

Lighting Style Definitions

Floor sources

Key Light – Main source of light

- Low Key – No Fill Light | Shadows | Dark
- High Key – Fill Light | No Shadows | Bright

Fill Light – this secondary source of light is to “fill” in what the key light doesn’t “**opposite side**”

Rembrandt Light – this is a direct key light and a bounce reflection or 2 sources of light (Key light + Fill light = Rembrandt light)

Flat Light – is straight center with the camera creating a very abrupt look to the light

Broad Light – source of light off to the side and the subject ¼ turns away from the light

Short Light - source of light off to the side and the subject ¼ turns towards from the light

Split Light – this source is on the side parallel creating a slicing effect with the shadow on the subject

RIM Light – this source that is off to the side and behind the subject, creating shadows and glares in the background

Background Light – this is a source that fills the background of the scene with light

Backlight – this source is from the back

Spot Light – this source is an intense amount of localized light that can be on the floor or in the air

Floor light – this source is from the ground up

In Air Sources

Butterfly Light – straight centered over the camera but up in the air on a boom so creates a subtle shadow on subject

Hard Light – a source that creates harsh and sharp shadows (**Specular Light**)

Loop Light – same as broad light only set off to the side making the shadows bell shaped on subject

Over-head Light – light directly over the top of the subject (**Hair Light**)

Prop Sources

Motivated Light – is a light from the real world that needs to be recreated for the scene ex: (Window glares, Moon)

Practical Light – is a source of light that is used within the scene ex: (Lamp, Candle, Flashlight, TV, Police Car)

Color Types

Infrared Light – although invisible to the human eye some cameras can process infrared light (some LEDs)

Cool Light - Light having a color temperature of approximately 3600°K to 4900°K, i.e., bright-white to blue-white.

Warm Light - Light having a color temperature of approximately 2600°K - 3400°K, or yellow-white to red-white.

Daylight - Light having a color temperature of approximately 5500-5600°K, temperature of ordinary sunlight at midday

Ultraviolet Light (UV Light) - Although not actually light, this is a commonly used term for Ultraviolet Radiation.

Alternative Sources

Available Light – light already there from the building or outside (**Ambient Light**)

Accent Light - Used to draw extra attention to one section of the subject and add interest and sparkle.

Booster Light - The fixture or illumination that helps to balance out-of-balance Exterior light

Bounce Light – a source that is being created by reflecting light of a surface

Clothes Light - Any off-the-face fixture used to lighten dark clothing or emphasize its texture. Often from the side or 3/4 back.

Continuous Light – a source that is always on the light never turns off

Coffin Light - A rectangular Soft Light, often with an adjustable black skirt used to control Spill.

Cross Light - The illumination of a subject from both sides. Also see: Multiple Key.

Cyc Light – A vertical light source which is meant to suggest limitless visual space.

Diffuse Light - Soft, generally even illumination.

Direct Lighting - Illumination something that goes from the front of the light source in a straight line to the subject or area.

DMX Light – light that is being controlled by a computer matrix

Edge Light - A separation light somewhere between a Kicker, and a Rim Light.

Eye Light - A small, intense light source used to front light a subject, usually a person's face, with hard light. (**Catch Light**)

Flood Light – A light source used to direct a large amount of light on a relatively large area.

Hot Lights - Common term for continuous light sources, especially tungsten or halogen lights that run hot.

Indirect Lighting - Illumination that falls on an area or subject by reflection (**Bounce Light**)

Kicker Light - A low-angle, side-back light that adds honest glare to the side of faces

Light Spill - A general term used to describe any stray light, including light leaks.

Limbo Lighting - Illumination of a background, such as two walls and a ceiling, so that they appear seamless or single-planed

Modeling Light - A continuous light in the center of a flash unit used to preview the location of the illumination from the unit

Moving Light – A light source that appears to be moving on camera or is a source that moves with the scene

On Camera Light – a source that is located on the camera (**POV light** or **Obie light**)

Reporter Light - A compact, lightweight, handheld floodlight often used in conjunction with video cameras (Also portable)

Sculptural Lighting - Lighting source that emphasize planes and textures. A subject/background relationship with light

Side Light - Illumination of a subject from the side to place the subject in depth

Soft Light – light that is being diffused so its no as harsh as straight from the light bulb

Space Light - A large cylinder containing several broad lights that is hung from ceilings to provide soft top light

Strip Light – a multi source lights mounted in a straight row

Strobe Light – a source that flashes

Symmetrical Lighting - Lights placed equal-but-opposite angles and set at equal intensities. Violates the principal of lighting

Transmitted Light - Light that has passed through a Transparent or Translucent material

Wash Light – is a source that creates a haze over all of the scene or area

Wrap light - Large, close, soft sources tend to envelop small subjects with light that Falls off gradually on the curves.