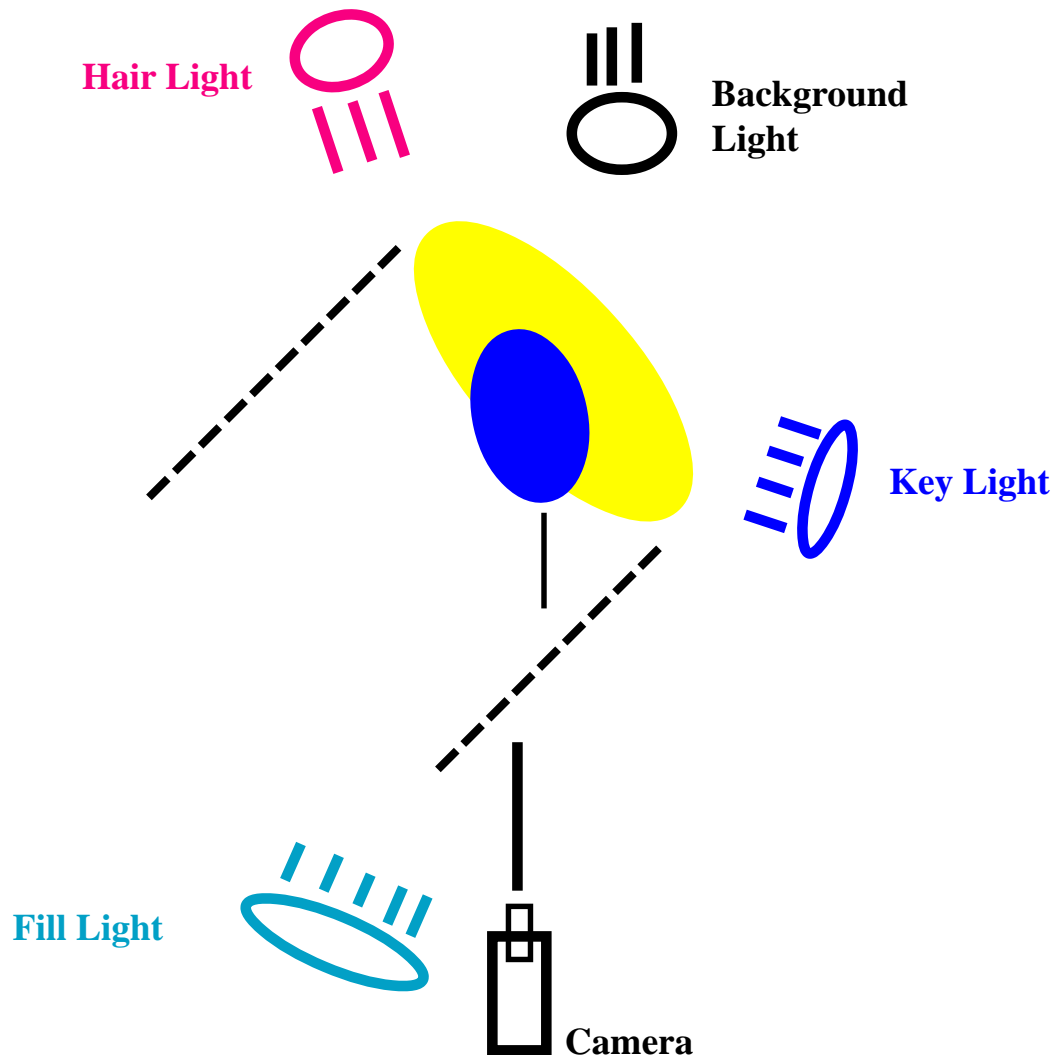


Split Lighting

Background



Split Lighting brings out a lot of texture. It will slender and narrow the face. Lights should be positioned so shadows just fall off far eye. Maintain half of the face and 3/4 of forehead in the highlights. Use gobo's to help control stray light. The Fill Light should be even with the camera and up high while remaining opposite your Key Light. Your Key Light needs to be lower than the position used with Rembrandt Lighting.