Color Temperature

- A system of describing light content based on the heating of a fictitious element (Kelvin temperature scale)
  - 7000K cool colors, bluish, overcast day
  - 6000K many flash units
  - 5500K daylight at noon - *considered ideal light*
  - 3200K inexpensive photo-flood bulbs
  - 2900K typical 100 watt incandescent bulb
  - 2000K sunrise and sunset

Natural Light: Overcast

- Bad for contrast, form, drama.
- Good for even lighting from all angles.
- Good for subtle tones and rich hues (except for dark day).
- Good for detail all across the frame.
- Shadows and highlights have visible range.
- Light tends to be graying. May have to add saturation.

Overcast = *Cool* light

- Great for cold-*feeling* pics. (Higher elevations have naturally cooler light anyway!)
- What helps?
  - Can use an amber filter (medium = 81B, 81A is lighter, 81C is darker) to improve images of people. (Real or Photoshop!)
  - Might use a UV filter to cut ultraviolet, or a polarizing filter to reduce haze and glare.

Natural Light: Haze or Fog

- The Bad?
  - Reduced detail and contrast
  - Muted colors
- The Good?
  - Great at emphasizing distance
  - Can be dreamy and atmospheric

Natural Light: Top Lighting

(Noon on a sunny day)

- The Bad?
  - Very little contrast overall
  - Little apparent depth
  - Small intense shadows, like under the eyes
  - Avoid people pictures
- The Good?
  - Pictures in the shade will be fine
  - Use the time to take pictures of little details

Natural Warm Light

- Sunset and sunrises produce yellow-orange light
  - (blue light is scattered by dust and water vapor in the air. At dawn and dusk the light must pass through more atmosphere! Therefore more orange is left.)
- The Good?
  - Landscapes become lovely
  - Architecture becomes dramatic