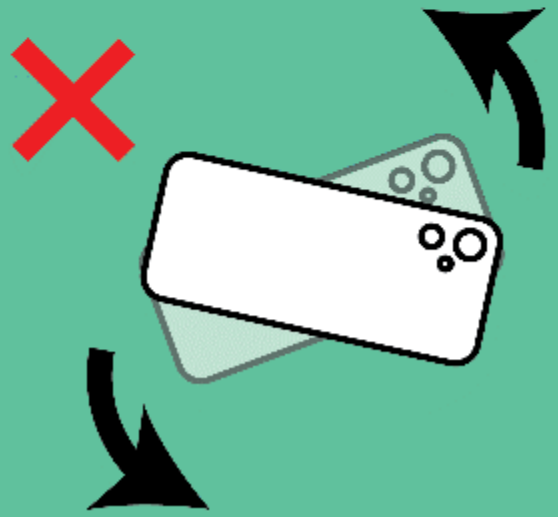
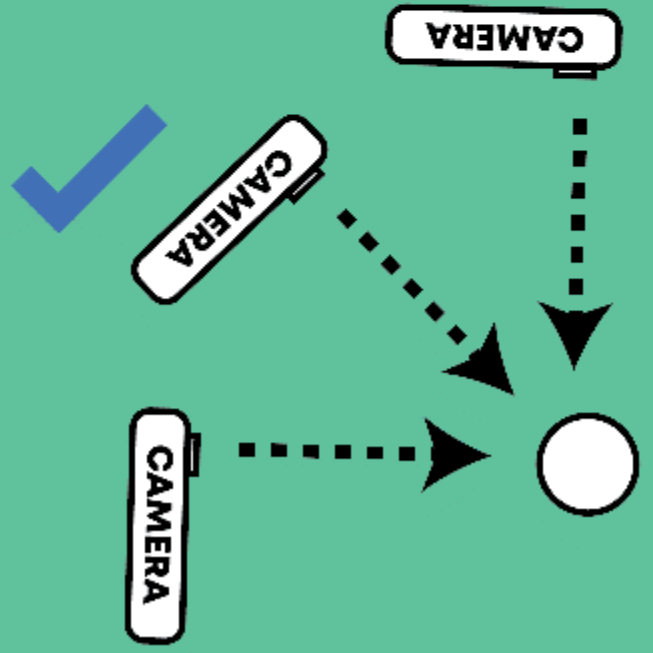
LIGHTING
&ANGLES

ANGLES

CAMERA ANGLES

Camera angle is the upward angle of the camera in relation to the subject, not the rotation of the camera itself!



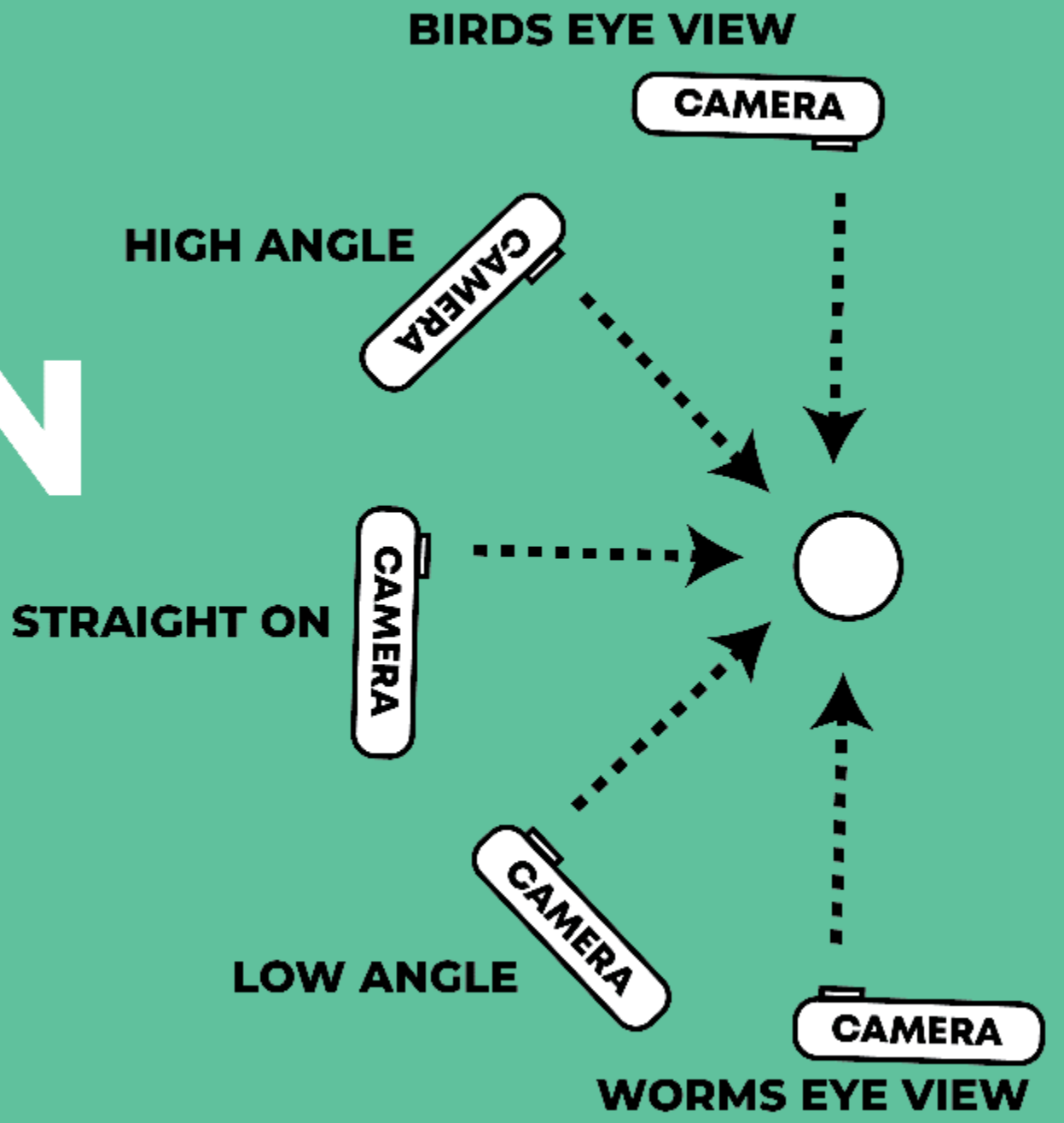


CAMERA ANGLES

Camera Angles depend on the subject and the desired effect of the shot.

There is no set shot for every scene, but there are scenes that are enhanced by certain angles!

COMMON ANGLES



STRAIGHT ON SHOTS

+ VERY ONE-ON-ONE & PERSONAL

+ GREAT TO SHOW EMOTION

+ SHOWS THE SUBJECT FROM A VERY NATURAL PERSPECTIVE

HIGH ANGLE SHOTS

+ ADDS A SENSE OF VULNERABILITY AND SMALLNESS

+ GREAT FOR CHILDREN OR PETS

+ SLIGHT HIGH ANGLES MAKE YOUR FACE NARROWER

BIRDS EYE VIEW

+ GREAT FOR FOOD PHOTOGRAPHY

+ WORKS WELL TO EMPHASIZE SCALE

+ GOOD FOR CITYSCAPES AND LANDSCAPES

LOW ANGLE SHOTS

+ ADDS A SENSE OF DOMINANCE AND SCALE

+ GREAT FOR LARGE SUBJECTS

+ SLIGHT LOW ANGLES MAKE YOUR FACE FULLER

WORMS EYE VIEW

+ GREAT FOR ARCHITECHTURE

+ WORKS WELL TO EMPHASIZE SCALE

+ GOOD FOR LANDSCAPES AND SMALLER SUBJECTS

LIGHTING

3 POINT LIGHTING

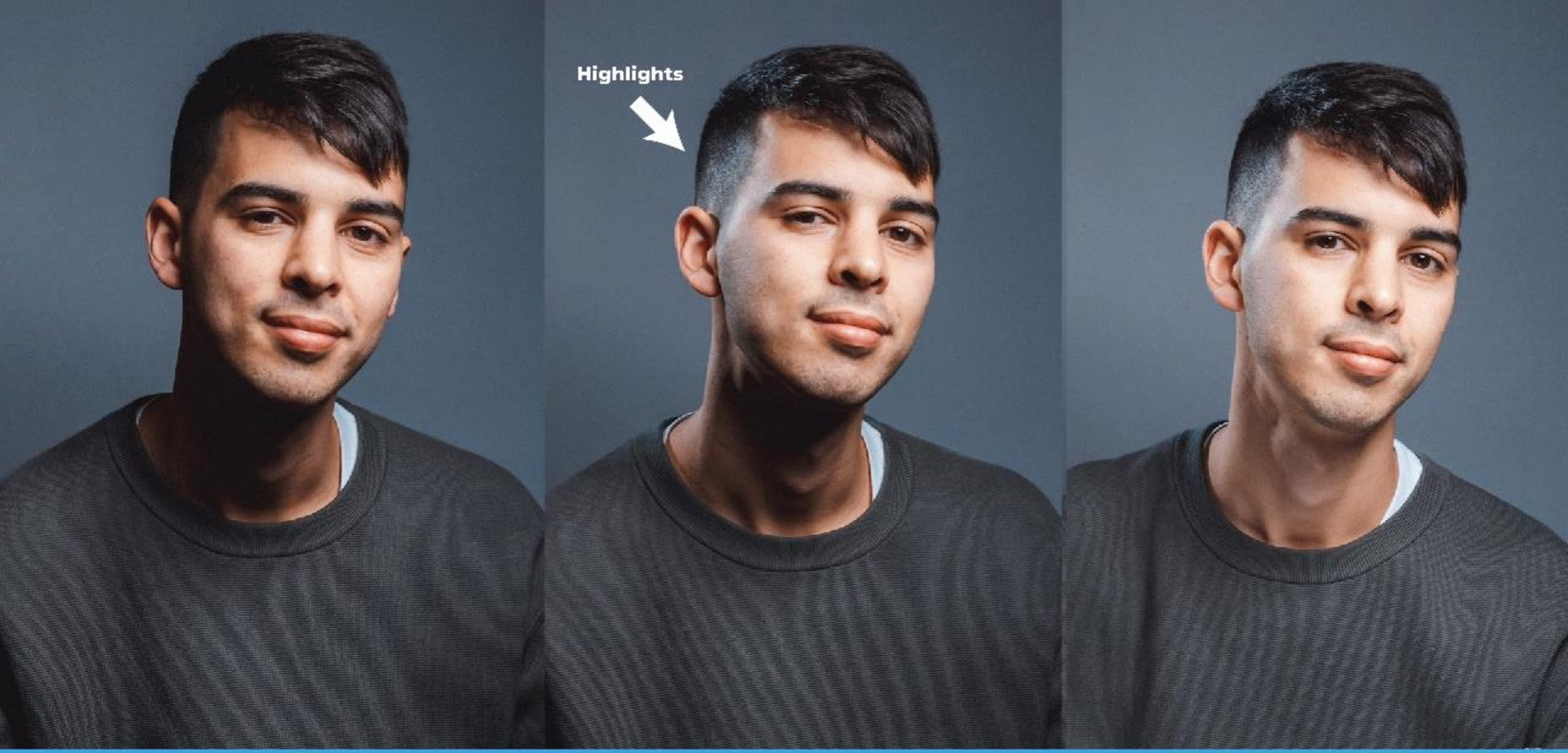
3 Point lighting is a technique used to light a subject with 3 different light sources

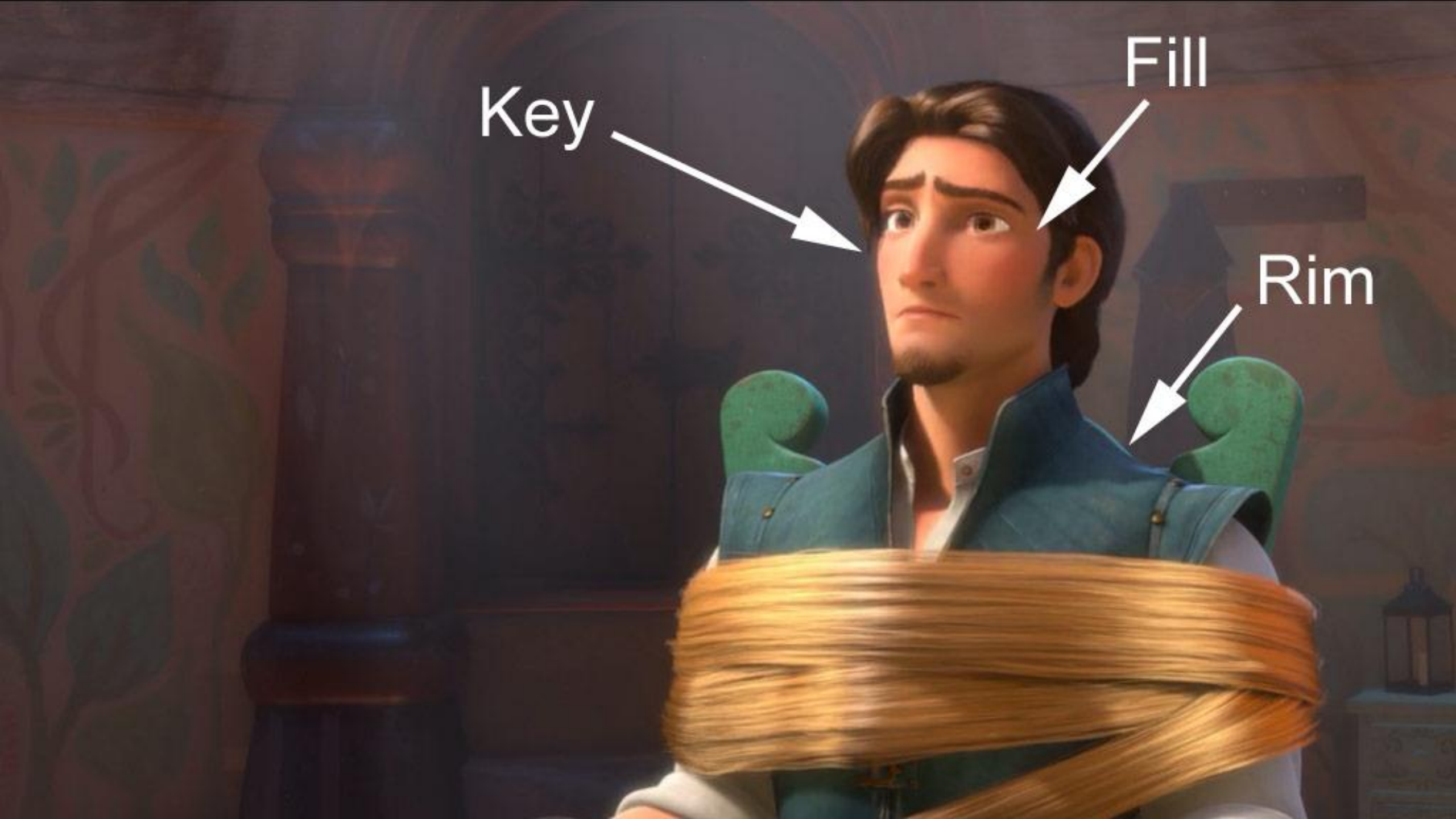
1. KEY LIGHT
Main light source

2. RIM LIGHT
Creates highlights & contours

3. FILL LIGHT
Used to balance shadows and highlights

RIM LIGHT
KEY LIGHT
FILL LIGHT


Highlights
KEY
KEY + RIM
KEY + RIM + FILL


Key
Fill
Rim

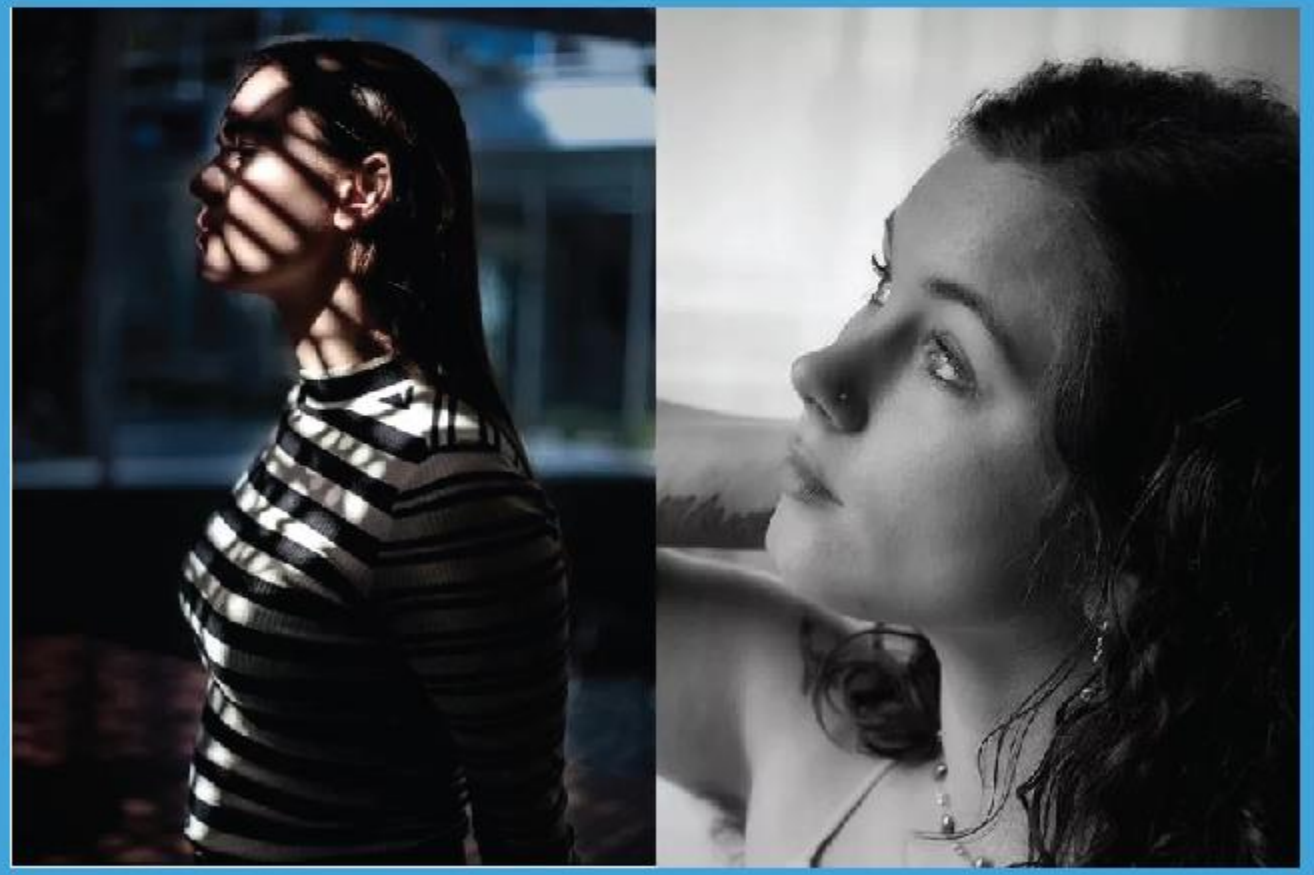
RIM
KEY
FILL

HARD & SOFT LIGHTS

This is used to refer to the intensity of the shadows and highlights

Hard Lighting creates strong shadows and defined features

Soft Lighting does the opposite and creates lighter shadows and softened contours



SOFT SHADOWS

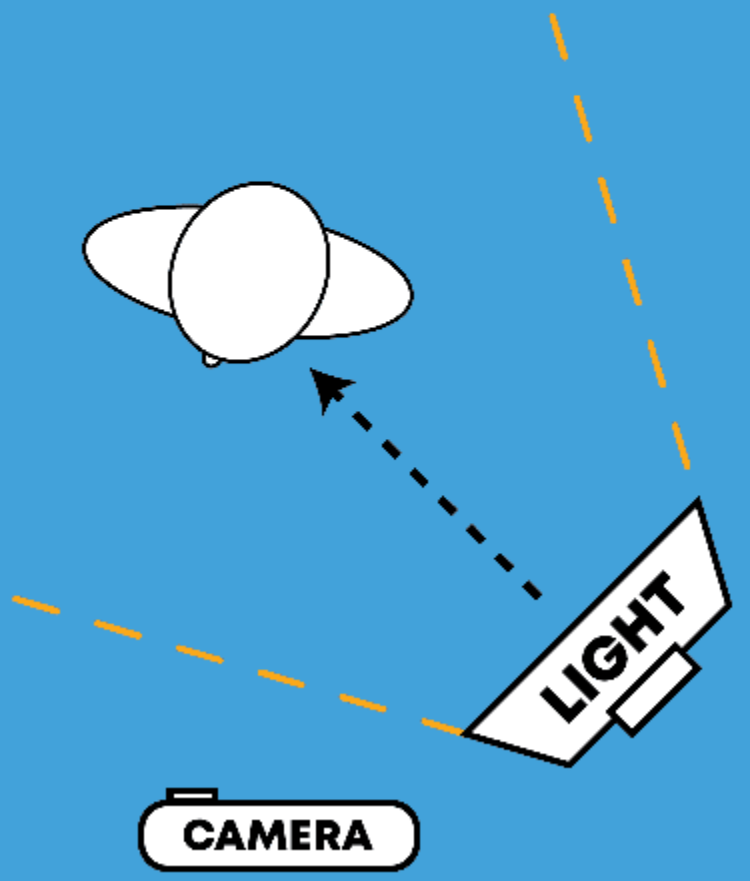
CRISP SHADOWS

SOFTBOXES ARE USED TO MAKE SOFTLIGHTING

BROADSIDE LIGHTING

With the subject at an angle, it is the side closest to the camera.

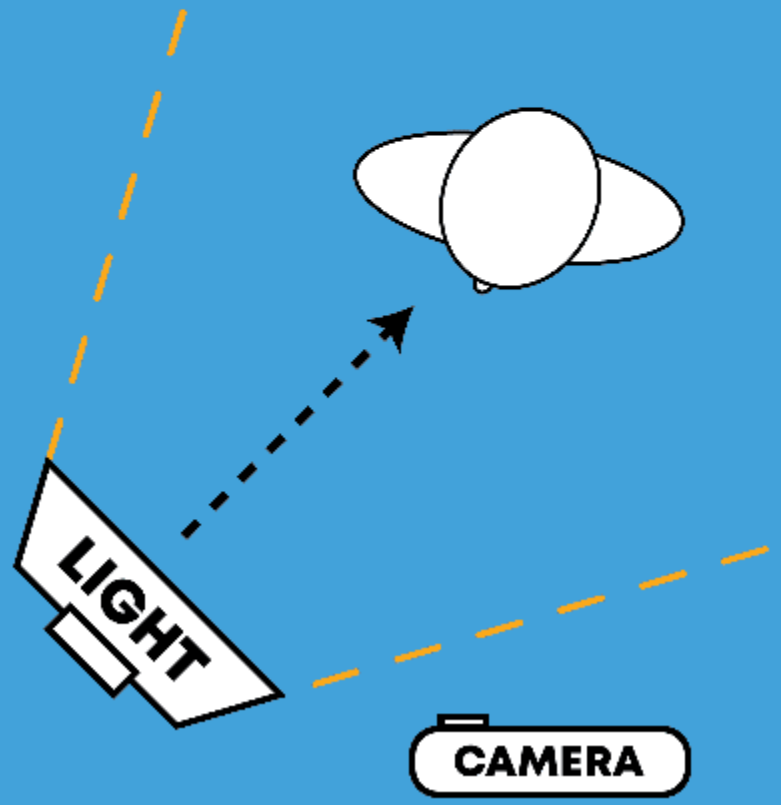
The light would hit the subject at an angle on the nearside of the face.



SHORTSIDE LIGHTING

With the subject at an angle, it is the side away from the camera.

The light would hit the subject at an angle on the farside of the face.



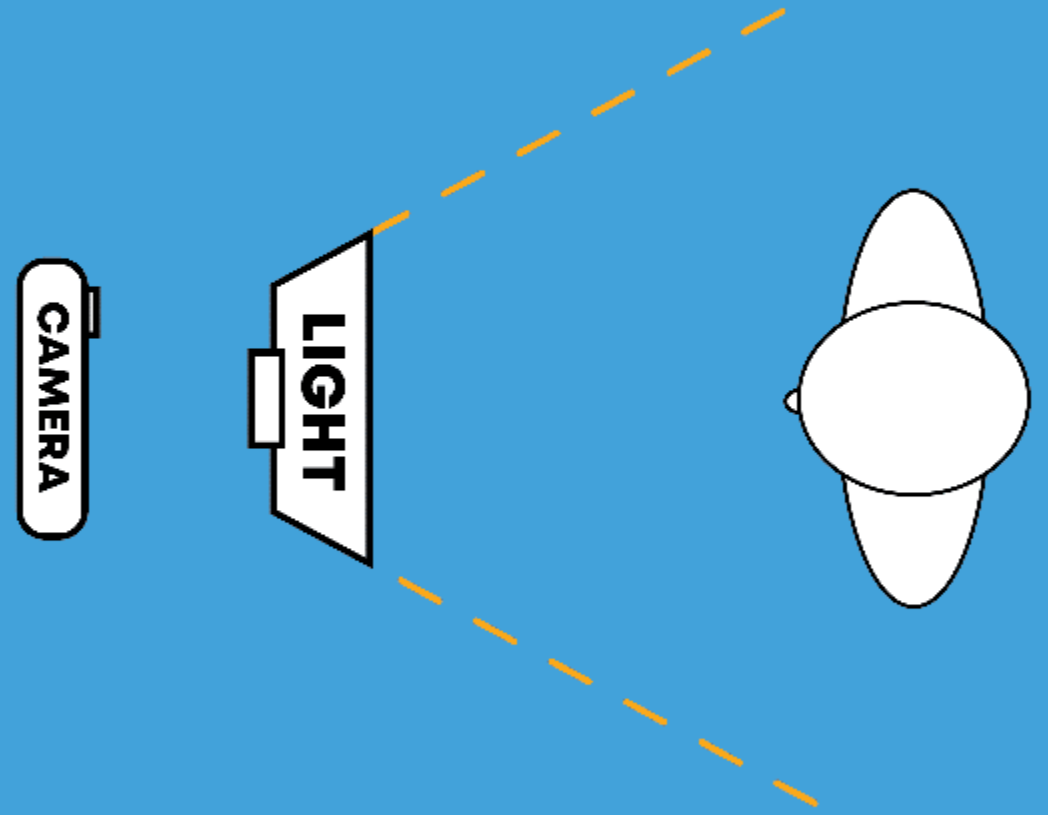
BROADSIDE

SHORTSIDE

FRONT LIGHTING

With the subject facing the camera, light would hit the subject from the front

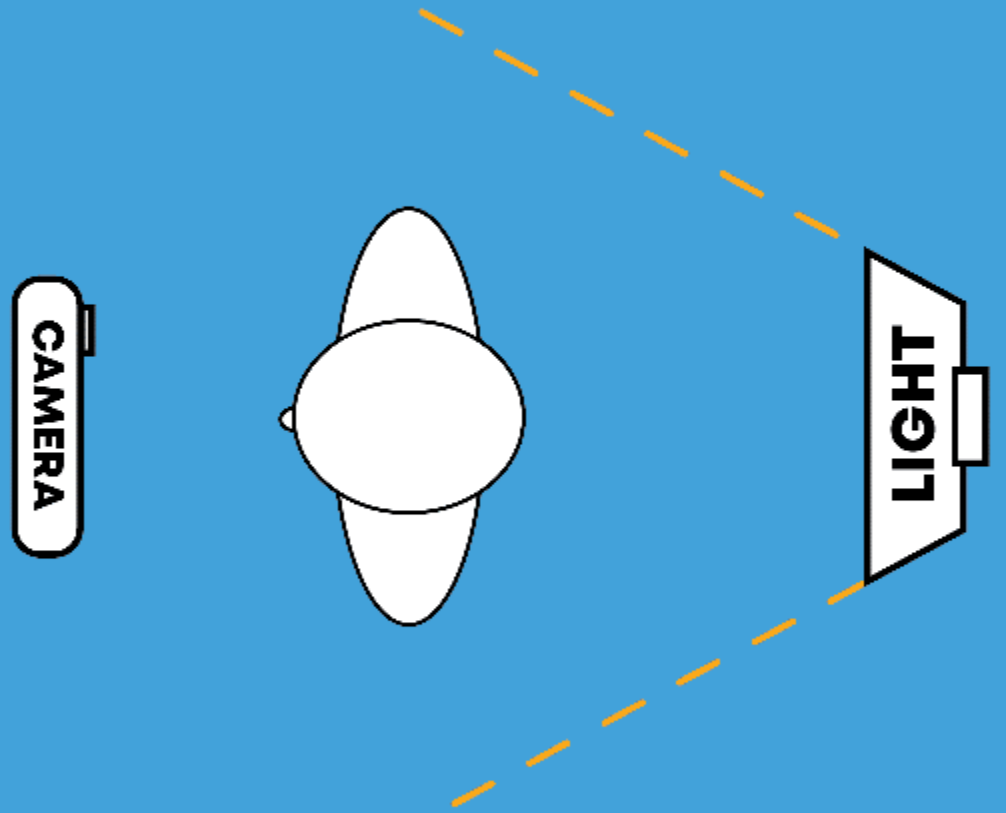
Very basic, not much visual interest



BACK LIGHTING

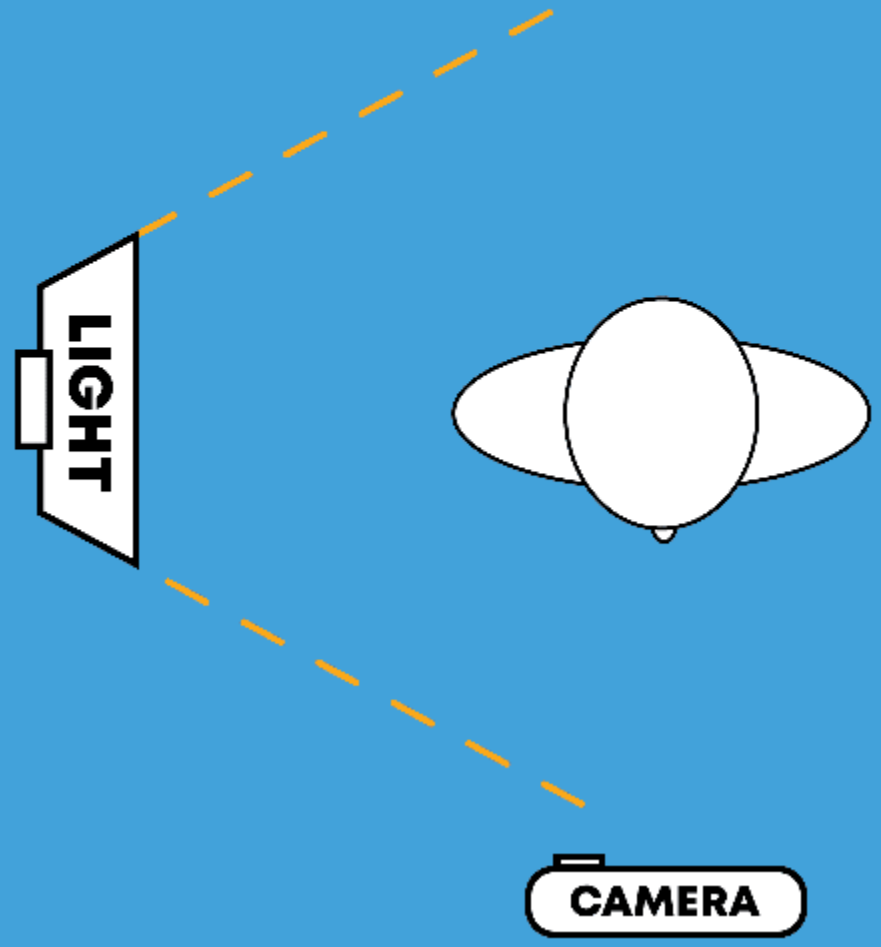
With the subject facing the camera, light would hit the subject from behind

This will create a halo effect, use this in combination to other lighting methods!



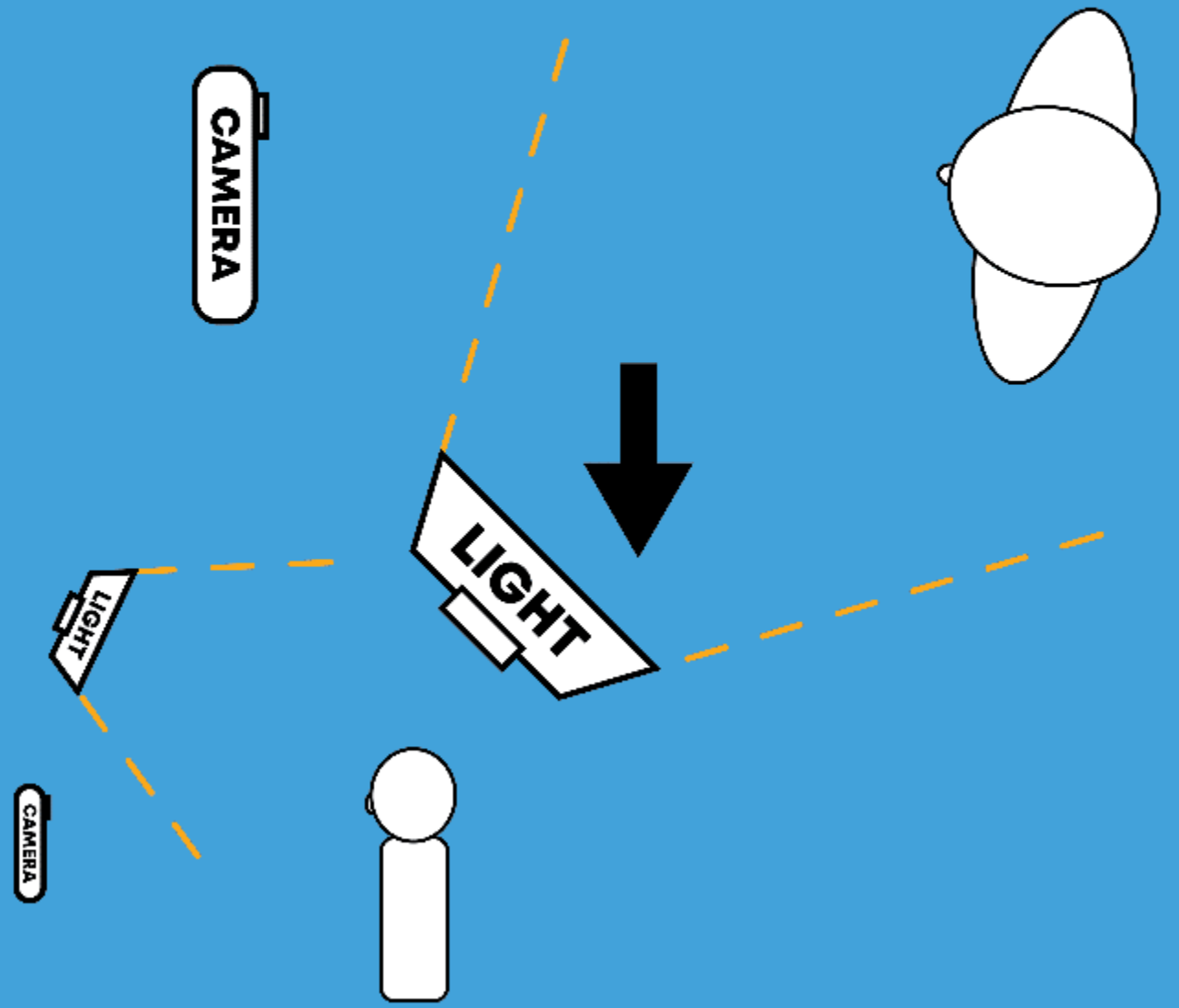
SPLIT LIGHTING

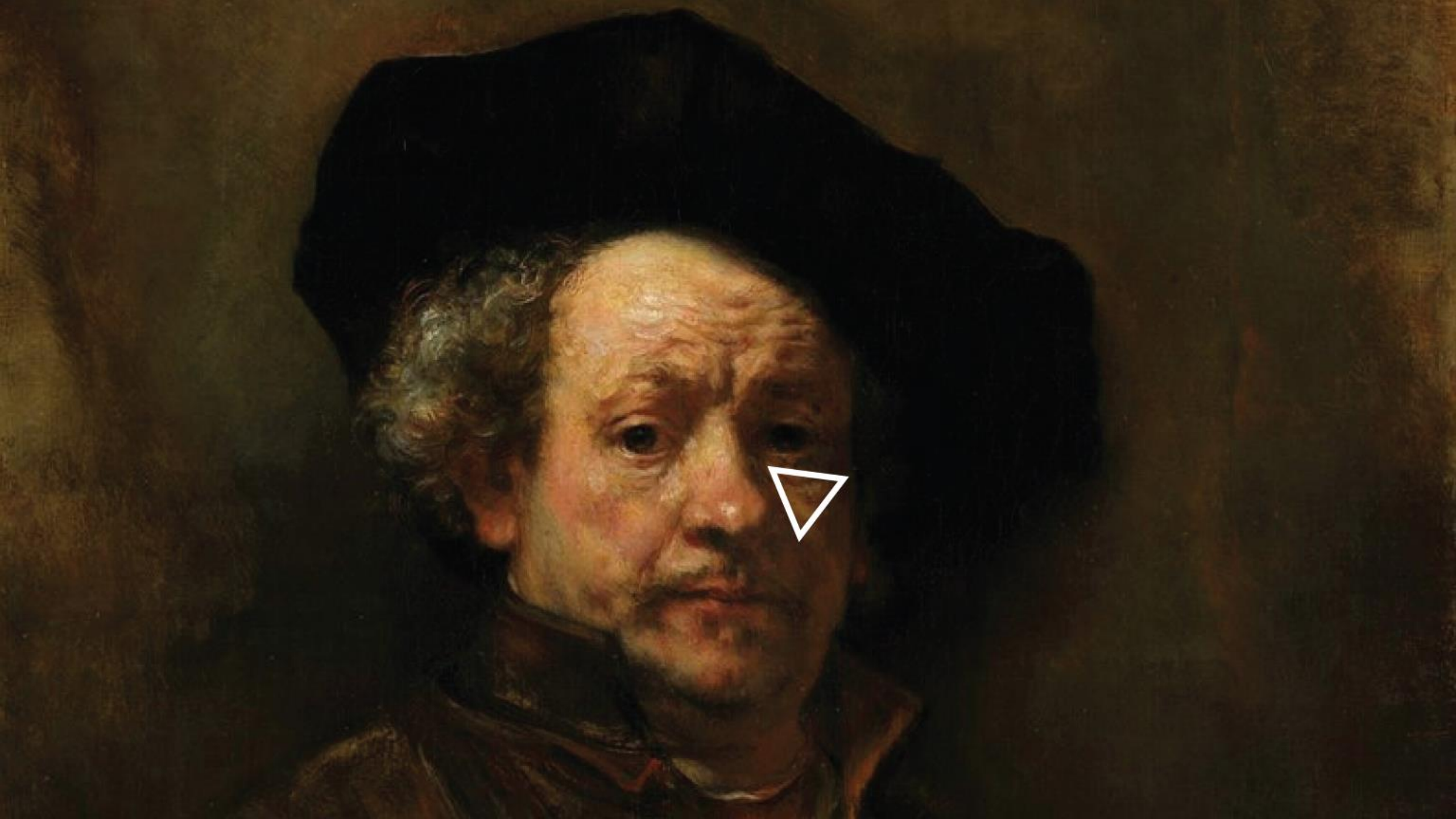
With the subject facing the camera, light would hit the subject at directly from one side.
This will SPLIT the lighting into dark and light halves.



REMBRANDT LIGHTING

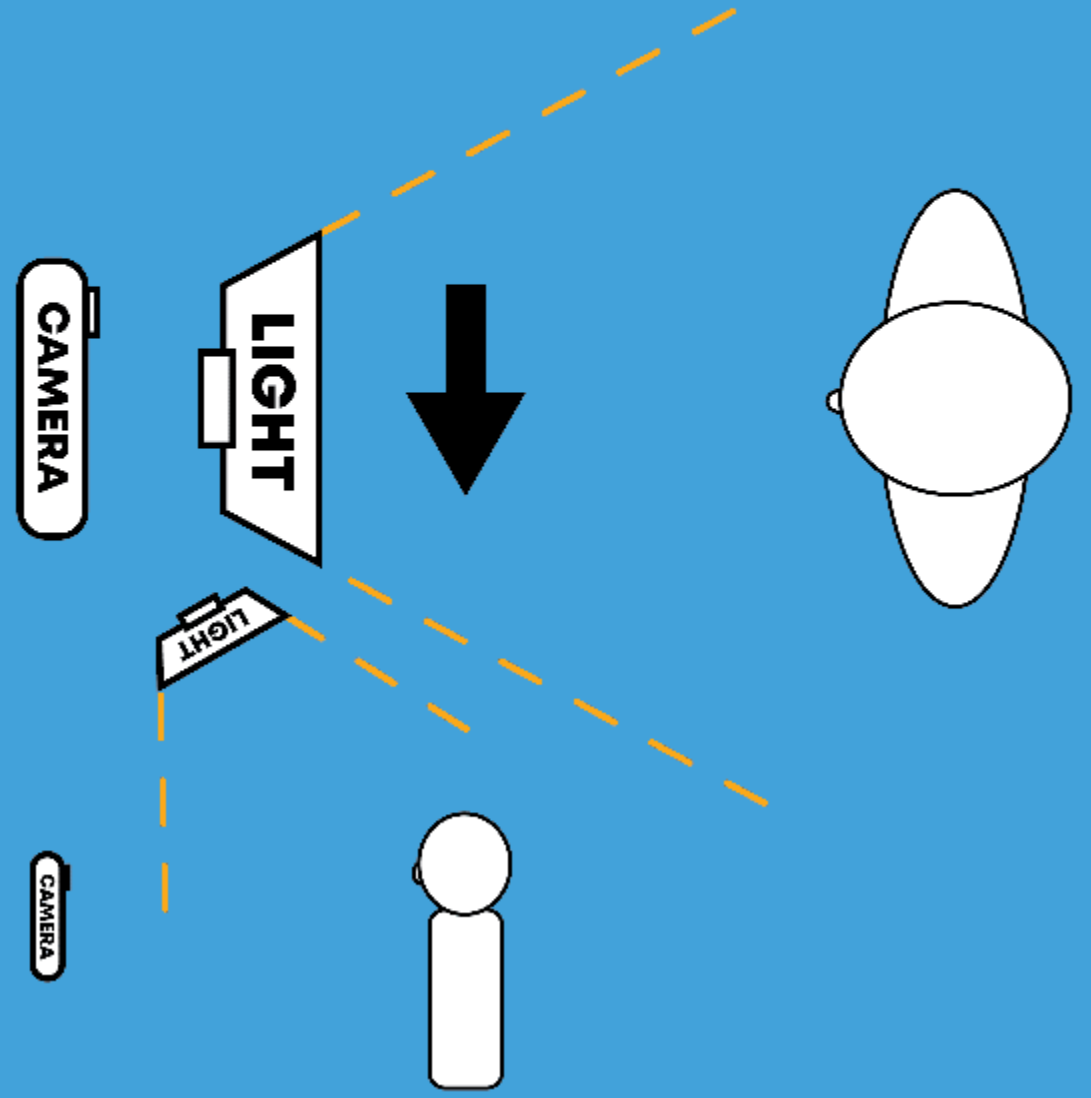
With the subject at an angle, the light would hit the subject from a side but slightly angled from above.
This will create a unique triangle shape patch on the face!





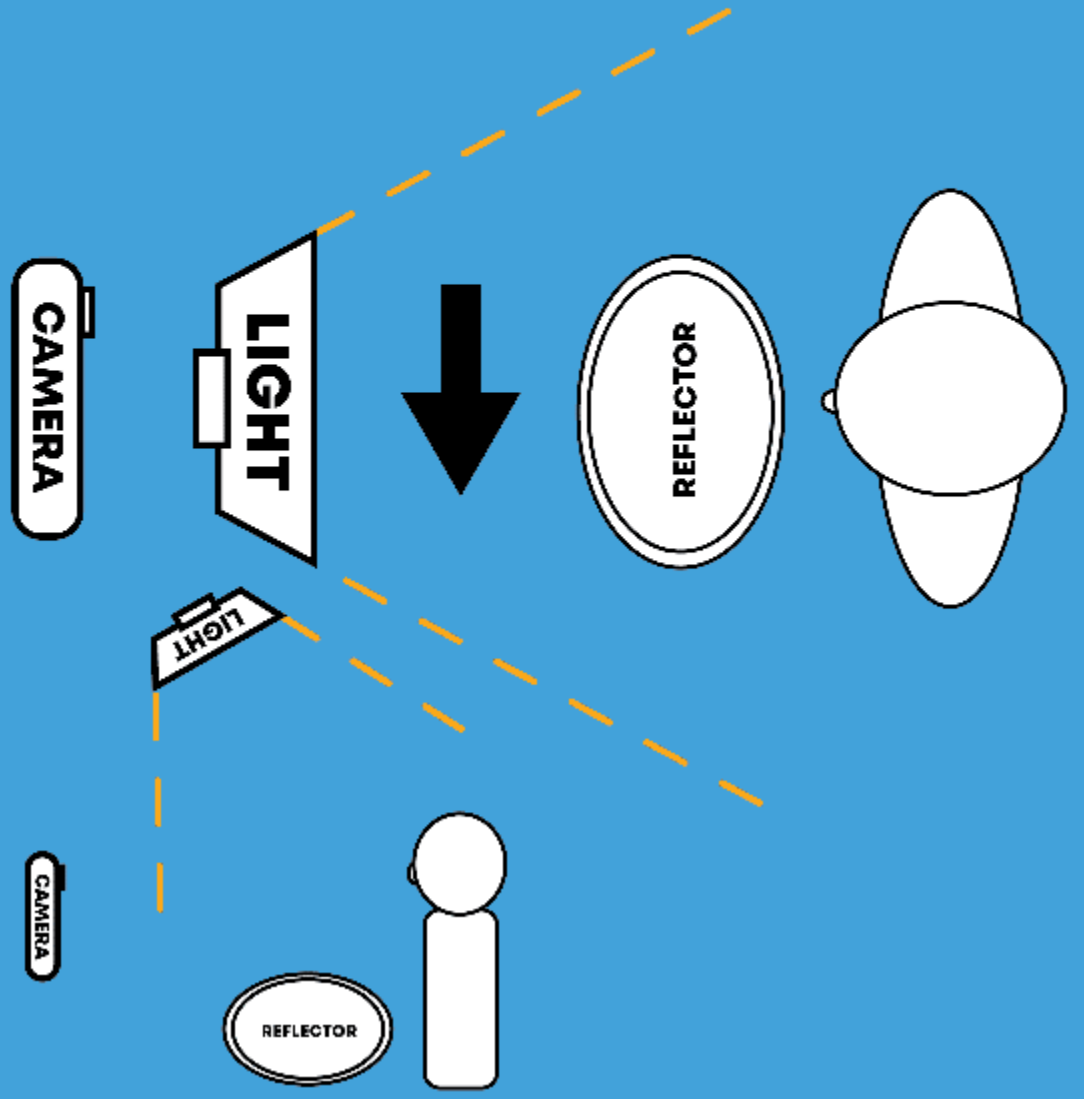
BUTTERFLY LIGHTING

With the subject facing the camera,
light would hit the subject from the front but slightly angled from above.
This creates a “butterfly” shaped shadow under the nose and cheeks.
Very dramatic effect!



CLAMSHELL LIGHTING

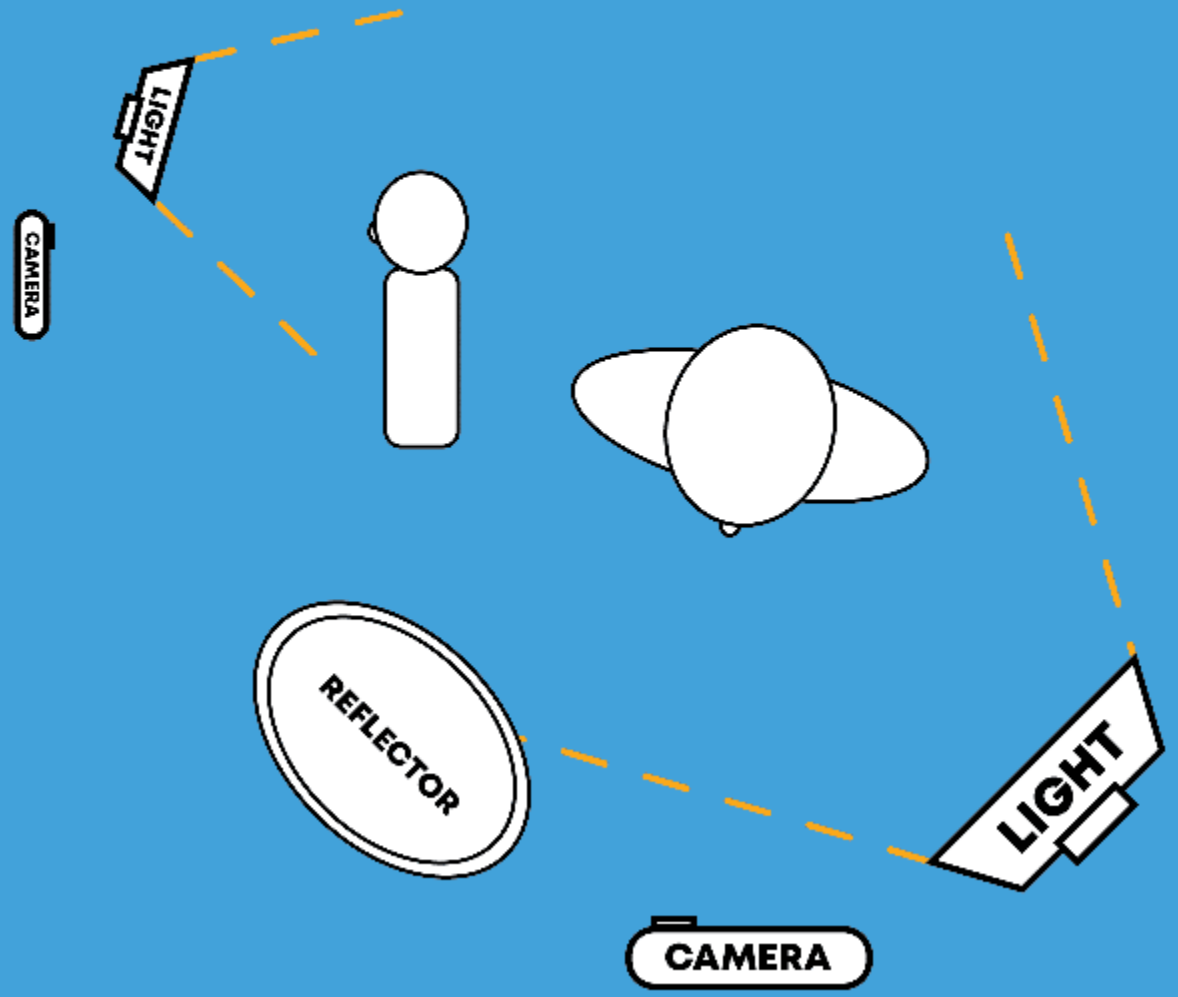
Same setup as butterfly lighting but with a reflector set directly below the subject.
Lights up the face a lot and eliminates most of the shadows



LOOP LIGHTING

With the subject at an angle, light would hit the subject at a 45 degree angle from just above eye level.

This is one of the most common form of lighting in studios!



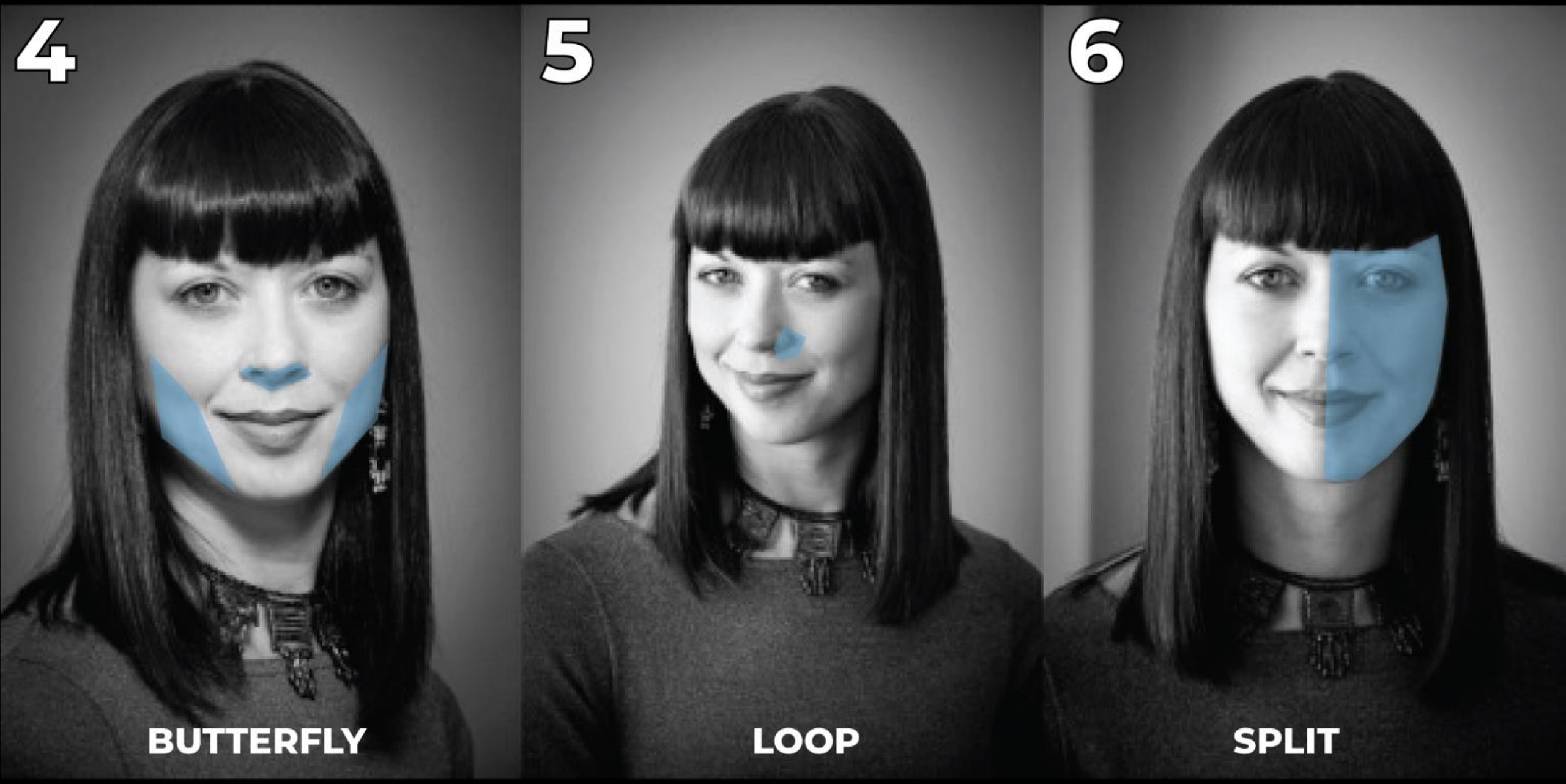
· HUSH X POSE ·

· HUSH X POSE ·

1
2
3

1
BROADSIDE
2
SHORTSIDE
3
REMBRANDT

4
5
6


4
BUTTERFLY
5
LOOP
6
SPLIT

REFLECTORS

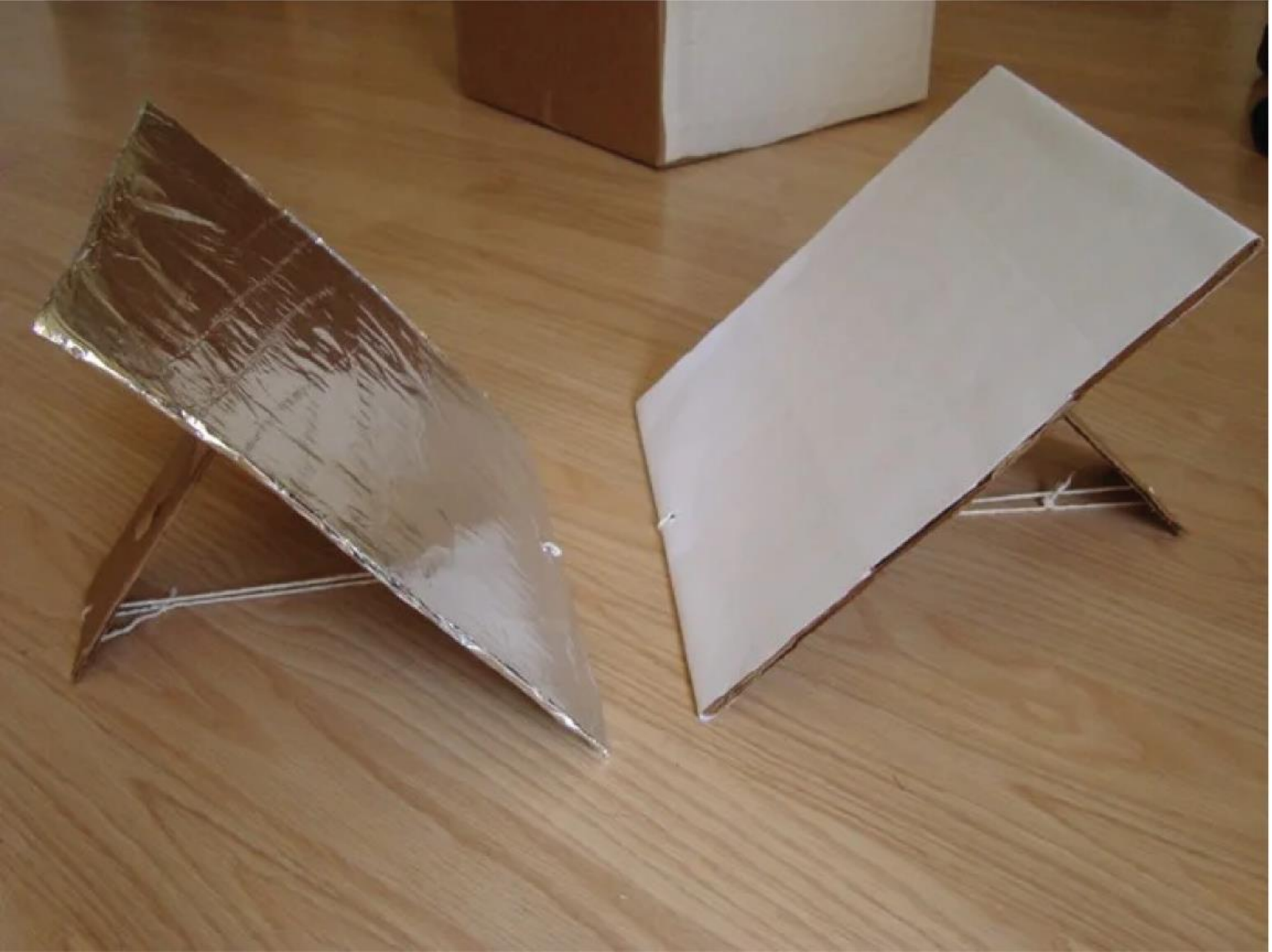
Reflectors are used to reflect the main source of light back at the subject from a different angle.
This softens the shadows and lights up darker areas
They can also be used as a fill light or rim light!

WHITE
SILVER
GOLDEN
BLACK
TRANSLUCENT

NO REFLECTOR
GOLD REFLECTOR

BLACK REFLECTORS CAN BE USED TO INTENSIFY SHADOWS

DIY REFLECTOR!



CARDBOARD
+
FOIL

CARDBOARD
+
WHITE PAPER