

bloodfest

Lighting

Key Light	Aims directly at the subject/main focus. Usually the brightest source of light used in the shot.
Fill Light	Placed opposite the Key light to balance. The fill light is softer and used to cut down on shadows produced by the key light.
Backlight	Creates depth and separates the subject or focus from the background. Shines from behind the focus/subject towards the camera, sometimes causing a halo effect.
Soft Light:	The light from a large source that creates soft, ill-defined shadows or no shadows at all are soft lights.
Hard Light	The light from the sun or other lighting sources such as a Fresnel that creates sharp, well-defined shadows.
Practicals:	Practical's are those lights which can be used as a prop in the scene like table lamps, floor lamps, sconces and so on. All the practical lamps have a dimmer on them for fine tuning control; small dimmers for this purpose are called hand squeezers.
Bounce Light:	Light that is reflected off from something like a wall, the ceiling, a white or neutral surface, a silk, or anything else.
Motivated Lighting:	The light in a scene which appears to have a source such as a window, a lamp, a fireplace and so on. In some cases the light will come from a source visible in the scene and in some cases, it will only appear to come from a source that is visible in the scene

Ambient Light or Available Light:	The light which already exists at the location, that may be natural light i.e. sun, sky, overcast day or artificial lights like street light, overhead fluorescent's.
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