

Lighting Bible

Every other bible lands 2x harder with the right light language. Key, fill, rim, and what's not lit. Color temperature as mood. The multiplier for Object Head Chorus, deadpan register, and surreal editorial. Light is the register.

Lighting Color Families (merged)

Color-temperature and gel families merged from TEST_lighting_bible so unique swatches were not lost.

Fresnel Spot 15deg

TL-01

Chiaroscuro & Hard Lighting — Hard swatch #fce9be

LIGHT	Fresnel Spot 15deg lighting color Hard
QUALITY	Hard
INTENT	Chiaroscuro & Hard Lighting
FRAME	Color reference #fce9be

Snooted Key Light

TL-02

Chiaroscuro & Hard Lighting — Direct swatch #ffffff

LIGHT	Snooted Key Light lighting color Direct
QUALITY	Direct
INTENT	Chiaroscuro & Hard Lighting
FRAME	Color reference #ffffff

Grid Spot 10deg

TL-03

Chiaroscuro & Hard Lighting — Hard swatch #ffe4a8

LIGHT	Grid Spot 10deg lighting color Hard
QUALITY	Hard
INTENT	Chiaroscuro & Hard Lighting
FRAME	Color reference #ffe4a8

Bare Bulb Flash

TL-04

Chiaroscuro & Hard Lighting — Hard swatch #fff9e6

LIGHT	Bare Bulb Flash lighting color Hard
QUALITY	Hard
INTENT	Chiaroscuro & Hard Lighting
FRAME	Color reference #fff9e6

Parabolic Reflector

TL - 05

Chiaroscuro & Hard Lighting — Hard swatch #ffd89b

LIGHT	Parabolic Reflector lighting color Hard
QUALITY	Hard
INTENT	Chiaroscuro & Hard Lighting
FRAME	Color reference #ffd89b

Beauty Dish Hard

TL - 06

Chiaroscuro & Hard Lighting — Hard swatch #ffe0b3

LIGHT	Beauty Dish Hard lighting color Hard
QUALITY	Hard
INTENT	Chiaroscuro & Hard Lighting
FRAME	Color reference #ffe0b3

Window Light Hard Edge

TL - 07

Chiaroscuro & Hard Lighting — Natural swatch #f5e6d3

LIGHT	Window Light Hard Edge lighting color Natural
QUALITY	Natural
INTENT	Chiaroscuro & Hard Lighting
FRAME	Color reference #f5e6d3

Spotlight Theater

TL - 08

Chiaroscuro & Hard Lighting — Dramatic swatch #ffefc7

LIGHT	Spotlight Theater lighting color Dramatic
QUALITY	Dramatic
INTENT	Chiaroscuro & Hard Lighting
FRAME	Color reference #ffefc7

Single Source Shadow

TL - 09

Chiaroscuro & Hard Lighting — Dramatic swatch #fff4d6

LIGHT	Single Source Shadow lighting color Dramatic
QUALITY	Dramatic
INTENT	Chiaroscuro & Hard Lighting
FRAME	Color reference #fff4d6

Rembrandt Triangle

TL - 10

Chiaroscuro & Hard Lighting — Classic swatch #f7e3c3

LIGHT	Rembrandt Triangle lighting color Classic
QUALITY	Classic
INTENT	Chiaroscuro & Hard Lighting
FRAME	Color reference #f7e3c3

Overhead 12x12 Scrim

TL - 11

Soft & Diffused Scrims — Soft swatch #f5f6fa

LIGHT	Overhead 12x12 Scrim lighting color Soft
QUALITY	Soft
INTENT	Soft & Diffused Scrims
FRAME	Color reference #f5f6fa

V-Flat Soft Fill

TL - 12

Soft & Diffused Scrims — Reflected swatch #ebf0f6

LIGHT	V-Flat Soft Fill lighting color Reflected
QUALITY	Reflected
INTENT	Soft & Diffused Scrims
FRAME	Color reference #ebf0f6

Octabox 5ft Softbox

TL - 13

Soft & Diffused Scrims — Soft swatch #f0f4f8

LIGHT	Octabox 5ft Softbox lighting color Soft
QUALITY	Soft
INTENT	Soft & Diffused Scrims
FRAME	Color reference #f0f4f8

Umbrella Shoot-Through

TL - 14

Soft & Diffused Scrims — Diffused swatch #e8eef5

LIGHT	Umbrella Shoot-Through lighting color Diffused
QUALITY	Diffused
INTENT	Soft & Diffused Scrims
FRAME	Color reference #e8eef5

Silk Bounce Overhead

TL - 15

Soft & Diffused Scrims — Soft swatch #f2f6fa

LIGHT	Silk Bounce Overhead lighting color Soft
QUALITY	Soft
INTENT	Soft & Diffused Scrims
FRAME	Color reference #f2f6fa

Large Chimera Bank

TL - 16

Soft & Diffused Scrims — Soft swatch #edf2f7

LIGHT	Large Chimera Bank lighting color Soft
QUALITY	Soft
INTENT	Soft & Diffused Scrims
FRAME	Color reference #edf2f7

Translucent Panel 8x8

TL - 17

Soft & Diffused Scrims — Diffused swatch #f4f7fb

LIGHT	Translucent Panel 8x8 lighting color Diffused
QUALITY	Diffused
INTENT	Soft & Diffused Scrims
FRAME	Color reference #f4f7fb

Muslin Diffusion 10x10

TL - 18

Soft & Diffused Scrims — Soft swatch #e9eff6

LIGHT	Muslin Diffusion 10x10 lighting color Soft
QUALITY	Soft
INTENT	Soft & Diffused Scrims
FRAME	Color reference #e9eff6

Butterfly Overhead

TL - 19

Soft & Diffused Scrims — Soft swatch #f1f5f9

LIGHT	Butterfly Overhead lighting color Soft
QUALITY	Soft
INTENT	Soft & Diffused Scrims
FRAME	Color reference #f1f5f9

White Wall Bounce

TL - 20

Soft & Diffused Scrims — Ambient swatch #f6f8fb

LIGHT	White Wall Bounce lighting color Ambient
QUALITY	Ambient
INTENT	Soft & Diffused Scrims
FRAME	Color reference #f6f8fb

Rembrandt Key 45/45

TL - 21

Rembrandt & Portrait Classics — Classical swatch #faede0

LIGHT	Rembrandt Key 45/45 lighting color Classical
QUALITY	Classical
INTENT	Rembrandt & Portrait Classics
FRAME	Color reference #faede0

Silver Reflector Kick

TL - 22

Rembrandt & Portrait Classics — Bounce swatch #eef3f7

LIGHT	Silver Reflector Kick lighting color Bounce
QUALITY	Bounce
INTENT	Rembrandt & Portrait Classics
FRAME	Color reference #eef3f7

Loop Lighting Setup

TL - 23

Rembrandt & Portrait Classics — Portrait swatch #f5ebe2

LIGHT	Loop Lighting Setup lighting color Portrait
QUALITY	Portrait
INTENT	Rembrandt & Portrait Classics
FRAME	Color reference #f5ebe2

Paramount Butterfly

TL - 24

Rembrandt & Portrait Classics — Glamour swatch #f9f0e6

LIGHT	Paramount Butterfly lighting color Glamour
QUALITY	Glamour
INTENT	Rembrandt & Portrait Classics
FRAME	Color reference #f9f0e6

Split Lighting Edge

TL - 25

Rembrandt & Portrait Classics — Dramatic swatch #f2e8dc

LIGHT	Split Lighting Edge lighting color Dramatic
QUALITY	Dramatic
INTENT	Rembrandt & Portrait Classics
FRAME	Color reference #f2e8dc

Broad Light Fill

TL - 26

Rembrandt & Portrait Classics — Portrait swatch #f7ede3

LIGHT	Broad Light Fill lighting color Portrait
QUALITY	Portrait
INTENT	Rembrandt & Portrait Classics
FRAME	Color reference #f7ede3

Short Light Key

TL - 27

Rembrandt & Portrait Classics — Portrait swatch #f4ebe1

LIGHT	Short Light Key lighting color Portrait
QUALITY	Portrait
INTENT	Rembrandt & Portrait Classics
FRAME	Color reference #f4ebe1

Catchlight Beauty

TL - 28

Rembrandt & Portrait Classics — Eyes swatch #faf2e8

LIGHT	Catchlight Beauty lighting color Eyes
QUALITY	Eyes
INTENT	Rembrandt & Portrait Classics
FRAME	Color reference #faf2e8

Neck Shadow Control

TL - 29

Rembrandt & Portrait Classics — Beauty swatch #f6efe5

LIGHT	Neck Shadow Control lighting color Beauty
QUALITY	Beauty
INTENT	Rembrandt & Portrait Classics
FRAME	Color reference #f6efe5

Hair Light Separator

TL - 30

Rembrandt & Portrait Classics — Accent swatch #f8f0e7

LIGHT	Hair Light Separator lighting color Accent
QUALITY	Accent
INTENT	Rembrandt & Portrait Classics
FRAME	Color reference #f8f0e7

Dual Sidelights 180deg

TL - 31

Cinematic High-Contrast — Cinematic swatch #e6edf2

LIGHT	Dual Sidelights 180deg lighting color Cinematic
QUALITY	Cinematic
INTENT	Cinematic High-Contrast
FRAME	Color reference #e6edf2

Under-Lit Grate Shadow

TL - 32

Cinematic High-Contrast — Dramatic swatch #2c3e50

LIGHT	Under-Lit Grate Shadow lighting color Dramatic
QUALITY	Dramatic
INTENT	Cinematic High-Contrast
FRAME	Color reference #2c3e50

Low Angle Floor Spot

TL - 33

Cinematic High-Contrast — Ominous swatch #34495e

LIGHT	Low Angle Floor Spot lighting color Ominous
QUALITY	Ominous
INTENT	Cinematic High-Contrast
FRAME	Color reference #34495e

Overhead Downlight

TL - 34

Cinematic High-Contrast — Noir swatch #2c3e50

LIGHT	Overhead Downlight lighting color Noir
QUALITY	Noir
INTENT	Cinematic High-Contrast
FRAME	Color reference #2c3e50

Rim Light Edge Only		TL - 35
Cinematic High-Contrast — Silhouette swatch #d5dce3		
LIGHT	Rim Light Edge Only lighting color Silhouette	
QUALITY	Silhouette	
INTENT	Cinematic High-Contrast	
FRAME	Color reference #d5dce3	

Single Sidelight 90deg		TL - 36
Cinematic High-Contrast — Dramatic swatch #3d5a80		
LIGHT	Single Sidelight 90deg lighting color Dramatic	
QUALITY	Dramatic	
INTENT	Cinematic High-Contrast	
FRAME	Color reference #3d5a80	

Backlight Silhouette		TL - 37
Cinematic High-Contrast — Graphic swatch #1a1a1c		
LIGHT	Backlight Silhouette lighting color Graphic	
QUALITY	Graphic	
INTENT	Cinematic High-Contrast	
FRAME	Color reference #1a1a1c	

Venetian Blind Pattern		TL - 38
Cinematic High-Contrast — Gobo swatch #4a5a6a		
LIGHT	Venetian Blind Pattern lighting color Gobo	
QUALITY	Gobo	
INTENT	Cinematic High-Contrast	
FRAME	Color reference #4a5a6a	

Window Frame Shadow		TL - 39
Cinematic High-Contrast — Gobo swatch #556b7f		
LIGHT	Window Frame Shadow lighting color Gobo	
QUALITY	Gobo	
INTENT	Cinematic High-Contrast	
FRAME	Color reference #556b7f	

Cross Light Drama		TL - 40
Cinematic High-Contrast — Tension swatch #3e5164		
LIGHT	Cross Light Drama lighting color Tension	
QUALITY	Tension	
INTENT	Cinematic High-Contrast	
FRAME	Color reference #3e5164	

Golden Low-Sun Beam

TL - 41

Sun-Baked Golden Hour — Warm swatch #f39c12

LIGHT	Golden Low-Sun Beam lighting color Warm
QUALITY	Warm
INTENT	Sun-Baked Golden Hour
FRAME	Color reference #f39c12

Amber Gel Backlight

TL - 42

Sun-Baked Golden Hour — Atmospheric swatch #d35400

LIGHT	Amber Gel Backlight lighting color Atmospheric
QUALITY	Atmospheric
INTENT	Sun-Baked Golden Hour
FRAME	Color reference #d35400

CTO Full Gel Warm

TL - 43

Sun-Baked Golden Hour — Tungsten swatch #e67e22

LIGHT	CTO Full Gel Warm lighting color Tungsten
QUALITY	Tungsten
INTENT	Sun-Baked Golden Hour
FRAME	Color reference #e67e22

Sunset Orange Wash

TL - 44

Sun-Baked Golden Hour — Warm swatch #f08a24

LIGHT	Sunset Orange Wash lighting color Warm
QUALITY	Warm
INTENT	Sun-Baked Golden Hour
FRAME	Color reference #f08a24

Palm Leaf Gobo

TL - 45

Sun-Baked Golden Hour — Pattern swatch #ca7a2c

LIGHT	Palm Leaf Gobo lighting color Pattern
QUALITY	Pattern
INTENT	Sun-Baked Golden Hour
FRAME	Color reference #ca7a2c

Low Angle 10deg

TL - 46

Sun-Baked Golden Hour — Warm swatch #e09132

LIGHT	Low Angle 10deg lighting color Warm
QUALITY	Warm
INTENT	Sun-Baked Golden Hour
FRAME	Color reference #e09132

Golden Bounce Fill		TL - 47
Sun-Baked Golden Hour — Warm swatch #f5a445		
LIGHT	Golden Bounce Fill lighting color Warm	
QUALITY	Warm	
INTENT	Sun-Baked Golden Hour	
FRAME	Color reference #f5a445	

Rim Glow Amber		TL - 48
Sun-Baked Golden Hour — Halo swatch #eb9831		
LIGHT	Rim Glow Amber lighting color Halo	
QUALITY	Halo	
INTENT	Sun-Baked Golden Hour	
FRAME	Color reference #eb9831	

Side Sun Slash		TL - 49
Sun-Baked Golden Hour — Warm swatch #dc8628		
LIGHT	Side Sun Slash lighting color Warm	
QUALITY	Warm	
INTENT	Sun-Baked Golden Hour	
FRAME	Color reference #dc8628	

Honeycomb Golden		TL - 50
Sun-Baked Golden Hour — Warm swatch #cf7d2b		
LIGHT	Honeycomb Golden lighting color Warm	
QUALITY	Warm	
INTENT	Sun-Baked Golden Hour	
FRAME	Color reference #cf7d2b	

Indigo Moonlight Fill		TL - 51
Moonlight & Cool Ambient — Cool swatch #1b1464		
LIGHT	Indigo Moonlight Fill lighting color Cool	
QUALITY	Cool	
INTENT	Moonlight & Cool Ambient	
FRAME	Color reference #1b1464	

Silvery Edge Rim		TL - 52
Moonlight & Cool Ambient — Cool swatch #cbd5e1		
LIGHT	Silvery Edge Rim lighting color Cool	
QUALITY	Cool	
INTENT	Moonlight & Cool Ambient	
FRAME	Color reference #cbd5e1	

CTB Full Blue Gel

TL - 53

Moonlight & Cool Ambient — Cool swatch #3742fa

LIGHT	CTB Full Blue Gel lighting color Cool
QUALITY	Cool
INTENT	Moonlight & Cool Ambient
FRAME	Color reference #3742fa

Steel Blue Ambient

TL - 54

Moonlight & Cool Ambient — Cool swatch #5f6caf

LIGHT	Steel Blue Ambient lighting color Cool
QUALITY	Cool
INTENT	Moonlight & Cool Ambient
FRAME	Color reference #5f6caf

Twilight Indigo

TL - 55

Moonlight & Cool Ambient — Night swatch #2e3a8c

LIGHT	Twilight Indigo lighting color Night
QUALITY	Night
INTENT	Moonlight & Cool Ambient
FRAME	Color reference #2e3a8c

Slate Gray Fill

TL - 56

Moonlight & Cool Ambient — Cool swatch #808ea1

LIGHT	Slate Gray Fill lighting color Cool
QUALITY	Cool
INTENT	Moonlight & Cool Ambient
FRAME	Color reference #808ea1

Arctic Ice Tone

TL - 57

Moonlight & Cool Ambient — Cool swatch #a8c5da

LIGHT	Arctic Ice Tone lighting color Cool
QUALITY	Cool
INTENT	Moonlight & Cool Ambient
FRAME	Color reference #a8c5da

Midnight Navy Key

TL - 58

Moonlight & Cool Ambient — Night swatch #1e3d59

LIGHT	Midnight Navy Key lighting color Night
QUALITY	Night
INTENT	Moonlight & Cool Ambient
FRAME	Color reference #1e3d59

Cobalt Edge Light

TL - 59

Moonlight & Cool Ambient — Cool swatch #4169e1

LIGHT	Cobalt Edge Light lighting color Cool
QUALITY	Cool
INTENT	Moonlight & Cool Ambient
FRAME	Color reference #4169e1

Pewter Silver Fill

TL - 60

Moonlight & Cool Ambient — Cool swatch #95a5b8

LIGHT	Pewter Silver Fill lighting color Cool
QUALITY	Cool
INTENT	Moonlight & Cool Ambient
FRAME	Color reference #95a5b8

Profoto HSS 1/8000s

TL - 61

Studio Flash & High-Speed Sync — Action swatch #ffffff

LIGHT	Profoto HSS 1/8000s lighting color Action
QUALITY	Action
INTENT	Studio Flash & High-Speed Sync
FRAME	Color reference #ffffff

Ring-Flash Center Key

TL - 62

Studio Flash & High-Speed Sync — Runway swatch #eaeaea

LIGHT	Ring-Flash Center Key lighting color Runway
QUALITY	Runway
INTENT	Studio Flash & High-Speed Sync
FRAME	Color reference #eaeaea

Speedlight Bare Flash

TL - 63

Studio Flash & High-Speed Sync — Direct swatch #f8f8f8

LIGHT	Speedlight Bare Flash lighting color Direct
QUALITY	Direct
INTENT	Studio Flash & High-Speed Sync
FRAME	Color reference #f8f8f8

Twin Flash Macro

TL - 64

Studio Flash & High-Speed Sync — Detail swatch #f5f5f5

LIGHT	Twin Flash Macro lighting color Detail
QUALITY	Detail
INTENT	Studio Flash & High-Speed Sync
FRAME	Color reference #f5f5f5

Strobe Freeze Motion

TL - 65

Studio Flash & High-Speed Sync — Action swatch #fcfcfc

LIGHT	Strobe Freeze Motion lighting color Action
QUALITY	Action
INTENT	Studio Flash & High-Speed Sync
FRAME	Color reference #fcfcfc

High Power Pop

TL - 66

Studio Flash & High-Speed Sync — Flash swatch #f0f0f0

LIGHT	High Power Pop lighting color Flash
QUALITY	Flash
INTENT	Studio Flash & High-Speed Sync
FRAME	Color reference #f0f0f0

On-Camera Direct

TL - 67

Studio Flash & High-Speed Sync — Editorial swatch #efefef

LIGHT	On-Camera Direct lighting color Editorial
QUALITY	Editorial
INTENT	Studio Flash & High-Speed Sync
FRAME	Color reference #efefef

TTL Auto Balance

TL - 68

Studio Flash & High-Speed Sync — Flash swatch #f2f2f2

LIGHT	TTL Auto Balance lighting color Flash
QUALITY	Flash
INTENT	Studio Flash & High-Speed Sync
FRAME	Color reference #f2f2f2

Wireless Sync Multi

TL - 69

Studio Flash & High-Speed Sync — Complex swatch #ededed

LIGHT	Wireless Sync Multi lighting color Complex
QUALITY	Complex
INTENT	Studio Flash & High-Speed Sync
FRAME	Color reference #ededed

Bare Bulb Direct

TL - 70

Studio Flash & High-Speed Sync — Raw swatch #f7f7f7

LIGHT	Bare Bulb Direct lighting color Raw
QUALITY	Raw
INTENT	Studio Flash & High-Speed Sync
FRAME	Color reference #f7f7f7

Emerald & Acid Rose		TL - 71
Creative Colored Gels — Dual Gel swatch #c3a5b6		
LIGHT	Emerald & Acid Rose lighting color Dual Gel	
QUALITY	Dual Gel	
INTENT	Creative Colored Gels	
FRAME	Color reference #c3a5b6	

Monochromatic Cyan Gel		TL - 72
Creative Colored Gels — Wash swatch #00a8ff		
LIGHT	Monochromatic Cyan Gel lighting color Wash	
QUALITY	Wash	
INTENT	Creative Colored Gels	
FRAME	Color reference #00a8ff	

Magenta Key Purple Fill		TL - 73
Creative Colored Gels — Dual swatch #d946ef		
LIGHT	Magenta Key Purple Fill lighting color Dual	
QUALITY	Dual	
INTENT	Creative Colored Gels	
FRAME	Color reference #d946ef	

Yellow Warm Orange Cool		TL - 74
Creative Colored Gels — Split swatch #fbbf24		
LIGHT	Yellow Warm Orange Cool lighting color Split	
QUALITY	Split	
INTENT	Creative Colored Gels	
FRAME	Color reference #fbbf24	

Red Dramatic Wash		TL - 75
Creative Colored Gels — Bold swatch #dc2626		
LIGHT	Red Dramatic Wash lighting color Bold	
QUALITY	Bold	
INTENT	Creative Colored Gels	
FRAME	Color reference #dc2626	

Lime Green Accent		TL - 76
Creative Colored Gels — Pop swatch #84cc16		
LIGHT	Lime Green Accent lighting color Pop	
QUALITY	Pop	
INTENT	Creative Colored Gels	
FRAME	Color reference #84cc16	

Pink Lavender Blend

TL - 77

Creative Colored Gels — Soft swatch #f0abfc

LIGHT	Pink Lavender Blend lighting color Soft
QUALITY	Soft
INTENT	Creative Colored Gels
FRAME	Color reference #f0abfc

Teal Cyan Mix

TL - 78

Creative Colored Gels — Cool swatch #14b8a6

LIGHT	Teal Cyan Mix lighting color Cool
QUALITY	Cool
INTENT	Creative Colored Gels
FRAME	Color reference #14b8a6

Amber Orange Blend

TL - 79

Creative Colored Gels — Warm swatch #fb923c

LIGHT	Amber Orange Blend lighting color Warm
QUALITY	Warm
INTENT	Creative Colored Gels
FRAME	Color reference #fb923c

Violet Purple Wash

TL - 80

Creative Colored Gels — Deep swatch #8b5cf6

LIGHT	Violet Purple Wash lighting color Deep
QUALITY	Deep
INTENT	Creative Colored Gels
FRAME	Color reference #8b5cf6

Overexposed Wall Rim

TL - 81

Backlighting & Silhouettes — Silhouette swatch #f8f9fa

LIGHT	Overexposed Wall Rim lighting color Silhouette
QUALITY	Silhouette
INTENT	Backlighting & Silhouettes
FRAME	Color reference #f8f9fa

Smoky Backlit Haze

TL - 82

Backlighting & Silhouettes — Atmospheric swatch #cfd8dc

LIGHT	Smoky Backlit Haze lighting color Atmospheric
QUALITY	Atmospheric
INTENT	Backlighting & Silhouettes
FRAME	Color reference #cfd8dc

White Background Blown

TL - 83

Backlighting & Silhouettes — Pure swatch #ffffff

LIGHT	White Background Blown lighting color Pure
QUALITY	Pure
INTENT	Backlighting & Silhouettes
FRAME	Color reference #ffffff

Edge Light Only

TL - 84

Backlighting & Silhouettes — Outline swatch #e5e7eb

LIGHT	Edge Light Only lighting color Outline
QUALITY	Outline
INTENT	Backlighting & Silhouettes
FRAME	Color reference #e5e7eb

Fog Backlight Glow

TL - 85

Backlighting & Silhouettes — Soft swatch #d1d5db

LIGHT	Fog Backlight Glow lighting color Soft
QUALITY	Soft
INTENT	Backlighting & Silhouettes
FRAME	Color reference #d1d5db

Rim Hair Light

TL - 86

Backlighting & Silhouettes — Accent swatch #f3f4f6

LIGHT	Rim Hair Light lighting color Accent
QUALITY	Accent
INTENT	Backlighting & Silhouettes
FRAME	Color reference #f3f4f6

Shoulder Highlight

TL - 87

Backlighting & Silhouettes — Edge swatch #e0e7ee

LIGHT	Shoulder Highlight lighting color Edge
QUALITY	Edge
INTENT	Backlighting & Silhouettes
FRAME	Color reference #e0e7ee

Silhouette Dramatic

TL - 88

Backlighting & Silhouettes — Dark swatch #1a1a1c

LIGHT	Silhouette Dramatic lighting color Dark
QUALITY	Dark
INTENT	Backlighting & Silhouettes
FRAME	Color reference #1a1a1c

Outline Rim Glow

TL - 89

Backlighting & Silhouettes — Halo swatch #dfe4e9

LIGHT	Outline Rim Glow lighting color Halo
QUALITY	Halo
INTENT	Backlighting & Silhouettes
FRAME	Color reference #dfe4e9

Backlight Profile

TL - 90

Backlighting & Silhouettes — Edge swatch #eef2f6

LIGHT	Backlight Profile lighting color Edge
QUALITY	Edge
INTENT	Backlighting & Silhouettes
FRAME	Color reference #eef2f6

North-Facing Skylight

TL - 91

Natural Skylights & Windows — Daylight swatch #f1f2f6

LIGHT	North-Facing Skylight lighting color Daylight
QUALITY	Daylight
INTENT	Natural Skylights & Windows
FRAME	Color reference #f1f2f6

French Window Gobo

TL - 92

Natural Skylights & Windows — Interrupted swatch #e2e8f0

LIGHT	French Window Gobo lighting color Interrupted
QUALITY	Interrupted
INTENT	Natural Skylights & Windows
FRAME	Color reference #e2e8f0

Diffused Window Scrim

TL - 93

Natural Skylights & Windows — Soft swatch #f0f4f8

LIGHT	Diffused Window Scrim lighting color Soft
QUALITY	Soft
INTENT	Natural Skylights & Windows
FRAME	Color reference #f0f4f8

Warehouse Skylight

TL - 94

Natural Skylights & Windows — Industrial swatch #e8ecf2

LIGHT	Warehouse Skylight lighting color Industrial
QUALITY	Industrial
INTENT	Natural Skylights & Windows
FRAME	Color reference #e8ecf2

Studio North Light

TL - 95

Natural Skylights & Windows — Artist swatch #f2f5f9

LIGHT	Studio North Light lighting color Artist
QUALITY	Artist
INTENT	Natural Skylights & Windows
FRAME	Color reference #f2f5f9

Clerestory Window High

TL - 96

Natural Skylights & Windows — Architectural swatch #edf1f7

LIGHT	Clerestory Window High lighting color Architectural
QUALITY	Architectural
INTENT	Natural Skylights & Windows
FRAME	Color reference #edf1f7

Bay Window Wrap

TL - 97

Natural Skylights & Windows — Soft swatch #f4f7fb

LIGHT	Bay Window Wrap lighting color Soft
QUALITY	Soft
INTENT	Natural Skylights & Windows
FRAME	Color reference #f4f7fb

Transom Light Top

TL - 98

Natural Skylights & Windows — Natural swatch #e9edf5

LIGHT	Transom Light Top lighting color Natural
QUALITY	Natural
INTENT	Natural Skylights & Windows
FRAME	Color reference #e9edf5

Dormer Window Angle

TL - 99

Natural Skylights & Windows — Soft swatch #f1f4f8

LIGHT	Dormer Window Angle lighting color Soft
QUALITY	Soft
INTENT	Natural Skylights & Windows
FRAME	Color reference #f1f4f8

Glass Atrium Fill

TL - 100

Natural Skylights & Windows — Ambient swatch #f6f8fb

LIGHT	Glass Atrium Fill lighting color Ambient
QUALITY	Ambient
INTENT	Natural Skylights & Windows
FRAME	Color reference #f6f8fb

Black Velvet Neg-Fill

TL - 101

Reflectors & Negative Fill — Absorptive swatch #1e1e24

LIGHT	Black Velvet Neg-Fill lighting color Absorptive
QUALITY	Absorptive
INTENT	Reflectors & Negative Fill
FRAME	Color reference #1e1e24

Polystyrene Board Bounce

TL - 102

Reflectors & Negative Fill — Gentle swatch #f5f6fa

LIGHT	Polystyrene Board Bounce lighting color Gentle
QUALITY	Gentle
INTENT	Reflectors & Negative Fill
FRAME	Color reference #f5f6fa

Silver Reflector Sharp

TL - 103

Reflectors & Negative Fill — Specular swatch #d4d7dd

LIGHT	Silver Reflector Sharp lighting color Specular
QUALITY	Specular
INTENT	Reflectors & Negative Fill
FRAME	Color reference #d4d7dd

Gold Reflector Warm

TL - 104

Reflectors & Negative Fill — Bounce swatch #f5d895

LIGHT	Gold Reflector Warm lighting color Bounce
QUALITY	Bounce
INTENT	Reflectors & Negative Fill
FRAME	Color reference #f5d895

White Foam Core Fill

TL - 105

Reflectors & Negative Fill — Soft swatch #f8f9fb

LIGHT	White Foam Core Fill lighting color Soft
QUALITY	Soft
INTENT	Reflectors & Negative Fill
FRAME	Color reference #f8f9fb

Black Flag Cut

TL - 106

Reflectors & Negative Fill — Negative swatch #0a0a0b

LIGHT	Black Flag Cut lighting color Negative
QUALITY	Negative
INTENT	Reflectors & Negative Fill
FRAME	Color reference #0a0a0b

Sunbounce Pro

TL - 107

Reflectors & Negative Fill — Outdoor swatch #e8eaed

LIGHT	Sunbounce Pro lighting color Outdoor
QUALITY	Outdoor
INTENT	Reflectors & Negative Fill
FRAME	Color reference #e8eaed

5-in-1 Reflector Multi

TL - 108

Reflectors & Negative Fill — Versatile swatch #eff1f4

LIGHT	5-in-1 Reflector Multi lighting color Versatile
QUALITY	Versatile
INTENT	Reflectors & Negative Fill
FRAME	Color reference #eff1f4

Beadboard White

TL - 109

Reflectors & Negative Fill — Budget swatch #f9fafb

LIGHT	Beadboard White lighting color Budget
QUALITY	Budget
INTENT	Reflectors & Negative Fill
FRAME	Color reference #f9fafb

Black Duvetyne Absorb

TL - 110

Reflectors & Negative Fill — Control swatch #121214

LIGHT	Black Duvetyne Absorb lighting color Control
QUALITY	Control
INTENT	Reflectors & Negative Fill
FRAME	Color reference #121214

Recessed LED Strip 2700K

TL - 111

Practical Set Illumination — Warm swatch #f39c12

LIGHT	Recessed LED Strip 2700K lighting color Warm
QUALITY	Warm
INTENT	Practical Set Illumination
FRAME	Color reference #f39c12

Edison Filament Bulb

TL - 112

Practical Set Illumination — Retro swatch #d35400

LIGHT	Edison Filament Bulb lighting color Retro
QUALITY	Retro
INTENT	Practical Set Illumination
FRAME	Color reference #d35400

Neon Tube Accent

TL - 113

Practical Set Illumination — Modern swatch #ff006e

LIGHT	Neon Tube Accent lighting color Modern
QUALITY	Modern
INTENT	Practical Set Illumination
FRAME	Color reference #ff006e

Candle Flickering Warm

TL - 114

Practical Set Illumination — Organic swatch #e67e22

LIGHT	Candle Flickering Warm lighting color Organic
QUALITY	Organic
INTENT	Practical Set Illumination
FRAME	Color reference #e67e22

String Light Bokeh

TL - 115

Practical Set Illumination — Soft swatch #fbbf24

LIGHT	String Light Bokeh lighting color Soft
QUALITY	Soft
INTENT	Practical Set Illumination
FRAME	Color reference #fbbf24

Floor Lamp Practical

TL - 116

Practical Set Illumination — Interior swatch #f59e0b

LIGHT	Floor Lamp Practical lighting color Interior
QUALITY	Interior
INTENT	Practical Set Illumination
FRAME	Color reference #f59e0b

Table Lamp Glow

TL - 117

Practical Set Illumination — Ambient swatch #f97316

LIGHT	Table Lamp Glow lighting color Ambient
QUALITY	Ambient
INTENT	Practical Set Illumination
FRAME	Color reference #f97316

Chandelier Sparkle

TL - 118

Practical Set Illumination — Luxury swatch #fef3c7

LIGHT	Chandelier Sparkle lighting color Luxury
QUALITY	Luxury
INTENT	Practical Set Illumination
FRAME	Color reference #fef3c7

Wall Sconce Accent

TL - 119

Practical Set Illumination — Architectural swatch #fed7aa

LIGHT	Wall Sconce Accent lighting color Architectural
QUALITY	Architectural
INTENT	Practical Set Illumination
FRAME	Color reference #fed7aa

Under-Cabinet LED

TL - 120

Practical Set Illumination — Modern swatch #fde68a

LIGHT	Under-Cabinet LED lighting color Modern
QUALITY	Modern
INTENT	Practical Set Illumination
FRAME	Color reference #fde68a

Light Setup

The configuration layer: how many light sources, their ratio, and which one owns the image. Every setup names its key, fill, rim, and optional practical sources. Start here, then layer color and direction.

Three-Point Foundation

LS - 01

Key, fill, rim in legible balance. The baseline every other setup deviates from.

LIGHT	Key light from one side, fill light from the opposite or frontal to reduce shadow, rim light from behind to separate subject from background.
QUALITY	Key is the primary directional light, fill is soft and ambient, rim is specular and thin.
INTENT	Balanced and readable, every feature visible, sculpted without harsh shadow, professional legibility.
FRAME	Subject centered, no shadow falls outside frame, rim light creates a halo edge.

Key Dominant

LS - 02

Key strong, fill minimal, rim present. Sculpted and dramatic.

LIGHT	Key light powerful and directional, fill light minimal or absent, rim light halos the form.
QUALITY	Key is hard and pronounced, fill is nearly none so shadow deepens, rim is sharp and visible.
INTENT	Drama and character, emphasis on form and contour, the face sculpted, intimate intensity.
FRAME	One cheek lit, one cheek dark, rim light is the bright halo, frame the asymmetry.

Fill Dominant

LS - 03

Fill nearly matching key in intensity. Soft and flattering.

LIGHT	Key light directional, fill light nearly as bright, rim light optional, the light nearly shadowless.
QUALITY	Key is directional but soft, fill is diffuse and wraparound, minimal shadow or rim.
INTENT	Beauty and flattery, erasure of flaw, the subject glowing evenly, luxury and wellness aesthetic.
FRAME	Subject evenly lit with subtle modeling, minimal shadow, the evenness is the beauty.

Rim Hero

LS - 04

Rim light as bright as or brighter than key. The subject glows.

LIGHT	Rim light from behind as the primary separation, key light subtle, fill from the front or ambient.
QUALITY	Rim is specular and bright, key is soft if present, fill is ambient or minimal.
INTENT	Dreamlike and ethereal, the subject separated and glowing, otherworldly register.
FRAME	Subject rimlit with a dark or shadowed face, the glow is the story, backlit against a contained background.

Two-Light Sidelit

LS - 05

Key and rim only, no fill. The far side black.

LIGHT	Key light from one side at 45 degrees, rim light from behind, no fill light at all.
QUALITY	Key is hard or medium, rim is specular, shadow areas are deep and detail free.
INTENT	Pure contrast and drama, one plane lit and readable, one plane in black, deadpan register.
FRAME	One half of the face and body lit, one half dark, rim creates edge separation, the division is the composition.

Two-Light Backlit

LS - 06

Backlight and fill, no key. The subject a silhouette with detail at the edges.

LIGHT	Backlight from behind as the primary light, fill light from the front just enough to hold shadow detail, no directional key.
QUALITY	Backlight is specular and bright, fill is soft and minimal, the image backlit and glowing.
INTENT	Dreamlike or otherworldly, the subject as a form more than a face, silhouette with edge detail, mystery.
FRAME	Subject backlit with a soft dark face, rim and backlight glowing, environment dark or soft behind them.

One-Light Spotlight

LS - 07

Single key light into dark surroundings. Pure isolation.

LIGHT	One key light from any angle, nothing else, everything outside the key light pool is black.
QUALITY	Key is whatever quality matches the intent, fill is zero, shadow beyond the key is absolute black.
INTENT	Isolation and singularity, the subject alone in the dark, interrogation or revelation, the void surrounds.
FRAME	Subject lit by the single source, background drops to black at the frame edges, the pool of light is the frame.

Ambient Documentary

LS - 08

Minimal key, fill from the environment. Naturalistic.

LIGHT	Key is subtle or the sun through a window, fill is bounced ambient from walls and surfaces, rim is incidental or none.
QUALITY	No light source is dominant, all light is soft and sourced from environment, diffuse and even.
INTENT	Realism and truth, documentary register, the light happens to be there not constructed.
FRAME	Evenly lit scene with natural modeling, shadow is gentle and ambient-sourced, the environment lights itself.

Practical Only

LS - 09

Lamps, windows, fire. Light from named sources only.

LIGHT	All light from visible or justified practical sources: lamps in frame, window light named, fire glow, screen light.
QUALITY	Quality depends on the source: tungsten lamps are warm and directional, windows are directional and color matched to time of day.
INTENT	Naturalism and specificity, every light has a source you can point to, the world lights itself.
FRAME	Practical sources in frame or justified off frame, shadow and light direction match the source position.

Volumetric Atmosphere

LS - 10

Visible light rays in haze. Beam and particle quality.

LIGHT	Any light configuration that includes a visible atmosphere: fog, dust, smoke making light beams visible.
QUALITY	Light becomes a visible material, rays readable in the air, specular on particles, the air itself lit.
INTENT	Cinematic grandeur and dimensionality, the space given depth by the visible light, drama and scale.
FRAME	Light rays travel through frame, haze catches light, visibility layers from foreground dust to background light, the air is the subject.

Color Temperature

The mood encoded in the light's color. Warm is safety and nostalgia, cool is dread and isolation. Color temperature tells the emotional truth before the subject does.

Daylight Neutral 5600K

CT - 01

No warmth, no cool. The factual light of noon or overcast.

LIGHT	Daylight balanced light from sun or daylight sources, no tungsten or artificial color cast.
QUALITY	Neutral and true color, no color cast, every hue rendered accurately.
INTENT	Factual and documentary, no emotional flavor from color alone, the story is in the composition and subject.
FRAME	True color reproduction, the background and garment colors read as designed, no warmth softening or cool distancing.

Golden Hour Warmth 3200K

CT - 02

Orange warmth. Nostalgia, intimacy, magic moment.

LIGHT	Sunlight in the hour before sunset or after sunrise, or tungsten lamps, casting warm orange across everything.
QUALITY	Warm cast across all surfaces, shadows take on warm tones, the light feels like memory.
INTENT	Nostalgia and beauty, the moment is precious and fleeting, safety in warmth, intimacy and connection.
FRAME	Warm tones in the subject and background, shadows orange rather than blue, the world looks at peace.

Deep Tungsten 2700K

CT - 03

Deep orange warmth. Old magic, candlelight proximity, deep evening.

LIGHT	Tungsten lamps or very late golden hour light, deep warm orange saturation.
QUALITY	Heavy warm cast, shadows deep orange, highlights amber, the light is almost palpable.
INTENT	Deep intimacy and magic, the moment suspended in time, warmth as comfort or as memory.
FRAME	Deep warm tones everywhere, the color itself is the mood, the world is cozy or trapped depending on framing.

Blue Hour Cool 6500-8000K

CT - 04

Cool blue approaching dusk or dawn. Melancholy and anticipation.

LIGHT	Light from twilight before sunrise or after sunset, blue ambient cast without direct sun.
QUALITY	Cool blue cast across all surfaces, shadows are cool and deep, the light is ethereal and sad.
INTENT	Melancholy and transition, the moment between states, dread and beauty intertwined, the world is holding its breath.
FRAME	Cool blue tones in shadows and highlights, subject cooled by the cast, the background blue and distant.

Overcast Daylight 6500K

CT - 05

Neutral cool without warmth. Clinical and institutional.

LIGHT	Light through clouds or from north-facing light, neutral cool tone, no shadows.
QUALITY	Shadowless and diffuse, cool cast, flat and even, the light erases drama.
INTENT	Documentary or clinical register, the cool reads as institutional or scientific, loss of magic.
FRAME	Even and cool toned, subject and background equally lit, the flatness is the mood.

Practical Tungsten Dominant

CT - 06

Tungsten lamps casting warm gold into the frame.

LIGHT	Table lamps, overhead tungsten fixtures, practical sources visible or implied, warm 2700K orange cast.
QUALITY	Directional warm light from the practical source, warm shadows, the warmth justified by the source.
INTENT	Domesticity and specific place, the light tells you you're indoors under lamps, warmth as belonging.
FRAME	Warm light pools where the lamp casts, shadows warm and directional, the practical source positions the key light.

Mixed Temperature Conflict

CT - 07

Warm key and cool fill or warm fill and cool key. Visual unease.

LIGHT	Two light sources of different color temperatures: warm tungsten key and cool daylight fill, or the reverse.
QUALITY	Warm and cool colors battle across the subject, the conflict visible in the color shifts.
INTENT	Unease and contradiction, two states fighting, the color itself is the tension, surreal and unsettled.
FRAME	Warm and cool zones in the face and body, the color shift marks the boundary, the conflict is visible.

Fluorescent Cast Green 4200K

CT - 08

Greenish clinical cold. Institutional and unhealthy.

LIGHT	Fluorescent overhead light or cool LED light, greenish cold cast.
QUALITY	Cool green cast, flat and unflattering, the light erases warmth and magic.
INTENT	Institutional or unhealthy register, prison or hospital or sterile space, the color repels.
FRAME	Green cast across the subject and background, skin looks sallow, the color itself is the story.

Neon and Practical Color

CT - 09

Practical colored light sources. Pink neon, cyan LED, practical gels.

LIGHT	Neon signs, LED lights with color, gels on practical sources, the color comes from the source not the post.
QUALITY	Saturated color light, specular where it hits, the color justified by what creates it.
INTENT	Surreal and otherworldly, the color is the story, fashion and artificial registers, beauty through artifice.
FRAME	Subject illuminated by the color source, the color dominant in the frame, the world is lit by the colored light.

Monochromatic One Temperature

Every light source is the same temperature. Pure consistency.

L I G H T	All light from one color temperature: all tungsten, all daylight, all blue hour, nothing mixed.
Q U A L I T Y	One color temperature throughout, the consistency itself as stylistic choice, no contradiction.
I N T E N T	Coherence and intention, the world speaks one language, the color temperature is the aesthetic choice.
F R A M E	Subject and background speak the same color language, the consistency is part of the beauty or the alienation.

Direction and Angle

Where the light comes from: the angle is the emotion. Frontlit is different from backlit is different from toplit. The direction tells you how to read the subject.

Front Key Eye Level

DA - 01

Straight at the subject from camera height. Frontal and readable.

LIGHT	Key light from camera position or near it, at the subject's eye level, frontal and direct.
QUALITY	Even and illuminating, the subject fully visible, shadow is minimal on the face.
INTENT	Directness and honesty, the subject seen head on, confrontation or presentation depending on context.
FRAME	Subject square to camera, fully lit, shadow falls behind them away from frame, legible and clear.

45 Degree Key

DA - 02

The portrait angle. Classic and sculpting.

LIGHT	Key light from 45 degrees to the side and 45 degrees above, the textbook portrait angle.
QUALITY	Sculpting and flattering, models the face with dimension, shadows visible but not harsh.
INTENT	Beauty and formality, the angle says portrait and ceremony, flattery built into the angle.
FRAME	Three quarter lighting, one cheek slightly lit, one slightly shadow, rim light if present halos the far side.

Hard Sidelight 90 Degrees

DA - 03

Light from the side perpendicular to camera. Half lit, half dark.

LIGHT	Key light from 90 degrees to the side, either side, creating a sharp division between lit and shadow.
QUALITY	Hard division, shadow is readable and shaped, the light is pure sidelit without fill.
INTENT	Drama and intensity, the face and body divided into light and dark, deadpan and power registers.
FRAME	Strict profile or three quarter lighting, the lit half and dark half in clear contrast, rim light separates from background.

Soft Sidelight

DA - 04

Sidelit but with fill. Both sides visible, one favored.

LIGHT	Key light from 90 degrees, fill light from the opposite side or camera position, both sides visible.
QUALITY	Side emphasis with fill detail, the shadow side not black but modeled, both sides of the subject read.
INTENT	Balance and dimension, sidelight beauty, the turn shows both sides, less drama than hard sidelight.
FRAME	Profile or three quarter turn, both planes visible, the lit side slightly favored, fill light shows detail in shadow.

Overhead Toplight

DA - 05

Light from above. Creates drama and character.

LIGHT	Key light from above at any angle, 45 degrees down or steeper, light from the ceiling direction.
QUALITY	Shadow under the eyes and under the jaw, the light carves the face downward.
INTENT	Character and age revealed, the aging geometry of the face emphasized, mystery and depth.
FRAME	Eyes read shadowed if the angle is steep, cheekbones catch light, the downward shadow is the sculpting.

Underlight Eerie

DA - 06

Light from below. Unnatural and eerie. Reserved.

LIGHT	Key light from below the subject, footlights or underside glow, light from underneath.
QUALITY	Unnatural and eerie, shadows cast upward, the face appears skull like or grotesque.
INTENT	Dread and unease, the unnatural lighting reads as wrong, horror and surreal register.
FRAME	Eyes and forehead are shadow, nose casts shadow upward, the face is transformed by the wrong angle, use rarely.

Backlight Silhouette

DA - 07

Light from directly behind. The subject becomes a shape.

LIGHT	Key light from directly behind or slightly to the side, the subject between camera and light.
QUALITY	Silhouette or near silhouette, rim light halos the form, the face is in shadow or underexposed.
INTENT	Mystery and otherworldly, the subject as shape and form more than face, dreamlike and otherworldly.
FRAME	Subject rimlit and glowing, face dark or barely visible, background light or dark depending on mood.

Contre Jour Into the Light

DA - 08

Subject between camera and the light source. Flare and glow inevitable.

LIGHT	Light source in frame or just beyond frame behind subject, subject lit from behind with the light visible.
QUALITY	Rim lit and flared, the light source creates lens flare, halo and glow around the subject.
INTENT	Romance and beauty, the subject glowing against a bright background, the flare is the mood, soft focus register.
FRAME	Subject rimlit with flare, background bright, the flare and glow are the style choice, lens flare acceptable.

Raked Sidelight Low

DA - 09

Light skimming the surface from a very low angle. Texture visible.

LIGHT	Key light from the side at a very shallow angle, nearly parallel to the surface, raking across texture.
QUALITY	Texture is emphasized, every grain and wrinkle and fabric fold casts its own shadow, hyper textural.
INTENT	Texture as beauty, the material quality visible and emphasized, documentary of surface, the fabric is the subject.
FRAME	Light grazes across skin or garment at a shallow angle, every fold and fiber visible, the texture is the image.

Ambient Directionless Fill Only

DA - 10

No directional key. Light from all directions equally.

LIGHT	Fill light only, no dominant directional key, ambient light from the environment or even fill sources.
QUALITY	Shadowless or nearly shadowless, soft and diffuse, modeling is minimal.
INTENT	Softness and documentation, the subject visible and even without drama, clinical or beauty aesthetic.
FRAME	Subject evenly lit with minimal shadow, the light does not create drama, the subject's pose and expression carry the weight.

Practical Light Sources

Light that has a reason to exist: windows, lamps, screens, fire. Every practical light tells a story.

Justify your light by putting it somewhere real.

Window Light Direct

PS - 01

Sunlight through a window. Time of day encoded in the angle.

LIGHT	Sun through a window creating a directional key light, the window angle and time of day determining the light direction.
QUALITY	Directional and colored by the time of day, golden if morning or evening, neutral if noon, blue if cloudy.
INTENT	Specificity and time, the light tells you when the scene is happening, the window is the time of day indicator.
FRAME	Window light rakes across the subject and background, window edges create shapes in light on the surface, the light direction matches window position.

Window Light Bounced

PS - 02

Sunlight bounced from a reflective surface into shadow. Soft fill.

LIGHT	Window light bouncing off a surface (wall, ground, reflector) into the shadow side of the subject as fill light.
QUALITY	Soft and wraparound, the bounce diffuses the hard window light, fill light from a secondary surface.
INTENT	Softness and balance, the bounce light is forgiving fill, the window light is the key and the bounce is the fill solution.
FRAME	Key light from window, fill light from a named reflective surface, the bounce direction is visible.

Practical Lamp On Axis

PS - 03

A lamp near the camera position lighting the subject.

LIGHT	Table lamp or standing lamp near camera or at camera position, directing warm tungsten light at the subject.
QUALITY	Warm and tungsten colored, the color tells you it is artificial light, the lamp shape determines the shadow.
INTENT	Domesticity and specific place, you are indoors under a lamp, the warmth says home or artificial.
FRAME	Lamp visible in frame or justified off screen, its light directional and colored, shadow and light direction match the lamp position.

Practical Lamp Off Axis

PS - 04

A lamp out of frame directing light into the scene. Hidden source.

LIGHT	Lamp positioned off frame, its light entering frame as a light pool or directional source, the source implied not seen.
QUALITY	Directional from the hidden source, the light is justified by a source you cannot see but know is there.
INTENT	Specificity without showing the tool, the light has a source the imagination supplies, mystery and direction both.
FRAME	Light pool or directional light entering frame, the source off frame, shadow direction matches the off frame source.

Screen Glow Blue

PS - 05

Phone, laptop, or monitor casting blue light. Tech and isolation.

LIGHT	Screenlight from a device in frame or off frame, blue white light from the screen as the key or fill source.
QUALITY	Cool blue cast, the light from below typically, the monitor or screen glow color.
INTENT	Technology and connection and isolation, the blue screen is modern and distant, cool and artificial.
FRAME	Subject's face illuminated by screen glow, the blue cast is visible, the source is the device in or near frame.

Fire or Practical Glow

PS - 06

Candlelight or fireplace glow. Warm and moving.

LIGHT	Fire or flame as the light source, warm orange glow with visible movement and flicker.
QUALITY	Warm and organic, the light moves with flame, specular on any reflective surface.
INTENT	Primal and intimate, the fire is ancient and present, warmth and danger coexisting.
FRAME	Flickering light on the subject and walls, the source visible or strongly implied, the flicker is readable in the image.

Practical Light Moving Through Frame

PS - 07

A light source traveling across the scene during the shot. Headlights, flashlight, window light changing.

LIGHT	A practical source moving: headlights sweeping, a handheld lamp, sunlight changing angle as the sun moves or clouds pass.
QUALITY	The light quality is defined by the source, the motion is the event, the light sweeps across the subject.
INTENT	Movement and time passing, the light motion is the choreography, the moment alive and changing.
FRAME	Light pool moving across the subject and background, the source direction changing, the motion is the shot.

Layered Practicals

PS - 08

Multiple practical sources each from different angles. Visual complexity.

LIGHT	Several practical sources: window light, practical lamp, screen light, all visible or implied, each from a different angle.
QUALITY	Each source has its own character, the qualities stack and interact, tungsten and daylight and screen light all present.
INTENT	Complexity and real world, the actual space has many light sources, the complexity is visual richness.
FRAME	Multiple light directions visible, the subject lit from several angles, each source casting its own shadow.

Practical With Gel or Color

PS - 09

A practical source gelled or colored. Artificial mood.

LIGHT	A lamp or practical light gelled or inherently colored: neon gel on a lamp, colored LED, the practical source is tinted.
QUALITY	The color is from the source not from grading, the gelled light is specific and justified by the source.
INTENT	Artifice and mood, the color is the story, the practical source is the color source.
FRAME	Subject illuminated by the colored practical, the color dominant in the frame, the source color is the style.

Reflection as Secondary Source

Light bouncing off reflective material becoming a light source. Mirror, water, chrome.

L I G H T	Light bouncing off a reflective surface (mirror, water, chrome, window, glass) as a secondary fill or key source.
Q U A L I T Y	Reflected light has the quality of the reflecting surface: specular off chrome, diffuse off water, directed off mirror.
I N T E N T	Sophistication and geometry, the reflection is working geometry, light engineering visible.
F R A M E	Reflection visible in the reflective material, light bouncing from surface to subject, both the reflection and the lit area visible.

Shadow and Negative Space

What is NOT lit is as important as what is. Shadow as shape, shadow as mystery, and the emptiness around the subject as compositional choice.

Shadow as Shape

SN - 01

Shadow forms a readable geometric or organic shape. Shadow is graphic.

LIGHT	Key light is positioned so its shadow creates a distinct shape or pattern on the subject or background.
QUALITY	Hard or soft shadow, the shape is purposeful and readable, the shadow is composed.
INTENT	Design and intention, the shadow is not accident but choice, shadow geometry as formal element.
FRAME	The shadow shape is visible and composed, it occupies space in the frame, the shape is part of the composition.

Deep Black Shadow

SN - 02

Shadow is pure black, no detail visible. Absolute darkness.

LIGHT	Minimal fill in shadow areas, the shadow drops to near or complete black, detail is gone.
QUALITY	No modeling in shadow, the black is the absence of light, texture and detail exist only in the lit plane.
INTENT	Drama and isolation, one side is light the other is mystery, the black is powerful and deadening.
FRAME	Half the face or half the figure in pure black, no fill to soften, the contrast is absolute.

Modeled Shadow With Detail

SN - 03

Shadow areas show texture and form. Fill light keeps shadow readable.

LIGHT	Key light with sufficient fill that shadow areas retain detail and texture, nothing is pure black.
QUALITY	Shadow is sculpted, the form visible in shadow, detail persists in dark areas.
INTENT	Beauty and form revelation, the whole subject is visible and readable, luxury and flattery.
FRAME	Shadow areas show texture and form, eye detail is visible even in shadow, nothing is lost in darkness.

Shadow on Garment

SN - 04

Light and shadow articulate the fabric drape and fold. Fabric sculpted by light.

LIGHT	Key light rakes across the garment at an angle that makes every fold, drape, and texture cast its own shadow.
QUALITY	Hard enough that fold shadows are visible and separate, the fabric surface texture emphasized.
INTENT	Garment as the star, the fabric's behavior and material read from the light and shadow pattern.
FRAME	Every fold and drape casts a shadow, the fabric's topography is the image, the light rakes the folds at shallow angle.

Shadow on Object Head

SN - 05

Light and shadow reveal the object head's material and form. The object is sculpted.

LIGHT	Key light at an angle that makes the object head's surface, edges, and material visible through shadow and highlight.
QUALITY	Hard enough to show every contour and texture of the object, specular on reflective materials.
INTENT	The object head is the subject, the light reveals its material nature and geometry.
FRAME	Every contour and edge of the object head casts a shadow, material quality visible, the object is the frame's subject.

Negative Space as Void

SN - 06

Large dark areas unpopulated and unlit. The emptiness is the subject's isolation.

LIGHT	Subject is lit, the surrounding areas are in deep shadow or darkness, the lit area is small in a large dark frame.
QUALITY	Contrast between the lit subject and the dark surrounding, the darkness is absolute.
INTENT	Isolation and singularity, the subject alone in the dark, aloneness is the story.
FRAME	Subject lit in the center, darkness fills the surrounding frame, the lit area is small and surrounded by void.

Negative Space as Stage

SN - 07

Dark surround frames the lit subject like a spotlight. The subject is on stage.

LIGHT	Subject is lit, the surrounding is dark but not void, defined edges to the dark surround, a stage boundary.
QUALITY	The dark is compositional not accidental, rim light defines the edge of the lit stage area.
INTENT	Theater and performance register, the subject is on stage under a spotlight, the audience is in the dark.
FRAME	Subject on a stage of light, the dark surround has edges defined by light, the stage is the composition.

Shadow Drama From Occluder

SN - 08

A thin occluder casts a shadow on the subject. Bars, lattice, architecture make shadow shapes.

LIGHT	Light passes through or over an occluder creating a patterned shadow on the subject or background.
QUALITY	The shadow has the shape of the occluder, crisp edges, the pattern is readable.
INTENT	Confinement and pattern, the shadow pattern is imposed on the subject, architecture or constraint visible.
FRAME	The shadow pattern is visible and composed on the subject, the occluder may be visible or implied, the shadow is graphic.

Soft Shadow Feathered Edge

SN - 09

Shadow to light transition is gradual. No hard line between lit and shadow.

LIGHT	Key and fill light are positioned so shadow edges are soft and gradual, no hard shadow line.
QUALITY	Soft and feathered, the transition is smooth, shadow detail fades gradually.
INTENT	Beauty and softness, no harsh division, the form merges light and shadow smoothly.
FRAME	No hard shadow edge anywhere, transitions are gradual, the subject appears soft and yielding.

No Shadow High Key Ambient

Shadow is nearly invisible. Everything is lit. Bright and open.

L I G H T	Fill light is nearly as bright as key light, ambient light fills the entire scene, no area is dark.
Q U A L I T Y	Shadowless or nearly shadowless, the light is even and complete, modeling is minimal.
I N T E N T	Brightness and clinical clarity, nothing is hidden, the light is total and revealing or alienating in its completeness.
F R A M E	Every area is visible and lit, no shadow to hide or sculpt, the light is total and even.

Editorial Signatures

The house lighting recipes. The aibabbler register in light: deadpan matte, surreal backlit, luxury specular, object head shrine. These are complete light statements.

Deadpan Matte Light

ES - 01

Flat directional key with minimal rim. Emotionless and clinical.

LIGHT	Key light directional from one side, minimal rim, no glamour, matte surfaces everywhere reflecting no specular light.
QUALITY	Matte quality, the light does not catch shiny surfaces, the texture is dull and dry, no gloss anywhere.
INTENT	Deadpan register, the light is indifferent to the subject, no flattery or dramatization.
FRAME	Subject legible and sculpted by key light, matte surfaces absorb light without reflection, the image is flat and composed.

Deadpan High Key

ES - 02

High key ambient, zero shadow, bright and clinical. The deadpan in brightness.

LIGHT	High key overall lighting, minimal shadow, bright ambient fill, the scene is evenly and completely lit.
QUALITY	High key and even, no shadow for drama, the light is clinical and institutional.
INTENT	Deadpan in brightness, the composed face against bright surroundings, absence of shadow is the style.
FRAME	Subject and background evenly bright, minimal shadow, the brightness is deadpan register, no drama from darkness.

Surreal Backlit Against Black

ES - 03

Subject rimlit, background pure black. Separated and glowing.

LIGHT	Backlight from behind as the primary light, rim separates subject from black background, fill light minimal or none.
QUALITY	Backlight is specular and bright, subject face may be underexposed or dark, the glow is the light.
INTENT	Surreal and dreamlike, the subject is glowing and separated, otherworldly register.
FRAME	Subject rimlit and glowing against pure black, the glow is the entire image, the surrounding is void.

Surreal Practical Chaos

ES - 04

Multiple practical sources from conflicting angles. The light itself is disoriented.

LIGHT	Multiple practical sources from different angles and colors, the light contradicts itself, chaos and beauty together.
QUALITY	Mixed color temperatures, conflicting shadows, the light is busy and layered.
INTENT	Surreal and overwhelming, the light is not simplified, the subject is surrounded by conflicting illuminations.
FRAME	Multiple light directions visible, the subject lit from several contradictory angles, the confusion is intentional.

Luxury Specular Key

ES - 05

Hard key light, the light catches on shiny surfaces. Glamour through reflection.

LIGHT	Hard key light positioned to catch on reflective materials: leather, chrome, wet skin, jewelry, the reflections are the glamour.
QUALITY	Specular highlights on glossy surfaces, the light bounces bright from highlights, the reflection is the beauty.
INTENT	Luxury and desirability, the glossy surface is wealth and beauty, the reflection is the image.
FRAME	Specular highlights on shiny surfaces are the bright points, the reflection is composed and bright, luxury register.

Luxury Soft Fill

ES - 06

Key barely visible, fill from all directions, light is forgiving and flattering.

LIGHT	Key light is subtle or nearly absent, fill light from all directions, the light is wraparound and forgiving.
QUALITY	Soft and diffuse, no hard shadow, modeling is subtle, the face is flattered.
INTENT	Luxury through softness, the light is a spa treatment, flattery and beauty through light softness.
FRAME	Evenly and softly lit, no harsh shadow, the light is kind to the subject, beauty through light gentleness.

Object Head Shrine Light

ES - 07

Rim light halos the object head, key light from below slightly, object is the lit subject.

LIGHT	Rim light from behind halos the object head, key light from slightly below or angle that shows the object's contour.
QUALITY	Object head is rimlit and specular, object material catches light, the body is in shadow or secondary light.
INTENT	The object head is the shrine subject, the body is the stand, the light worships the object.
FRAME	Object head rimlit and glowing, the body is darker or in secondary light, the object head is the frame's light subject.

Chorus Wall Symmetrical

ES - 08

All figures equally lit, the light treats the wall as one surface.

LIGHT	Key light from one side, all chorus figures receive identical light ratio, no one figure is emphasized by light.
QUALITY	Every figure has the same light, the key and fill ratio is identical for all, the light is unanimous.
INTENT	Unity and formation, the light does not favor, the chorus is one body.
FRAME	All figures equally lit and modeled, no shadow favors one, the formation is lit as a single unit.

The Void

ES - 09

Subject lit against pure black surroundings. The world ends at the frame edge.

LIGHT	Subject is lit, everything beyond the subject and any near environment is pure black, the world is contained.
QUALITY	The black is complete and absolute, no detail in the surrounding darkness, the isolation is complete.
INTENT	Isolation and intensity, the subject is alone in existence, nothing exists beyond them.
FRAME	Lit subject, black void around and behind, the black is the edge of the world, nothing beyond frame exists.

Overhead light and rim light strong, subject on a stage. The audience is in darkness.

L I G H T	Overhead key light and rim light strong, stage area brightly lit, surroundings drop to black or deep shadow.
Q U A L I T Y	Theatrical quality, the stage is lit and the audience is dark, the light defines the stage boundary.
I N T E N T	Theater and performance register, the subject is a performer and the light is the announcement.
F R A M E	Subject in bright overhead and rim light, dark surround defines the stage, the stage is the lit area.

Video Arcs and Lighting Choreography

Timed lighting changes. Light as choreography: the light moves and changes across the clip, the emotion following the light. Nine second sequences, 6-second arcs for music video.

Fade Through Golden Hour

VA - 01

Light gradually warms from daylight to golden hour. Time passing.

LIGHT	Clip opens in neutral daylight 5600K, gradually warms to golden hour 3200K across the duration.
QUALITY	Color temperature shift, warm tones gradually infuse the image, the warm deepens continuously.
INTENT	Time passing, the day dying into evening, nostalgia and beauty arriving as the light warms.
FRAME	Color temperature shift visible in background and subject, the warmth is the arc, six to nine seconds for full transition.

Cold Dawn Arrival

VA - 02

Clip opens in deep blue hour, gradually warms to soft daylight as the sun rises.

LIGHT	Opens in deep blue 7000K cool, gradually warms to golden daylight 5600K, the sun is arriving.
QUALITY	Cool blue gradually replaced by warm, the transition is sunrise time lapse, the color shift is the sun.
INTENT	New day arriving, hope and warmth following darkness, the light change is the story.
FRAME	Cool blue tones gradually warming, the horizon warming first, the sun arriving in the warming light, nine seconds.

Practical Light Entering Frame

VA - 03

An off frame light source gradually enters the frame. Lamp, window light, or fire arriving.

LIGHT	Clip opens dark or dimly lit, a practical light source gradually enters the frame from off screen.
QUALITY	The practical source is progressively more visible, its light is increasingly prominent, the source arrives with its glow.
INTENT	Arrival and revelation, the light source enters and illuminates, the appearance is the arrival.
FRAME	Darkness to increasing light pool, the practical source visible at full arrival, the light spreading across the subject.

Practical Light Exiting Frame

VA - 04

A light source present at start gradually dims or moves out of frame. Light departure.

LIGHT	Clip opens well lit by a practical source, the source gradually dims or moves out of frame, the light decreases.
QUALITY	Light diminishes as the source departs, the quality of the light is from the practical throughout.
INTENT	Departure and loss, the light leaving is the story, darkness arriving as light exits.
FRAME	Lit subject gradually darkening as light exits, the final frame is darker than the start, loss of light is the arc.

Silhouette to Gradual Reveal

VA - 05

Clip opens in full silhouette backlit, fill light gradually increases until form is visible.

LIGHT	Opens with backlight only, subject in silhouette, fill light gradually increases across the clip revealing the subject.
QUALITY	Silhouette gradually gains detail, shadow detail appears, the subject transitions from shape to form.
INTENT	Revelation and manifestation, the invisible becoming visible, the form arriving.
FRAME	Silhouette gradually gains color and detail, the face remains shadowed until the final reveal, six seconds.

Shadow Creep Across Face

VA - 06

A shadow from off frame gradually sweeps across the subject's face or body across the clip.

LIGHT	A shadow from a moving source off frame slowly travels across the subject, the shadow advancing steadily.
QUALITY	The shadow edge is sharp or soft depending on the source, the shadow motion is continuous and visible.
INTENT	Approaching dread or transition, the shadow is consuming the subject, something is arriving.
FRAME	Shadow line gradually crosses the subject's face or body, the lit area shrinking, the shadow consuming the frame.

Color Temperature Shift

VA - 07

The light shifts from warm to cool or cool to warm. The mood transforms.

LIGHT	Clip opens in one color temperature, gradually shifts to another: warm to cool or cool to warm.
QUALITY	Color cast gradually changes, every frame is a shade between start and end temperature.
INTENT	Mood transformation, the emotional weather changing, nostalgia to dread or isolation to warmth.
FRAME	Color gradually shifts across the subject and background, the shift is pervasive and continuous.

Light Storm Rapid Change

VA - 08

Lighting changes rapidly and dramatically. Multiple practicals conflicting, chaos calming to stillness.

LIGHT	Multiple practical sources rapidly shift positions or intensities, the light is busy and contradictory, gradually settling.
QUALITY	Rapid quality changes, hard to soft, conflicting directions, the chaos gradually resolving.
INTENT	Chaos and resolution, the storm of light giving way to clarity, darkness to organization.
FRAME	Rapid changes in light direction and color, the frame busy with light, gradually settling to stillness at the end.

Fixes

Ten lighting failures in AI video. Paste any of these into a video prompt to fix the most common failures: shadow contradictions, unanchored light sources, lost detail in dark skin, and flat unsculpted light.

Shadow Contradiction

FX-01

Shadows point in two directions at once, impossible light geometry. Assign one dominant light as the key.

All shadows point in the same direction, from a single named light source, no shadows contradict the light direction.

Floating Light

FX-02

Light falls on the subject but casts no shadow on the ground. Anchor light to geometry.

The light creates shadows on surfaces and the ground matching the direction of the light source, no shadows floating.

Unanchored Rim

FX-03

Rim light glows but the light source is invisible and unjustified. Put the source somewhere.

The rim light comes from a named justified source visible or implied off frame, the rim direction matches the source position.

Flat AI Light

FX-04

Evenly lit subject with no shadow or modeling. Light has no architecture. Add key, fill, rim structure.

The subject has directional key light creating visible shadow, fill light holding detail in shadow, rim light separating the form.

Color Grading Fighting Lighting

FX-05

Grading adds color that contradicts light direction. Light and grade must agree.

The color grading supports the light direction, warm light has warm tones, cool light has cool tones, no contradiction.

Lost Detail in Dark Skin

FX-06

Dark skin tones lose detail in shadow because fill light is too minimal. Visibility demands explicit fill.

Sufficient fill light holds detail in shadow on all skin tones, nothing disappears into darkness, all tones are visible.

Backlit Without Rim

FX-07

Subject backlit but no rim light separates them from background. The form floats.

Backlight is paired with rim light separating the subject from the background, the rim halo is visible and crisp.

Practical Not Practical

FX-08

Practical lamp in frame but light falls impossibly. State how the practical lights the subject.

The practical light source's direction and angle match its position, the shadow direction proves where the light comes from.

Specular Missing on Gloss

FX-09

High gloss surfaces should catch light and shine but appear matte. Name the shine.

Shiny materials catch light and show specular highlights, leather and chrome and gloss surfaces reflect light visibly.

Isolation Fail

FX-10

Subject should feel alone but fill light is too strong making them social. Darkness is the isolation.

Minimal fill light, the subject mostly in shadow, the darkness around the lit area is greater than the lit area.

Lighting Bible. Standalone file, no external calls except font loading. Light spine on every card: LIGHT, QUALITY, INTENT, FRAME.