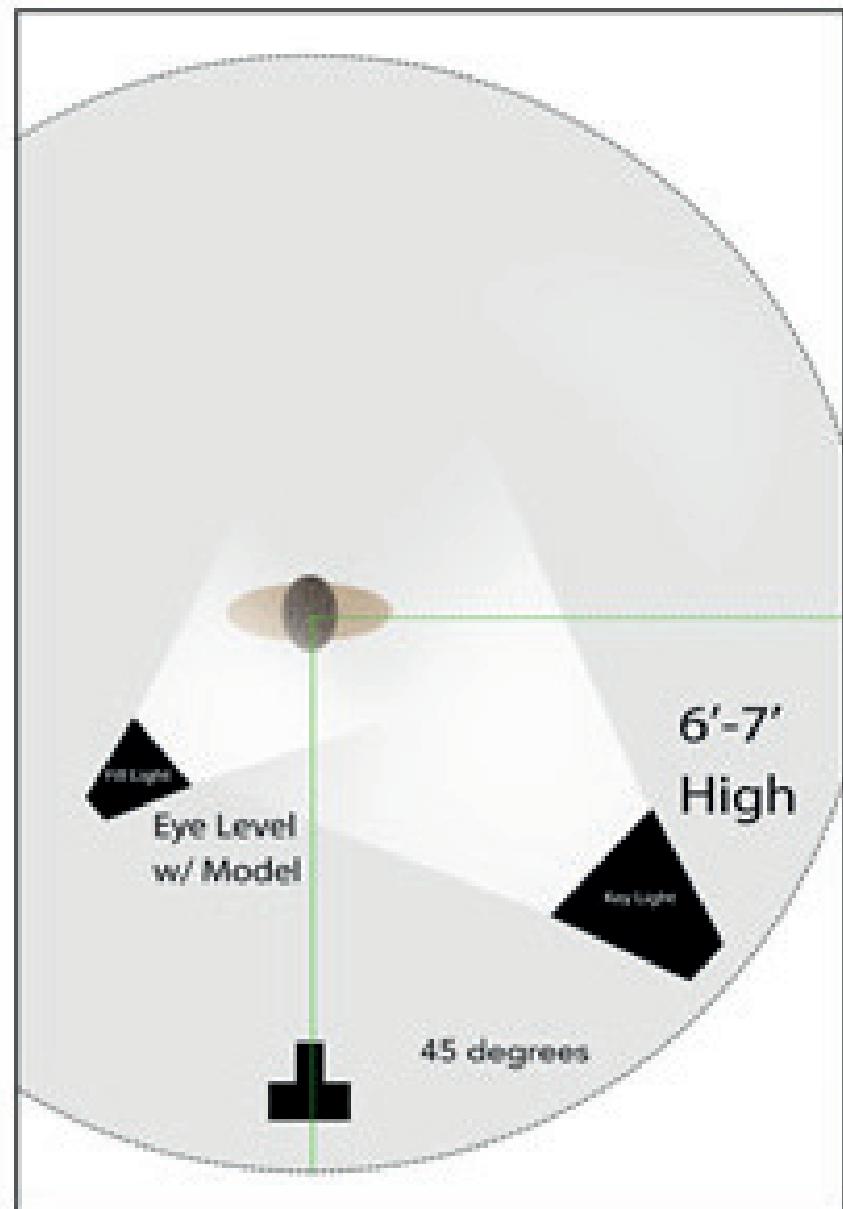
# Basic light patterns: Loop



## Basic light patterns: Rembrandt (45-degree lighting)



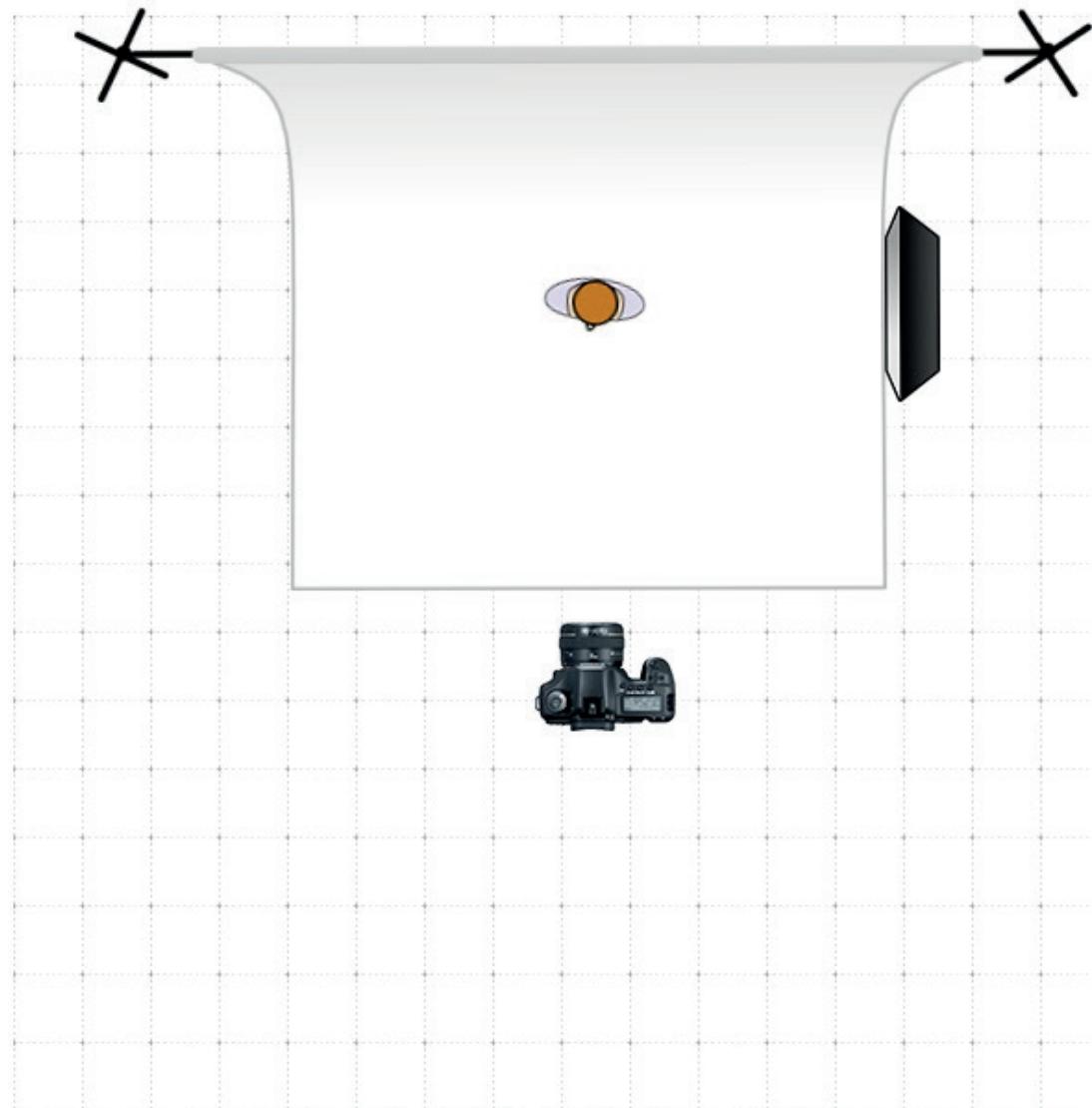
# Basic light patterns: Rembrandt (45-degree lighting)



## Basic light patterns: Split light



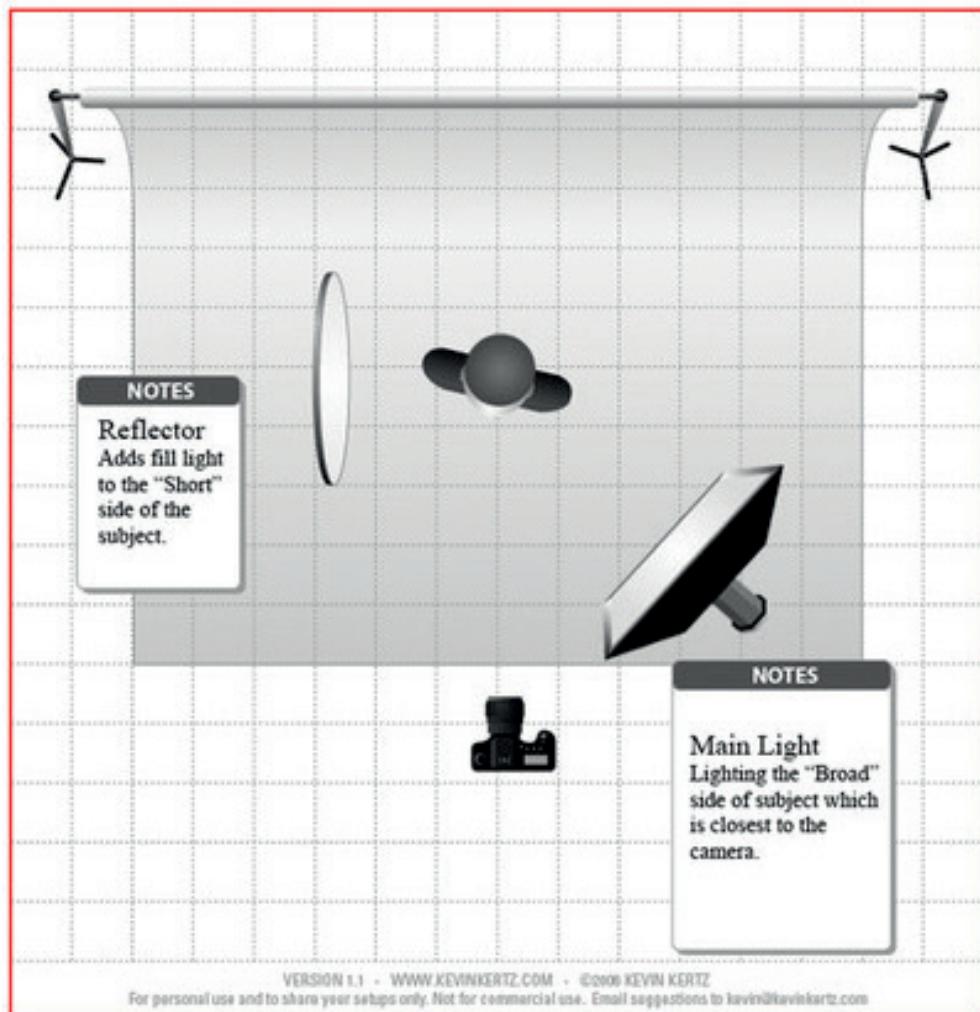
# Basic light patterns: Split light



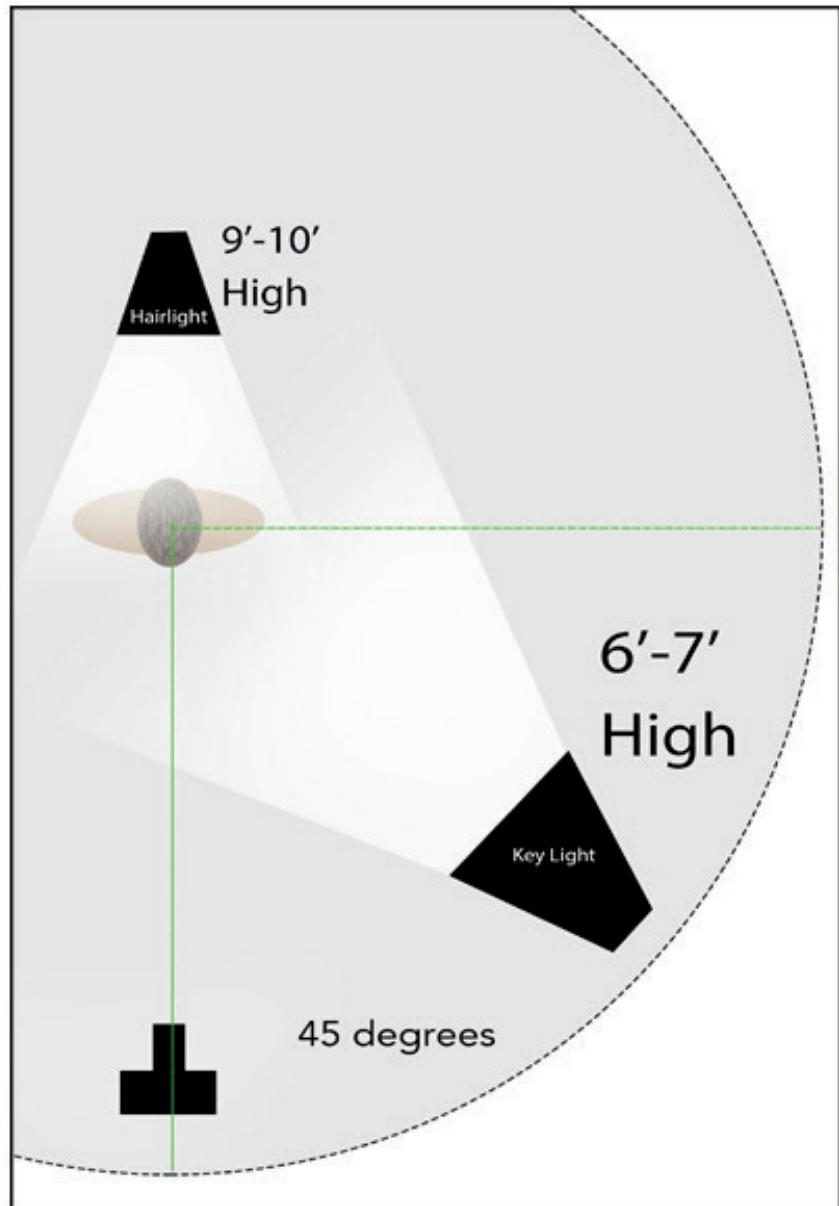
## Basic light patterns: Broad light



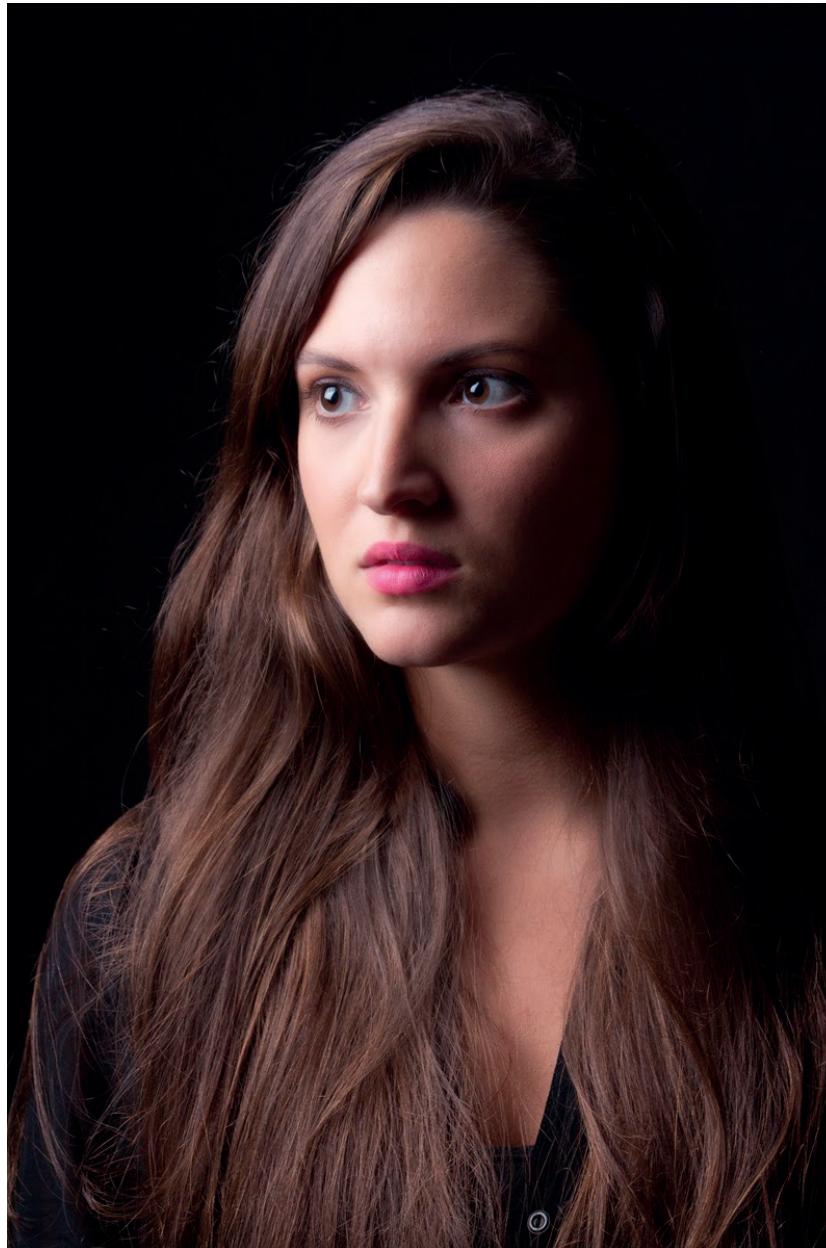
# Basic light patterns: Broad light



# Basic light patterns: Broad/split light variation



## Basic light patterns: Short light



# Basic light patterns: Easy variations

