

Contents

Foreword	xiv
Acknowledgments	xvi
Introduction	xviii

Part I

Lighting Theory

Chapter 1	Properties of Light	3
	Intensity/Luminosity	3
	Color	5
	Direction	7
	Diffuseness	9
	Shadow	11
	Shape	12
	Contrast	14
	Movement	15
	Size	18
Chapter 2	What, Where, When?	20
	Interior or Exterior	20
	Time of Day	23
	Time of Year	24
	Atmospheric Conditions	25
Chapter 3	Light Sources	28
	Sunlight	29
	Skylight	34
	Incandescent	36
	Fluorescent	37
	Reflected	37
	Diffuse Reflected	38
	A Note about Proportion and Scale	39
Chapter 4	Surface Considerations	41
	Color in the Real World	41
	Specularity and Glossiness	43
	Reflectivity	46
	Diffuseness	47
	Luminosity	49
Chapter 5	Studying Light	51
	Natural Light	52
	Sunlight	52
	Skylight	54

Cloudy Day 55
 Moonlight 55
 Starlight 56
 Artificial Light 57
 Incandescent Sources 57
 Diffuse Sources 57
 Point Sources 57
 Fluorescent Sources 58
 Shadow 58
 Light Color 60

Chapter 6 Principles of Lighting 62
 The Key Light 63
 The Fill Light 63
 The Highlight 64
 McCandless Lighting 66
 Key/Fill Lighting 68
 Three-Point Lighting 69
 What is Great about Three-Point Lighting 70
 What Is Not So Great about Three-Point Lighting 70
 Four-Point Lighting 70
 Other Lighting Angles 71
 Coloring Your Light 73
 Complementary Tint 73
 Related Tint 74
 Intensity Ratios 74
 Options in Lighting a Scene 75

Part II

Introduction to LightWave’s Lighting Toolkit

Chapter 7 Light Types, Their Properties, and Typical Uses. 79
 Light Properties 80
 Basic Sub-Tab 83
 Lens Flare/Lens Flare Options 84
 Volumetric Lighting/Volumetric Light Options 84
 Linear/Area Light Quality 84
 Spotlight Cone Angle 85
 Spotlight Soft Edge Angle 85
 Projection Image 86
 Shadows Sub-Tab 86
 Objects Sub-Tab 89
 The Global Illumination Button 90
 Ambient Light 91
 Shading Noise Reduction 92
 Radiosity and Caustics 92

	LightWave's Light Types	92
	Distant Lights	93
	Spotlights	94
	Point Lights	97
	Area Lights	98
	Linear Lights	100
	Objects as Lights	102
	Examples	103
Chapter 8	The LightWave Color Picker	105
	QuickColor	107
	HSV <--> RGB.	108
	Tint & Shade	108
	Wavelength	109
	Kelvin	110
Chapter 9	Shadow Types and Their Typical Uses	112
	Shadow Size and Softness.	113
	LightWave's Shadow Types	116
	Ray Trace	116
	Shadow Map	117
	No Shadows.	119
Chapter 10	Projection Images	121
	Using a LightWave Procedural Texture as a Projection Image	126
	Using a LightWave Procedural Texture as a Clip Map.	130
	Using a LightWave Procedural Texture as a Transparency Map	131
Chapter 11	General Light Properties	134
	Affect Diffuse	134
	Affect Specular	135
	Affect OpenGL	136
	Affect Caustics	137
	Intensity	139
	Falloff	144
	Range/Nominal Distance	147
	Exclude Objects	148
	Ambient Intensity	149
Chapter 12	Radiosity	152
	Radiosity Defined.	152
	The Tools.	153
	When and Where to Use Radiosity.	158
	Radiosity Cheats and Tricks	159
	Baking Radiosity	161
	A Note on Radiosity's Natural Falloff	162

Chapter 13	HDRI and Caustics.	163
	What Is HDRI?	164
	Why Should I Use HDRI?	165
	How Do I Use HDRI to Light a Scene?	167
	Using LightGen	167
	Using Textured Environment	169
	Using Image World	170
	Caustics Defined	170
	When and Where to Use Caustics	173
Chapter 14	Volumetrics	174
	Fog	175
	Ground Fog	178
	HyperVoxels	179
	Volumetric Lights	181
	Additive and Subtractive Volumetric Lights.	185
	A Cool Volumetric Light Trick	186
	Creating “Atmosphere”	187
Chapter 15	Lens Flares	189
	Lens Flares Defined.	189
	Why Not to Use Them	190
	Good Uses for Lens Flares	190
Chapter 16	Lighting Plug-ins, LScripts, Pixel Filters, and Image Filters	194
	Shadow Designer 2.	195
	G2	197
	Overcaster	199
	Overcaster and Spinning Lights.	200
	Overcaster Tutorial.	203
	Color Theory Lighting Designer	207
	Virtual Darkroom.	209
	Bloom	210
	Corona	211
	BRDF	212
	Fast Fresnel	213
	gMIL.	215
	All the Others	216
	Rolling Your Own.	216
	What Is an LScript?	216
	LScript Commander	217
	Creating an LScript	219
	Assigning your LScript to a Button.	221
Chapter 17	Luxigons.	222
	A Quick Luxigon Tutorial	223

Part III

Creating Lighting

Chapter 18	Intent and Purpose	231
	Understanding Artistic and Emotional Intent	232
	What Is Your Light's Motivation? (Justifying Choices)	233
	Chiaroscuro: The Use of Light and Shadow	234
	Some Examples	235
	A Pleasant Scene	236
	A Sad Scene	237
	A Frightening Scene	237
Chapter 19	Color Mixing.	239
	Two Types of Color	239
	The Color of Light	239
	The Color of Pigments	241
	Pigments in the Real World	242
	Pigments in LightWave.	243
	RGB Values	244
	Floating-Point Color Values	245
	Hue, Saturation, and Value	246
	Hue.	246
	Saturation.	246
	Value	247
	How Hue, Saturation, and Value Interact	248
	Recapping HSV	248
	The Additive Color Wheel.	249
	Primary Colors	251
	Secondary Colors	253
	Tertiary Colors.	253
	Intermediate Colors	253
	Color Harmonies, or Schemes	254
	Monochromatic Harmony	255
	Complementary Colors	256
	Split Complementary.	257
	Double Split Complementary.	258
	Analogous Color Harmony, aka Related Tints	259
	Triadic Color Harmony.	260
	Additive Mixing.	262
	Missing Color	263
	Subtractive Mixing	264
	Subtractive Mixing Lights	265
	Mixing Light with Pigments	266
	The Psychology of Color	266
	Warm Colors	267
	Red.	267
	Orange.	267

Yellow	267
Cool Colors	267
Green	268
Blue	268
Purple	268
Black	268
White	268
Other Colors	269
Related Tints	269
Complementary Colors	269
Triadic Colors	270
Monochromatic Colors	270
High-Saturation, High-Value Colors	271
Low-Value Colors	271
Low-Saturation Colors	271
High-Contrast Colors	271
Low-Contrast Colors	272
Designing with Color	272

Chapter 20	Mood Setting	274
	Angle and Shadow	275
	Contrast	278
	Intensity	279
	Motion	280
	Weather	280

Chapter 21	Style	282
	What Is Style?	282
	So What Do I Do?	283
	Less Is More	284
	Consistency between Shots	284

Chapter 22	Designing Lighting	286
	The Design Process	286
	Script Analysis	286
	Understanding the Story	287
	Research	289
	Historical	289
	Visual	290
	Technical	290
	Dramatic	291
	Discussion: Working with the Design Team	291
	Planning	293
	Sketches and Drawings	293
	The Magic Sheet	294
	A Formal Lighting Plot	296
	A Formal Lighting Schedule	298

	Implementation	300
	Block Placement.	300
	Roughing Out.	301
	Fine-Tuning	301
	Working with Surfaces.	302
	Evaluation.	302
	Balancing the Scene	303
	Focus and Emphasis	304
	Designing with Light and Shadow	305
	Designing with Light	305
	Designing with Shadow	305
	Lighting a Scene vs. Lighting an Object	306
	Putting It All Together (Making a Pleasing Picture).	306
	Saving and Reusing Lighting Rigs	307
Chapter 23	Rendering Times	309
	Cheats and Tricks.	310
	Don't Tell Them	310
	Antialiasing Level	311
	Vector Blur	314
	Limited Region Renders	315
	Baking Illumination	317
Chapter 24	Identifying and Recreating Light Sources	
	in a Plate	319
	About Photo-Real Lighting	319
	About Plates and Light Sources	320
	Replicating the Light Source	323
	The Mirror Ball	327
	A More Complex Lighting Environment	332
	Rendering the Element	341
	Getting the Color Perfect Is Not Your Job.	341
Chapter 25	Tips, Tricks 'n' Tutes	343
	The Sun and the Moon	344
	Using a Distant Light.	347
	Using an Area Light	349
	Using a Point Light	352
	Using a Spotlight	353
	Adding a Skylight.	357
	Using Ambient Intensity	357
	Using "No Shadows" Lights	359
	Using an Area Light	360
	Single Light Setup	361
	Manual "Light Bowl" Setup.	363
	A "Light Bowl" Using Luxigons	364
	A Light Bowl Using Distant Lights.	369

Global Illumination (Backdrop Only Radiosity)	372
Sky Fill Using an Image	376
Radiosity Setups	378
Radiosity Recap	378
Ambient Intensity and Radiosity	379
Backdrop Only	380
Monte Carlo	381
Interpolated	382
Keeping Control of Render Times	385
Rays Per Evaluation	385
Cache Radiosity	386
Indirect Bounces	387
Tolerance	390
Minimum Evaluation Spacing	392
HDRI Setups	393
HDRI Recap	393
Using Image World	395
Textured Environment	397
Inverted Globe	397
Creating Your Own HDRI Images Using HDRShop	400
Faking Radiosity	401
Adding Lights for Reflections	401
Using a Point Light	402
Using an Area Light	403
Baking Radiosity	406
Caching Radiosity	411
Faking Soft Shadows	412
Using an Area Light	412
Using Spotlights and Shadow Maps	413
Using the “Spinning Light” Trick	415
Faking Volumetrics	419
The Old Geometry Trick	420

Chapter 26 Lighting Setup Examples 425

Exterior Sunny Day	425
Distant Key, Ambient Fill	426
Distant Key, Distant Fill	428
Distant Key, Spot Fill	430
Distant Key, Area Fill	432
Distant Key, GI Fill	434
Spot Key, Spot Fill	436
Spot Key, GI Fill	438
Area Key, Spot Fill	439
Area Key, Area Fill	441
Area Key, GI Fill	443
Area Key, GI Fill, Radiosity	444
HDRI Only	445

Exterior Cloudy Day (Soft Shadows Only)	445
Spotlight	446
Area Light	447
Global Illumination	448
GI, Radiosity	449
Exterior Night	450
Distant Key, Ambient Fill	450
Adding Some Interior Light	452
Adding a Streetlight	452
Interior, Incandescent	453
Interior, Fluorescent, Night	458
Interior, Radiosity	459
Exterior, Radiosity	462
Chapter 27 Anatomy of a Production Lighting Rig	463
Appendix LightWave's "Full Precision" Renderer and You	477
Index	493