

## References

Hunter, F. Biver, S and Fuqua P. (2011). Light Science & Magic. Fourth Edition. New York and London. Focal Press. Pg., 18 -21

*Looking into the use of colour and contrast and lighting, these chapters describe that light sources with stronger looking illumination if all of the rays strike the subject from the same angle this creates a light source of high contrast, an example of this would be a direct lighting source such as the direct sunlight or an artificial light source. Sunlight scatters as it passes through clouds this causes a diffusion of the light resulting in softer to no shadows and less light intensity.*

*Light also has different levels of temperature, this was especially useful to consider when creating the colour changes for my time lapse lighting rig.*

Gurney, J. (). Colour and Light. Kansas City, Sydney, London. Andrews McMeel Publishing

*Within this book James Gurney describes more of the artistic and the aesthetic application of colour and light. He talks more about how light reflects colour describes more about the principles of lighting form*

Bloch, C. (2007) The HDRI Handbook: High Dynamic Range Imaging for photographers and CG Artists. Santa Barbara. RockyNook p.g. 296 - 297

*Throughout the book there is a lot of information in regards to creating and enhancing ga HDRI image but within pages 296 and 297 there is more description about applying HDRI images as image based lighting, this proved very useful when*

DiCasaFilm, 2012. *Filmmaking 101 - Three Point Lighting Tutorial* [video, Online]. YouTube. Available from: [https://www.youtube.com/watch?v=j\\_Sov3xmqwg](https://www.youtube.com/watch?v=j_Sov3xmqwg) [Accessed on]

*A well rounded and informative look at how to create a three point lighting setup from a photography standpoint. I learnt where the light placements should be in order to effectively light a character or assets. The same principles from real life can be applied in 3D.*

Durand Frederic, FD, 2013, *Light and Shadow: Light and Rendering Series: Volume 1*, [Video, Online], Gnomon Workshop. Available here from:

<https://www.thegnomonworkshop.com/tutorials/light-and-shadow>

Yone santana, 2016, Maya 2017 - Interior Lighting with Arnold, [Video, Online] YouTube.  
Available here from: <https://www.youtube.com/watch?v=mTGHba6yIr4&t=2607s>

This tutorial proved to be incredibly helpful with a step by step guide with setting up an efficient lighting setup for interiors in Maya and Arnold, I learnt a lot about how to effectively illuminate the environment using multiple types of lights and how to apply volumetric lighting effects to the scene.

Renderman, Light Rig Collection. [Photograph] available from:  
<https://renderman.pixar.com/view/25750>

Jay Weston, J.W. Hyperfocal Design, Free HDRI Sky, [Video] available from:  
<http://www.hyperfocaldesign.com/free-hdri-sky/>

DiCasaFilm, 2012. *Filmmaking 101 - Three Point Lighting Tutorial [Screenshot]*. YouTube.  
Available from: [https://www.youtube.com/watch?v=j\\_Sov3xmqqw](https://www.youtube.com/watch?v=j_Sov3xmqqw) [Accessed on]

Kiryha, Animation DNA Introduction and general notes, [[Image]Available from:  
<https://github.com/kiryha/AnimationDNA/wiki/02-Codex-DNA>

*LawyersRock, From Script to screen Part 2 – Film Production. [Image], Available from:*  
<http://www.lawyersrock.com/filmmaking-production/>

- <https://renderman.pixar.com/view/25750>
- [https://docs.blender.org/manual/ja/dev/render/blender\\_render/lighting/lighting\\_rigs.html](https://docs.blender.org/manual/ja/dev/render/blender_render/lighting/lighting_rigs.html)
- *Colour and Light – James Gurney*
- <http://www.spc.noaa.gov/publications/corfid/sunset/>
- <https://www.youtube.com/watch?v=ddqEzaxMCvM>
- [https://www.youtube.com/watch?v=-PB\\_LNSp4V8&t=192s](https://www.youtube.com/watch?v=-PB_LNSp4V8&t=192s)
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- [https://www.jstor.org/stable/3205138?Search=yes&resultItemClick=true&searchText=Lighting&searchUri=%2Faction%2FdoBasicSearch%3Ffc%3Doff%26amp%3Bgroup%3Dnone%26amp%3BQuery%3DLighting%26amp%3Bwc%3Don%26amp%3Bacc%3Don&refreqid=search%3Acef3909e3c482c4aca961d37765c3a6f&seq=1#page\\_scan\\_tab\\_contents](https://www.jstor.org/stable/3205138?Search=yes&resultItemClick=true&searchText=Lighting&searchUri=%2Faction%2FdoBasicSearch%3Ffc%3Doff%26amp%3Bgroup%3Dnone%26amp%3BQuery%3DLighting%26amp%3Bwc%3Don%26amp%3Bacc%3Don&refreqid=search%3Acef3909e3c482c4aca961d37765c3a6f&seq=1#page_scan_tab_contents)
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