COMPOSITING IMAGERY

- Identifying properties of light
- Identifying properties of shadows
- Creating cast shadows
- Adjusting light & shadow
- Considering subjects when composing
- Creating reflections and refractions
- Matching depth and perspective
- Advanced compositing techniques

SUBJECTS

How are things related?
  - Opposites? Enemies? Friends?
  - Common? Uncommon?

How do thing interact?
  - Do they touch? or are they isolated?
  - Are interactions implied or shown?
LIGHT: REALISM & MOOD

- Everything is our world is dependent on a light source --
  Everything we perceive as "realistic" is based on our
  world's lighting conditions.
- Lighting affects color and value, and therefore greatly
  influences mood.

MOOD

Lighting can take the same image or subject and change its mood.
- Soft - intimate, moody, suspenseful
- Colored - festive, upbeat
- Harsh - dramatic, scary

PROPERTIES OF LIGHT

- Hue
  - White light, yellow light, red light, etc.
PROPERTIES OF LIGHT

- Intensity
  - How bright?

PROPERTIES OF LIGHT

- Direction
  - North, south, east, west?
  - To the right, left, front, or back?
PROPERTIES OF LIGHT

- Angle
  - High or low in the sky?

LIGHT SOURCE

- Is there more than one light source?
- How do they compare?
SHADOWS

- Shadows mimic all the properties of light
- Shadows provide clues about light sources
- Shadows ground objects
- Shadows add realism

TYPES OF SHADOWS

Local shadow
- Parts of an object not being hit by a light source

Cast Shadow
- Shadow thrown onto other objects from the casting object that is blocking the light

Drop shadow
- A simple offset shadow, maintaining the basic shape of the object
SHADOW PROPERTIES

Direction
- away from the light source

Intensity (value) and edge quality
- How dark?

Hue
- Complementary color
  in cast shadows

Opacity
- How much local color is showing through?

Decay
- How fast does it lose its intensity

Length (cast shadows only)

REFLECTIONS AND REFRACTIONS

Are there any reflective surfaces in the image?
- How much light is reflected?
- What is within view?

Are there any transparent surfaces in the image?
- How transparent is the surface?
- How much distortion do it create?
**SPATIAL INDICATORS**

How much space / depth is shown?
- Shallow or deep

Do objects in the foreground and distance follow the rules of perspective?
- Atmospheric perspective
- Size & proportion
- Horizon line & vanishing point

Do any objects overlap?
TOOLS

- Dodge / Burn
- Gradient overlays
- Opacity & Blending Modes
- Shape / Layer transformation
- Filters
- Scaling
- Perspective transform
- Blurring & Sharpening
- Layer masks