

# Light & Shadow

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# How does light behave when it hits a form ?

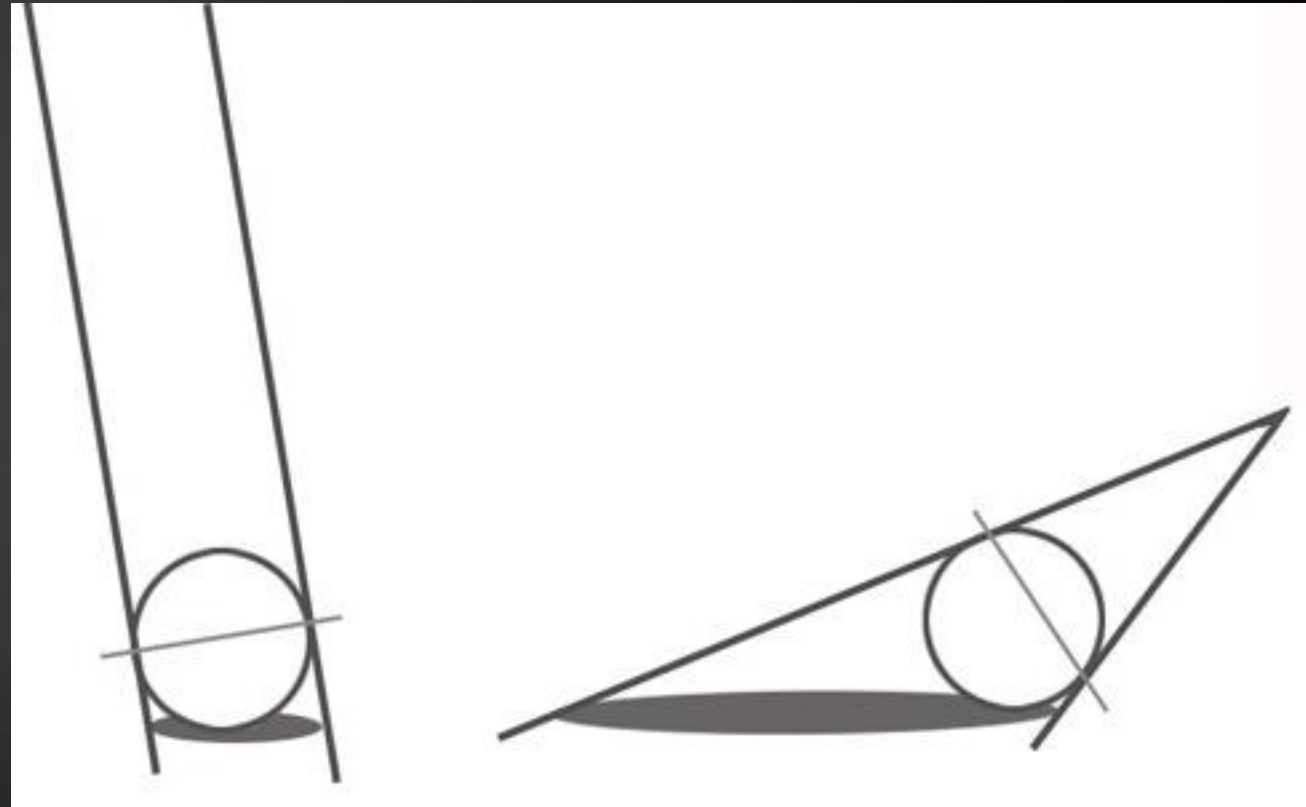
- ▶ If we're using one single light source.
- ▶ The problem is most of the time, you don't have one single light source, you have a comfy chair, a cup of tea . There's multiple lights coming from above, window lights and maybe lights from a t.v or reading light.





# Light Logic Using a Single Light Source

- ▶ Light always travels in a straight line.
- ▶ The shadows that are made by the light are always in a direct response to whatever the light hits, whatever angle the light is coming from and the intensity of the light source





# Cast Shadow

- ▶ The characteristics of the cast shadow are dependent on the intensity of the light source. A hard light will produce a cast shadow with a sharp edge, a soft light will produce a cast shadow with a more blurry edge.

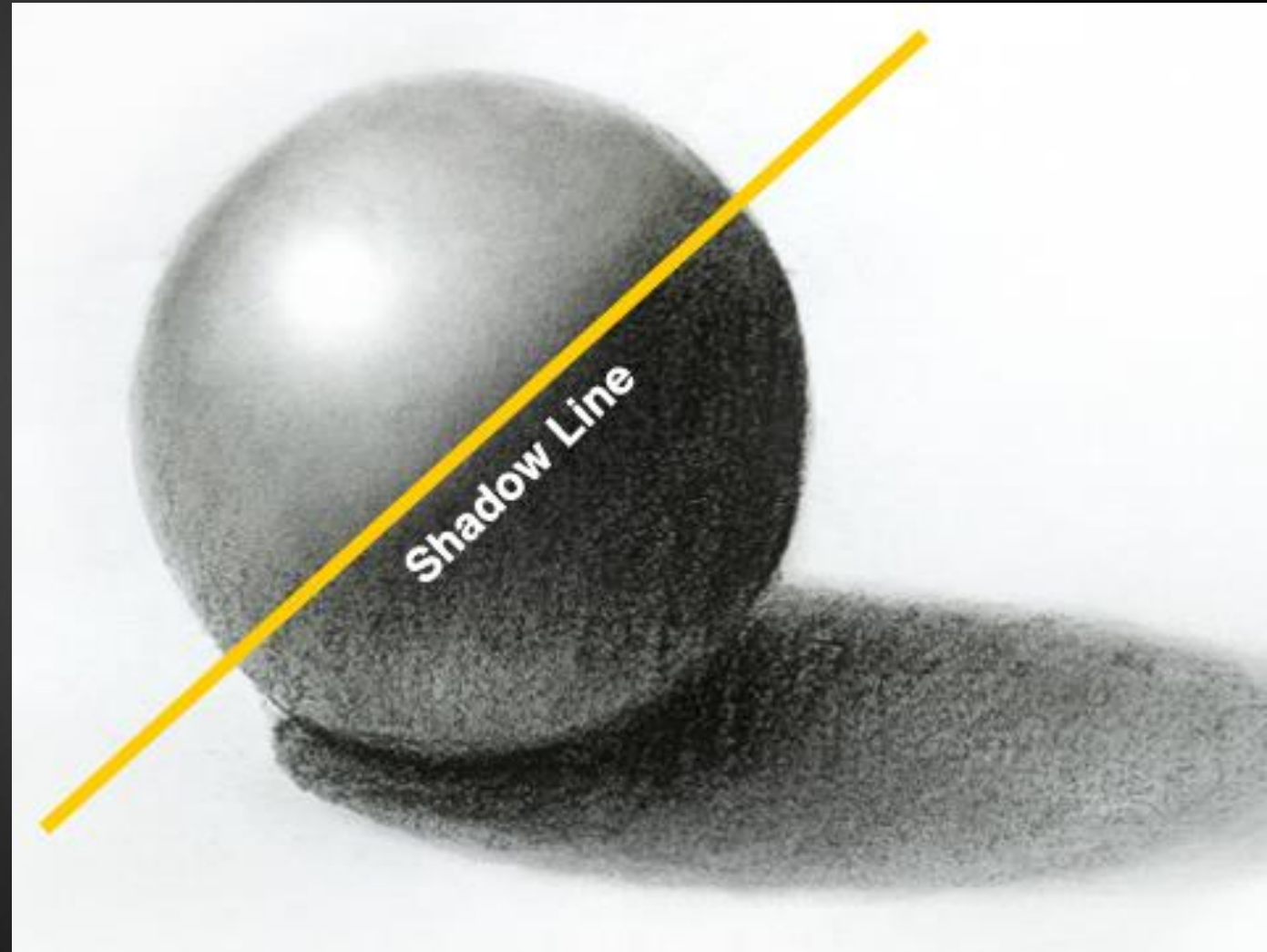


# The 3 areas of a form

- ▶ When you're first starting you just need to think of the three simple areas of the form.
- ▶ 1. Light side
- ▶ 2. Shadow side
- ▶ 3. Cast shadow

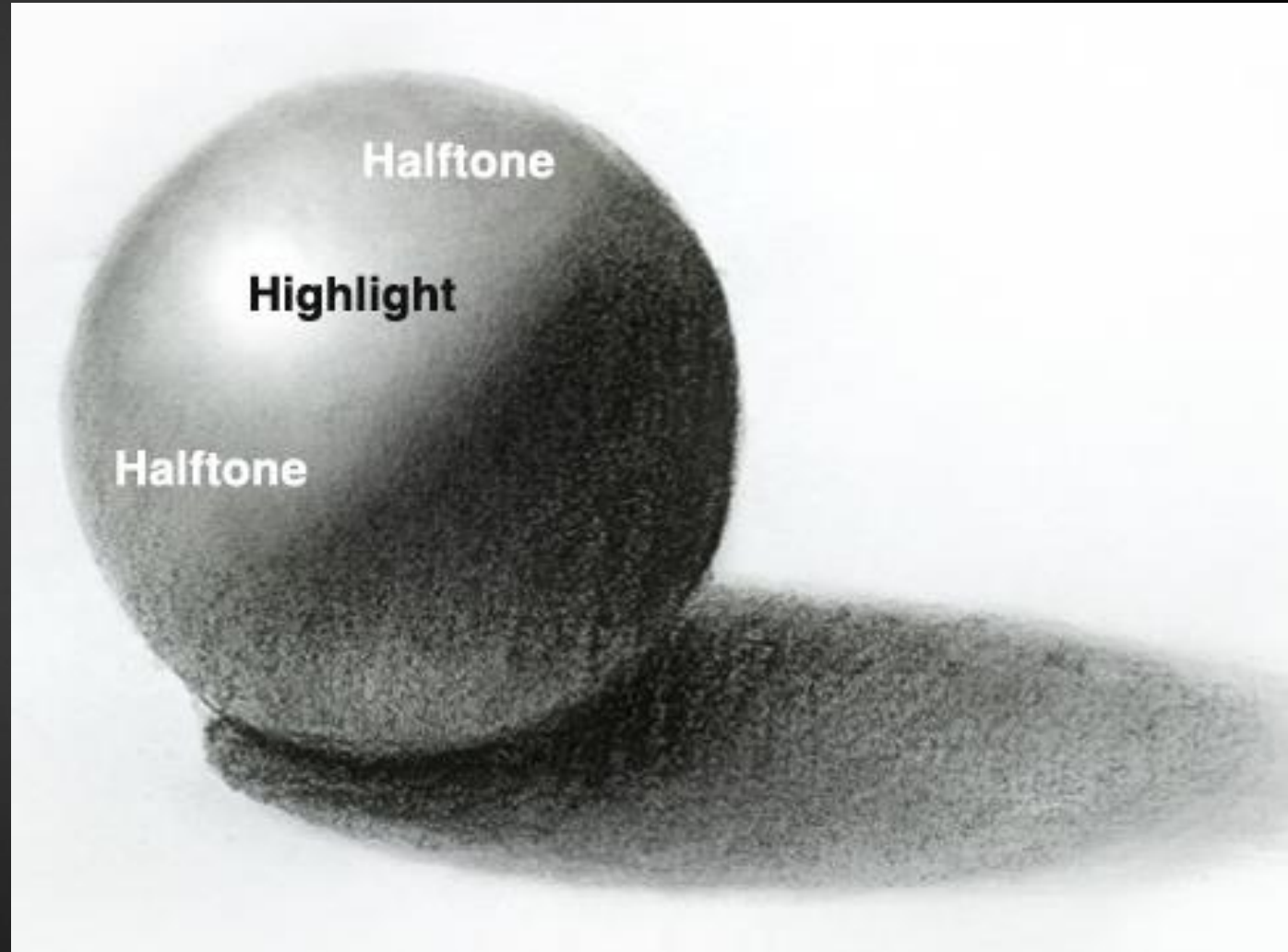
# Creating the shadow line

- ▶ The shadow line is the transition between the light side and the shadow side.



# The Light Side

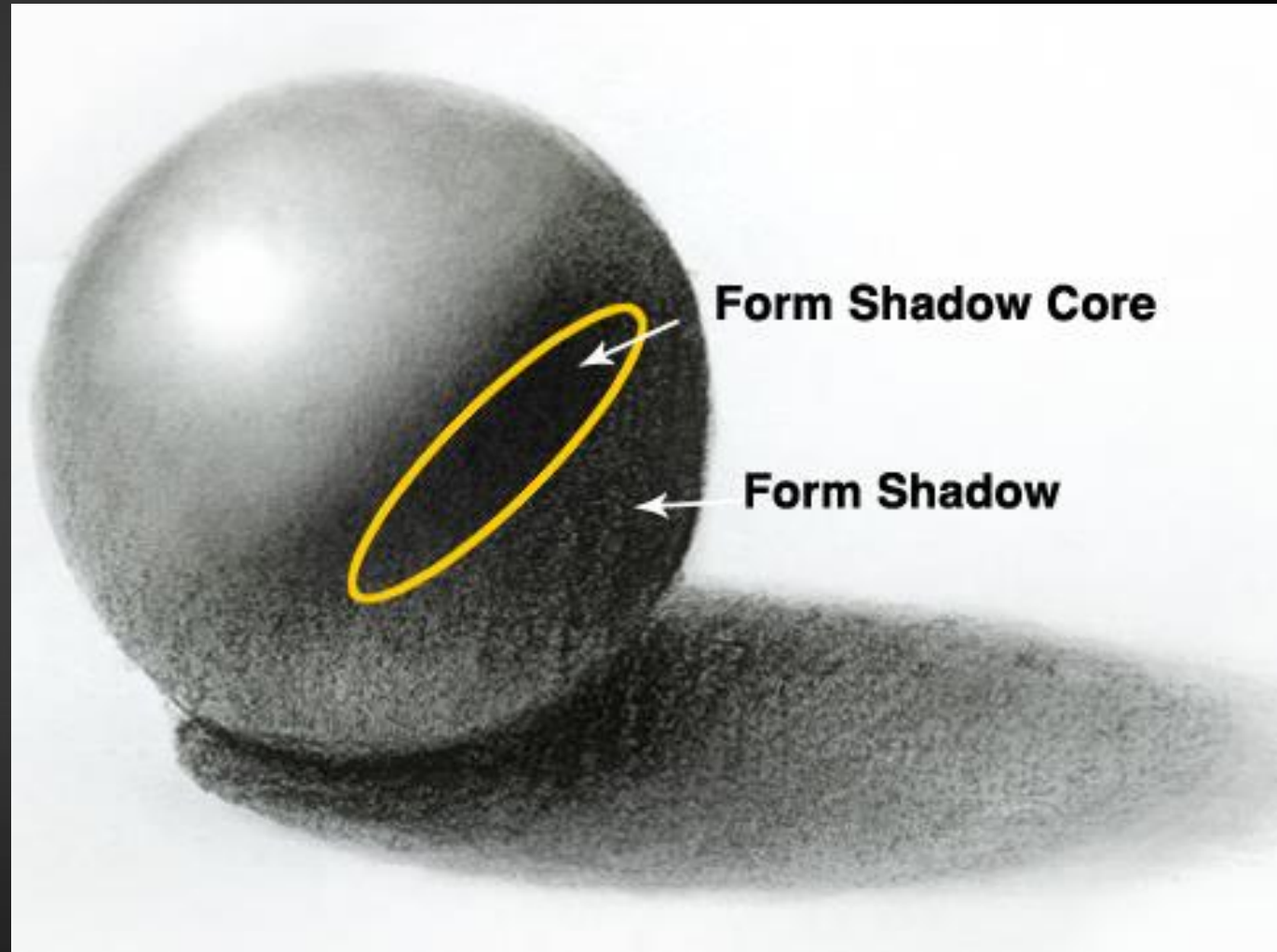
- ▶ The Highlight is the very lightest part. It's where the light directly hits the object so is the best indicator when you look at your subject to determine where and at what angle the light is coming from





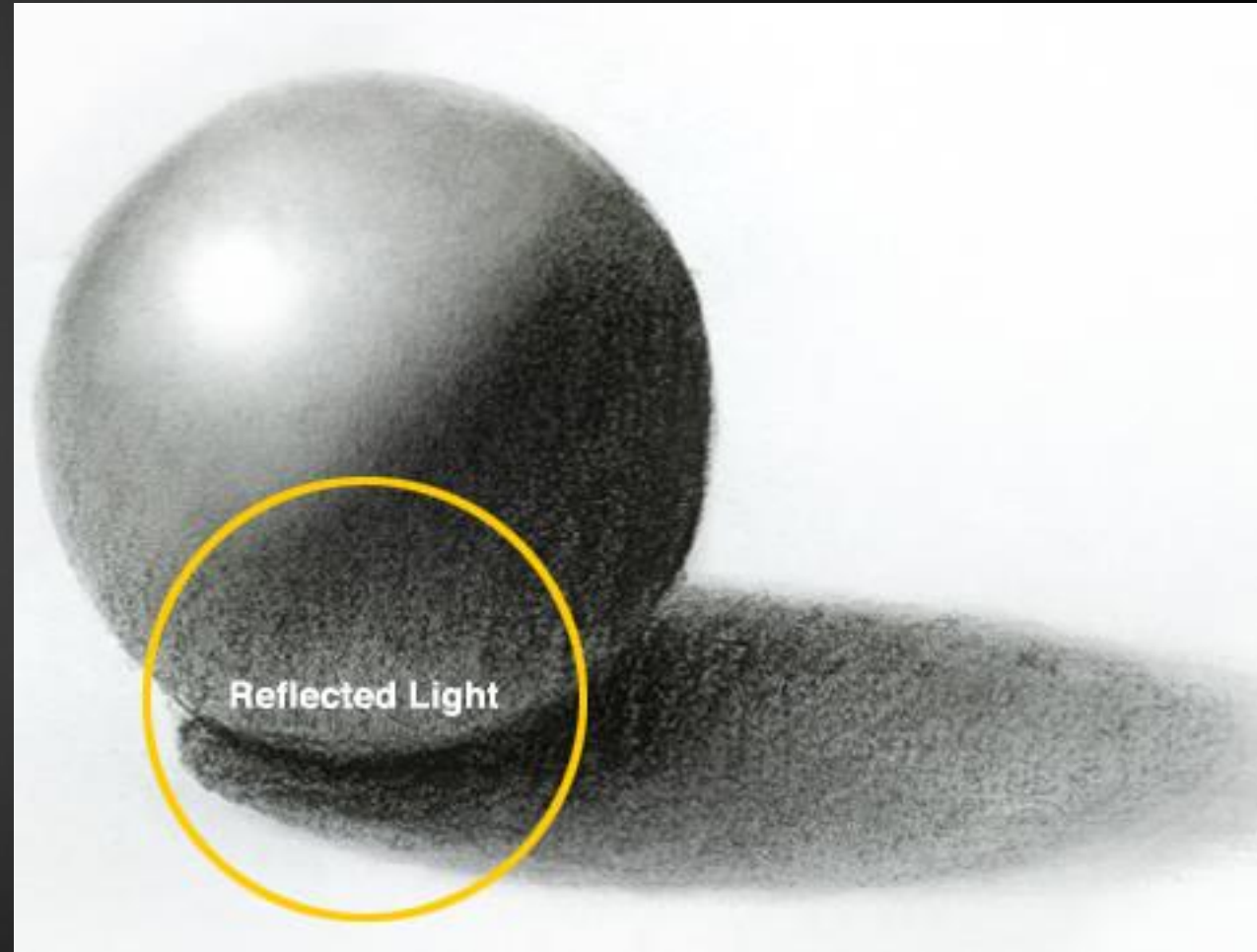
# The Shadow Side

- ▶ It is the dark side on an object not facing the light that reveals the form and mass of the shape.



# Reflected Light

- ▶ Reflected light is when the light is reflected onto an object, from the surface it sits on. White or shiny surfaces reflect the most light, dark or black surfaces reflect the least amount of light.





The end