Setting A Scene Using Lighting and Camera Angle

A tutorial of creating different effects
Light Types

- Distant- applied from the sun or moon
- Point- from candles or light bulbs
- Spot- cone of light in one direction, hard edge
- Linear- fluorescent tubes, soft edge
- Area- similar to spot only with more “real-world” light and shadows
Ways to Light

• Realistic- creating a scene that gives the implication of being lit completely by light sources present in the scene.

• Non-realistic/Fantasy- creating a scene that has unnatural lighting to create a specific mood or to show off specific details.
Realistic
Fantasy
Using the Spotlight

- Distant spotlight
- Highlight
- Backlight
- Fill lights
Problem Areas

Creating Emphasis
Keys to Highlights/Backlights

• No Shadows- this defeats lighting purpose

• Low Intensity- this creates a soft feel

• Specific Cone Sizes- accents specific areas

• Multiple Lights- maximizes detail
Effects of Colored Lighting
Color Meanings

- Blue- tranquility
- Red- passion
- White- purity
- Yellow- idealism
- Green- fertility
- Black- power
- Orange- vibrancy
- Purple- nobility
Color Schemes

Analogous color scheme

Complementary color scheme

http://www.color-wheel-pro.com/color-schemes.html
Color Schemes

Monochromatic color scheme

Split complementary color scheme

http://www.color-wheel-pro.com/color-schemes.html
Color Schemes

Tetradic (double complementary) color scheme

Triadic color scheme

http://www.color-wheel-pro.com/color-schemes.html
Camera Angles

How to Imply Scene Effects
Common Camera Angles

- Eye Level - familiarity with subject
- Low Angle - gives power to subject
- High Angle - gives audience power
Low Angle

http://brandonfiles.blogspot.com/
Conclusion

While modeling and layout are key factors to success when using lightwave, lighting and camera angle are crucial to setting the mood of a scene and conveying the intended message.
Shane Hilton

On lighting and camera angle