

# 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  $\frac{1}{4}$  turns away from the light

**Short Light** - source of light off to the side and the subject  $\frac{1}{4}$  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 not 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.