

Lighting Tip Sheet

Basic Lighting Set Up

A basic lighting setup for Stop Motion animation should include at least 2 lamps to light up your scene and reduce or avoid shadows.

However you should ideally have up to 4 light sources or lamps. But don't be put off, 2 will work quite well. If you are using 4 lamps then they are categorised as

- **A Back light** – to illuminate the subject from behind.
- **A Background light** – to illuminate the background of a shot.
- **A Key light** – the main light source illuminating your subject or scene.
- **A Fill light** – to illuminate or fill in shadows and reduce contrast.

Creating atmosphere using lighting

Dark and moody or sunny and cheerful? Create atmosphere with some of these lighting effects:

- A **red filter** on a flashlight can give the effect of flames or fire .
- A **blue filter** in front of a flashing light creates the effect of a police car.
- A **light blue filter** could be used to make an underwater effect –don't forget to add some water noises, too!
- Use a **yellow filter** to "create" sunlight.
- Draw attention to the star of the show by putting them in the spotlight; just shine your flashlight directly on them as you shoot!
- Want to add a little mystery to the scene? Suppose you are about to reveal the villain for the first time. You could shoot a wide shot of a shadowy scene and pan over to the mysterious evil figure coming out of the shadows.
- Bright light behind a character can make a figure look angelic.
- Shine a flashlight up and under a character's face to make them look sinister.

