

Functions and Qualities Chart

Qualities--> Functions	Intensity	Angle	Color	Texture	Shape	Movement
Illumination						
Form						
Focus						
Mood						
Setting						
Composition						
Rhythm						

Functions and Qualities Chart

Functions of Light:

Illumination:

One of the most basic functions of light is to illuminate the stage. This is also a choice. Choosing to *not* see something is just as important as choosing to *see* something.

Form:

This covers how an object on stage is revealed. Using light it is possible to make an object look flat or fully three dimensional by choosing from which directions an object is lit. Eg. Side light, back light, down light, front light, etc.

Focus:

What or who is the focus of the scene? Lighting can be used to draw focus to a particular person or object and make other things fade into the background.

Mood:

Lighting is very important in establishing mood. Think of natural examples like the light outside before heavy storm. What about it is ominous?

Setting:

Lighting can determine both place and time of day. Think about the differences between light indoors and outdoors as well as the difference between light during the day or at night.

Composition:

How is lighting used to create the overall stage picture. What is illuminated, what is not? Where is the focus? This is always important. Always fill out something in this row to force yourself to think of the stage picture.

Rhythm:

Rhythm is the effect of speed of movement or changes in intensity. Lightning has a very fast rhythm and is quite jarring. The sun changing over the course of a day is slow and not really noticeable.

Qualities of Light:

Intensity:

How bright is the light? Dim? Bright? Dark? Really bright? On a light board this will be measured in a percentage from zero to one hundred.

Angle:

This is the direction from which the light is coming. Eg. Front, Back, Top, etc. It can also get more specific like "high side" versus "low side." Angles can also be described as flat or steep. Flat can also mean directionless. When it is cloudy the lighting is flat since there is no real discernible direction in the sunlight.

Color:

To get scientific, this is the composition of wavelengths projected by a light. And while 450nm is a perfectly accurate description of a color, blue works too.

Texture:

This is how light is broken up from a solid beam. Think of light filtering through a tree. That tree imparts a mottled texture in the light.

Shape:

As well as the actual shape of the beam of light, this also refers to whether or not the light is fuzzy or sharp. Different kinds of lights create different shapes of beams. Think of the difference between a spot light and a table lamp. A spot light makes a cone that is sharp around the edges. A table lamp makes a soft fuzzy sphere.

Movement:

This refers to how light changes by either physically moving a light, or by moving through textured light. Think about how light moves over someone as they walk under a hall light. Time is also movement. How fast light changes in regards to intensity or color (if you have a color changing light) is also a form movement.