Lebanon Camera Club

Light Painting

10/4/2016

Light Painting

Light painting

- Selective illumination of scene → by hand
  1. Indirect → light "painted" onto normal subject
     - Light source not visible in scene
  2. Direct → light source is the actual subject, or part of it

Rhyolite by Lance Keimig
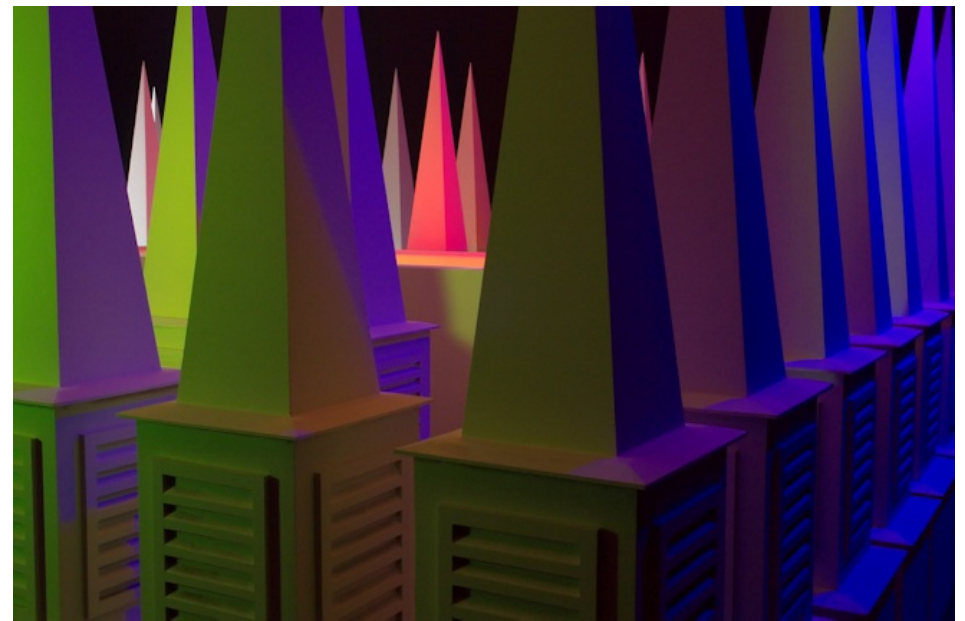

Love at First Light by H. M. Howarth

Light Painting

Indirect

- Flashlight or other light source moved over subject
  - Highlights painted on subject → uneven lighting: dreamy
  - Selective color can also be applied with filters

Antique Tools by Jon DeVaul

Coloratura by Keith Kotay

Light Painting

Indirect

Note: many digital cameras have max open shutter time of 30 seconds--longer times require a locking remote shutter release

- **Exposure → M mode**

  Note: neutral density filter can be used to extend open shutter time without increasing f-number

  - Long exposure needed → at least several seconds
  - Low ISO to reduce noise (more prominent in long exposures)
  - Aperture
    - Selected to balance ambient light (if any) with applied light
    - Usually small (large f-number) to allow for long exposures


1956 LaFrance Pumper by D. Hildebrandt

Midnight Bliss 2 by Jason D. Page

Light Painting

Indirect

- **White balance**
  - Light sources with different color temperature
    - Ambient color temperature vs. applied light color temperature
    - Incandescent flashlight → low color temperature (yellow)
    - LED flashlight → high color temperature (blue)
    - Could be an effect, but may also be a problem
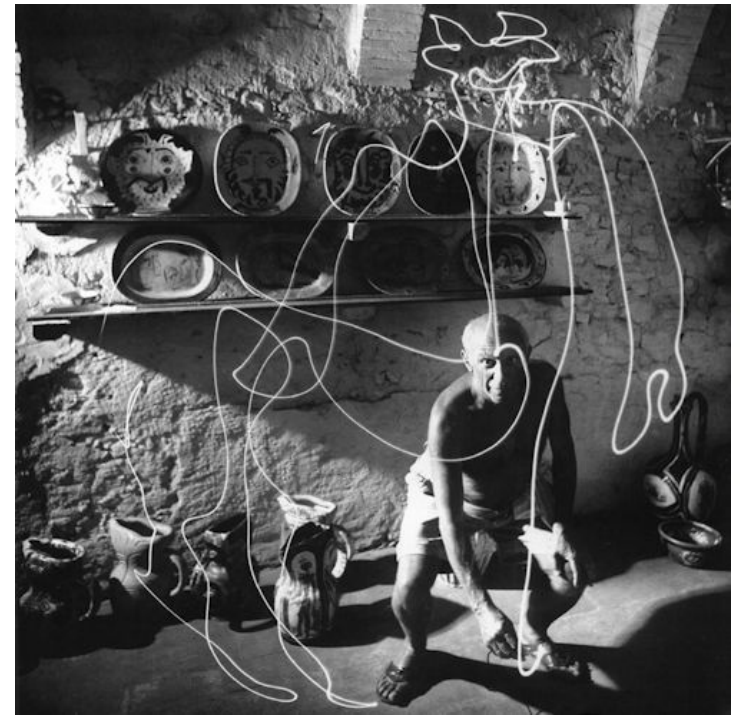

LED light

incandescent light
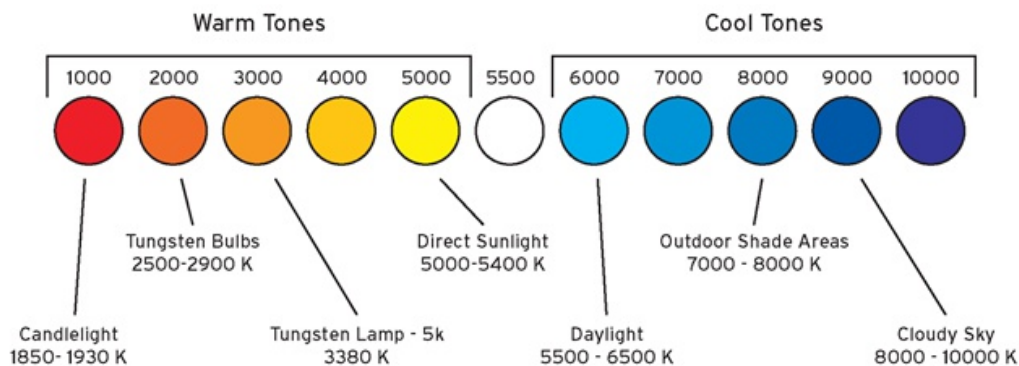
Light Painting

Direct

- Light source(s) appear in image
  - Moved to create image elements → drawing with light
  - First done in 1889 by Marey and Demeny
  - Technique used by Picasso
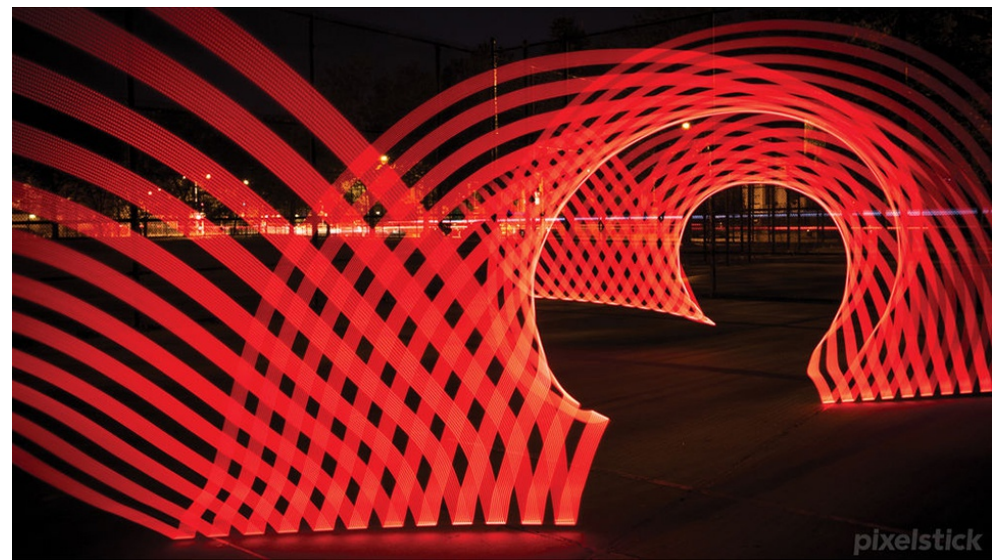

*Pathological Walk
From in Front*

Centaur

Light Painting

Direct

- Individual light source → flashlight
- Strip lights → useful for geometric patterns
  - LED's commonly used
    - Pixelstick → LED light stick that can paint images by changing LED intensity or color ($350)
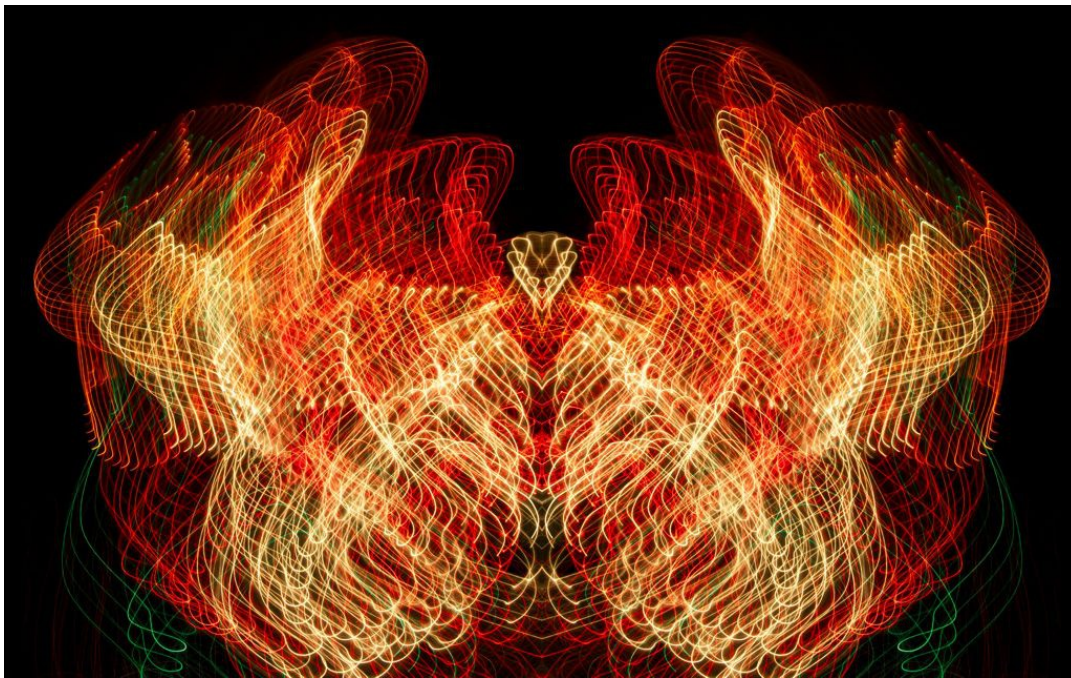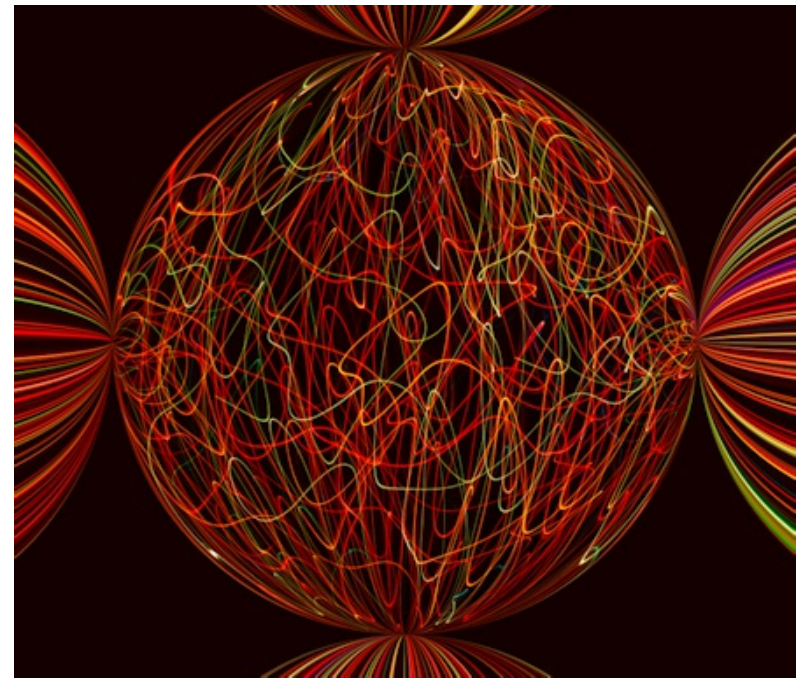

Sand Dunes by Steve Harper

Pixelstick example

Light Painting

Direct

- Kinetic light painting
  - Moving camera instead of light source(s)
    - Christmas lights are a common subject

Angelum Lucis by Keith Kotay
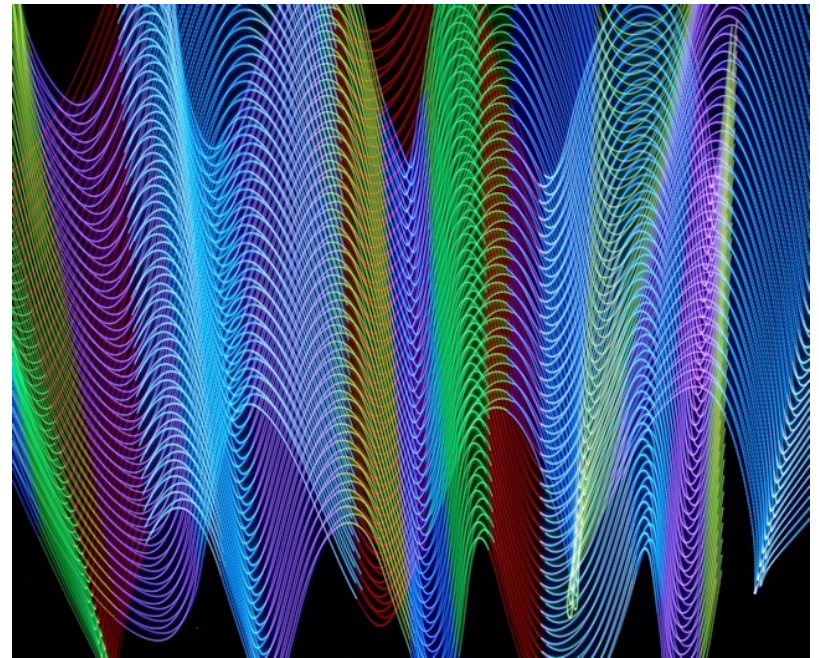

Sphere of Chaos by Keith Kotay

Light Painting

Direct

- **Exposure → M mode**
  - Times around 1-30 seconds (depends on ambient light, if any)
  - Low ISO
  - Aperture small to prevent overexposure of bright point sources

Great Bear Merak by Vicki DaSilva

Light Waves by Keith Kotay