

# EXERCISE 15

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### CHAPTER 15: TIME & PLACE

#### **Exercise 15: Time of Day**

Light is the means by which changes in the time of day are perceived. In both subtle and dramatic ways, the changing light throughout the course of the day marks the progression from morning to night.

If demonstrating the passing of time is an important aspect of your narrative, lighting is the tool with which you can achieve this. The passage of time might be important for pacing purposes or to differentiate between different segments of a story. Its purpose might also be symbolic. With the appropriate variation in your lighting you can illustrate the transitions through the day, and even the changing seasons.

Below are a series of images of a fairly simple computer-rendered interior scene which show how much impact the different lighting schemes for different times of day have on the scene.

**3.1** To begin with the scene has been set up to have bright skylight coming through the windows – the kind of lighting you would have on a bright, overcast day. The light is neutral in colour and floods the room with diffuse light. The windows here are providing all of the lighting – the light is being bounced by the walls, floor and ceiling to illuminate the entire room. If the bounce light in the 3D renderer is then turned off you can see the difference this makes.

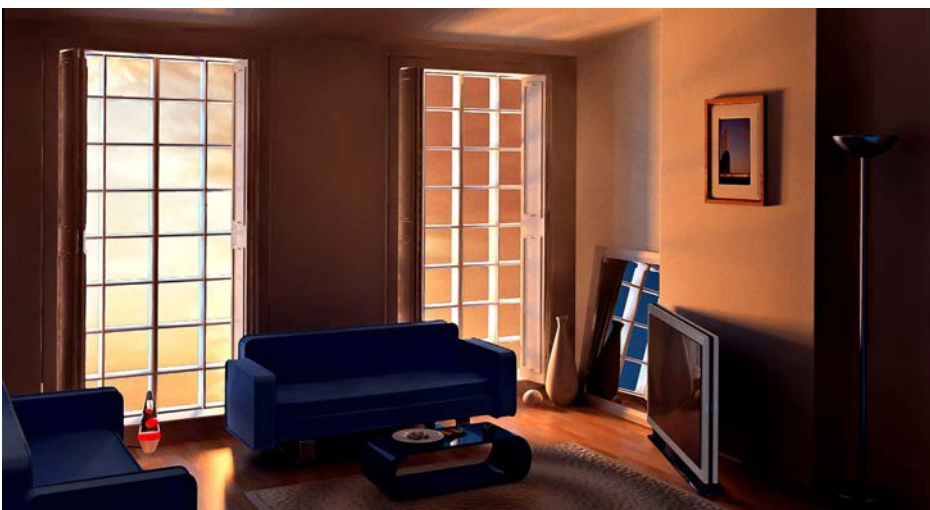


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The original image with the bounce light has been tuned to look bright and low in contrast, almost verging on the high-key, which helps to convey the time and feel required – a bright but diffuse lighting situation.

**3.2** As evening comes, the lighting can be changed dramatically. The low sun can now shine directly through the windows and into the room and, as a result of the more direct lighting, contrast increases significantly and the shadows get much darker. You will also find specular highlights get stronger on the floor and lampshade, and the colour temperature drops to a deep orange because of the low sun. This image has a very different look and feel to the previous one.



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## LIGHT FOR VISUAL ARTISTS BY RICHARD YOT

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**3.3** Finally, there is night time and again a big change. The light from outside is too dim to provide enough illumination so artificial light now plays a much more important role. In this case the lighting is still designed to be dim, but bright enough to see clearly by.

By using a less atmospheric lighting scheme (a bright ceiling light, for example) you could create further variations for this time of day. Again, these could be used to punctuate a story where different scenes require different lighting. By marking the change in time in this way you can use light to depict the unfolding and progression in the story you are telling.

