TAP Animator Creed: Virtual Learning Edition

1 we show respect
We are a team. We live up to the same expectations as we would in person.

2 we take care of our technology
We respect all equipment. We mute ourselves when we are not speaking. We do not talk over our teammates.

3 we focus
We have a lot to learn. ALL our attention is focused on the class. We do our best to limit distractions around us. We wear headphones if possible.

4 we participate
We speak up; we ask for help when we need it.

5 we own the content
This is our class. This is our opportunity to learn more about the animation field.

6 we attend class
Our voices and ideas are valued. We log into class on time and stay until the end whenever possible.
Welcome to The Made In New York Animation Project NeON Summer Edition!

Session 9 - Lighting
Opening

Share Verbally or in the Chat:

Based on your mood right now, what type of light are you?

(i.e. Excited = Strobe Light… Tired = Candle)
Technical Lesson: Lighting
Terminology
**Key Light**
The main light on the subject, providing most of the illumination and contrast. Many key lights can be placed in a scene to light a moving object.

**Shadow**
Shapes created by the obstruction of light.
Ambient Light - A light with no origin that lights the scene evenly.

Directional Light - A light that gets emitted in a specific direction for a specific purpose.

Point Light - A light emanating in all directions from a single point, like a light bulb.

Spotlight - A controlled cone of light.
**Silhouette** - The dark shape/outline of someone or something visible against a lighter background. Usually, when an object is backlit, the object becomes a silhouette.
Specular vs. Diffuse Reflectivity - Specular surfaces like metal bounce light off of them, while Diffuse surfaces like brick do not.
Colour Temperature (Warm vs. Cold) - A standard of measuring the characteristics of light. Red, orange, and yellow lights are considered warm, while blue, green, and purple lights are considered cold.
TAP Film
What Love Makes You Do
What Love Makes You Do: Reflections

Now, let’s look at the specifics of lighting techniques from the film!
Crepuscular Lighting
Top Lighting
Spotlighting
Silhouette Lighting
We can also choose how dark are shadows are, or turn them off entirely.
Advanced Examples
Careers
Lighting Artist

A lighting artist places and adjusts sources of light in a 3D scene to illuminate the scene and set the mood.
The director of photography, also known as the DP or cinematographer, is in charge of the aesthetic, color, and overall lighting of a scene in film and television.
Colorist

A colorist’s job is one of the last on the film and animation pipelines. They adjust the project’s color palette, contrast, saturation, and other values to create a fitting and consistent visual language.
Additional Resources

Film Lighting Techniques and Examples
Basic review of Lighting Techniques with live action film examples.

Youtube: How To Tell Story Through Lighting
For additional viewing

Autodesk Maya
industry standard 3D animation software

Nuke
industry standard compositing software
Questions & Answers
Frequently Asked Questions

Can you have more than one source of light?

There is no limit, but more lights will mean a longer render time.

Can you explain the differences again between lighting films and lighting in animation?

The only difference is where the light comes from. (ie. light bulb or a program)

Where can I learn these skills?

3D programs, like Maya, have many free resources online. You can also develop your artistic eye with photography, fine arts, and backstage theater.
Creative Engagement
Protective Light Meditation and Drawing

Guided Meditation: 6:30 min.  Meditation Music track:
Protective Light Drawing

1. Draw yourself as a silhouette or outline.

2. Add what your protective light would look like.
   (i.e. What color is it? How far does it radiate out/in? How bright is it?)
Closing

Share Verbally or in the Chat:

Who in your life is a source of light for you?

(i.e. A family member, friend, or even yourself)
Materials needed for next group:

No Materials needed. Writing and drawing materials of any kind are encouraged.
If you would like to share your **ARTWORK** and have the chance to have your work featured in our Mega Groups, send submissions to:

submissions@theanimationproject.org

If you have **QUESTIONS ABOUT THE SUMMER PROGRAM** that are not answered on the FAQ page of our website, reach out to:

neonsummer@theanimationproject.org

If you have **QUESTIONS ABOUT INCENTIVES** that are not answered on the FAQ page of our website, reach out to:

tapincentives@theanimationproject.org
Thank you for attending this group!

Visit https://www.theanimationproject.org/minyap-neon-summer-edition-faqs for FAQs, group materials, access to slide presentations, and Mental Health Resources.

Check out our social media for more information about the TAP Weekly Challenges!