

Set up lighting for digital animation

Overview

This Standard is about your ability to light characters, props and environments for digital animation in a way that creates the correct ambience and style for the production.

Getting the right lighting is an iterative process that needs working on through the production process.

This standard is for you if you set up lighting for digital animation.

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Performance criteria

You must be able to:

1. determine the requirements that will affect your work by analysing briefs, scripts, visual references, storyboards, colour keys and technical and production parameters
2. generate ideas on the use of lighting for each shot that meet the design brief
3. confirm the lighting plot with relevant people
4. set up lighting to meet creative requirements, technical parameters and production schedules
5. work within existing lighting set ups created by others
6. light characters, props and environments to create the required moods and effects to enhance the narrative
7. create or work with prototype animations to confirm that lighting meets requirements
8. adjust lighting to meet production and aesthetic requirements of specific shots and sequences throughout the production
9. review material with relevant people and offer suggestions to assist others with the production
10. respond to feedback about the material you create in a positive way, making refinements as needed
11. remain flexible and adaptable to new directions, creative requirements and technical developments on an ongoing basis

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Knowledge and understanding

You need to know and understand:

1. the design, style and look of the production and how lighting impacts on it
2. the production parameters, such as budget, schedule, digital pipelines and edit suites being used
3. the technical parameters, such as aspect ratio, colour space and format of final deliverables
4. image capture equipment theory and techniques and the limitations of real camera gear
5. lighting theory and techniques, real world set lighting and vector maths sufficient to carry out the role
6. colour theory and how lighting works in films, painting and photography
7. how to set up creative lighting to match real lighting from plate
8. how to create different moods and effects such as times of day and seasons through lighting and camera angles and how it is used in story and character
9. how camera movements impact on the effectiveness of animated performance and the physical rigging involved to achieve them
10. the importance of light, shade and intensity, the impact these have on colour and how shadows behave and can be used
11. the way shading and reflections behave and can be used
12. the effects of camera positions, angles, lens types and lighting in relation to characters, props and environments
13. how to exploit the potential of industry-standard digital animation software
14. the entire production process and the impact your work has on those people who are animating, shooting scenes and compositing
15. how to effectively work alongside key people
16. how to use scripting to help workflow

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Suite Animation

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