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MM#

[Forums](#) > [Photography Talk](#) > **Lighting Setup Tutorials: basic to advanced**[Search](#) [R](#)[first](#) [11](#) [12](#) [13](#) **[14](#)** [15](#) [16](#) [17](#) [last](#)

This thread ROCKS!

PHOTOGRAPHER

**[DIGITAL SNIPER](#)**

Male

Location: New York

Posts: 159

Sep 12 07 10:14 pm [Q](#)

PHOTOGRAPHER

**[Ei Katsumata](#)**

Male

Location: California

Posts: 9

**Brandon Ching wrote:**

Thy will be done.... pages 6-10 can be downloaded here:

<http://www.brandonching.com/pdf/lightin ... pp6-10.zip> (10.3MB)

This is an interesting thread, but does anyone else see an issue with the above? Distributing other people's work without their consent is copyright infringement, plain and simple.

Apologies in advance if permission was indeed granted by everyone who has their work included in the above pdf files.

Sep 13 07 11:29 pm [Q](#)

PHOTOGRAPHER

**[Beach](#)**

Male

Location: South Carolina

Posts: 1,566

**Ei Katsumata wrote:**

This is an interesting thread, but does anyone else see an issue with the above? Distributing other people's work without their consent is copyright infringement, plain and simple.

Apologies in advance if permission was indeed granted by everyone who has their work included in the above pdf files.

fair use 😊

Sep 13 07 11:32 pm [Q](#)**Ei Katsumata wrote:**

This is an interesting thread, but does anyone else see an issue with the above? Distributing other people's work without their consent is copyright infringement, plain and simple.

Apologies in advance if permission was indeed granted by everyone who has their work included in the above pdf files.

## PHOTOGRAPHER

[ToddPhillipphotography2](#)

Male

Location: Florida

Posts: 138

Fair use : is a doctrine in United States copyright law that allows limited use of copyrighted material without requiring permission from the rights holders, such as use for scholarship or review. It provides for the legal, non-licensed citation or incorporation of copyrighted material in another author's work under a four-factor balancing test. It is based on free speech rights provided by the First Amendment to the United States Constitution. The term "fair use" is unique to the United States; a similar principle of fair dealing, exists in some other common law jurisdictions. Civil law jurisdictions have other limitations and exceptions to copyright. And China has its own called anything goes!

Sep 14 07 06:10 am [Qi](#)

## PHOTOGRAPHER

[TimeShift Studios](#)

Male

Location: Florida

Posts: 219

**Ei Katsumata wrote:**

This is an interesting thread, but does anyone else see an issue with the above? Distributing other people's work without their consent is copyright infringement, plain and simple.

Apologies in advance if permission was indeed granted by everyone who has their work included in the above pdf files.

I think if they did not want it going around, they wouldn't be posting "How To's". I am pretty sure everyone is not sharing their master secrets but things they can live with others knowing. Good question though, shows good character.

Sep 14 07 04:49 pm [Qi](#)

## PHOTOGRAPHER

[LightLab Studios](#)

Male

Location: Montana

Posts: 648

Let's stay on topic, please. If you want to debate sharing info on the web versus pdf's, please start another thread.

Hoping someone soon will post their setups or take the initiative to ask other photographers they wish to learn from to do the same...

Sep 14 07 09:29 pm [Qi](#)

## PHOTOGRAPHER

[Chanel Rene](#)

Female

Location: California

Posts: 925

:::doin the BUMP:::

Sep 14 07 11:59 pm [Qi](#)

bummmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmp

**PHOTOGRAPHER****The Photo Collective**

Male

Location: Arizona

Posts: 236

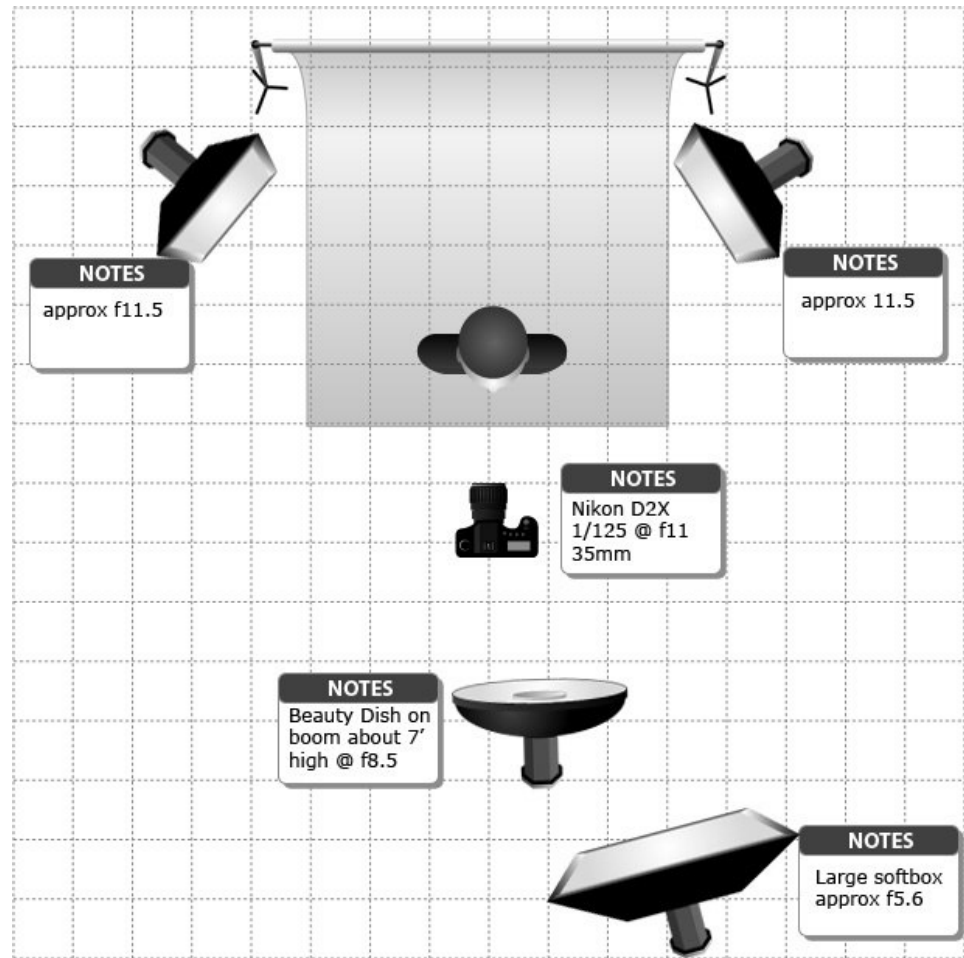
Sep 18 07 03:04 pm [Q](#)**PHOTOGRAPHER****LightLab Studios**

Male

Location: Montana

Posts: 648

Doin' my part.... from today's test with a new model.



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Below is a proof with minor RAW adjustments (upped midtones, shadows, and contrast). You can still see the dust spots on my sensor and of course the edges of the small seamless paper.



Let's go! Who's steppin' up next?

Sep 18 07 09:37 pm [Q](#)



PHOTOGRAPHER

[Marco Aureliani](#)

Male

Location: Italy

Posts: 353

Thanks 😊

Sep 20 07 12:17 pm [Q1](#)

PHOTOGRAPHER

[Marco Aureliani](#)

Male

Location: Italy

Posts: 353

bump

Sep 20 07 07:55 pm [Q1](#)

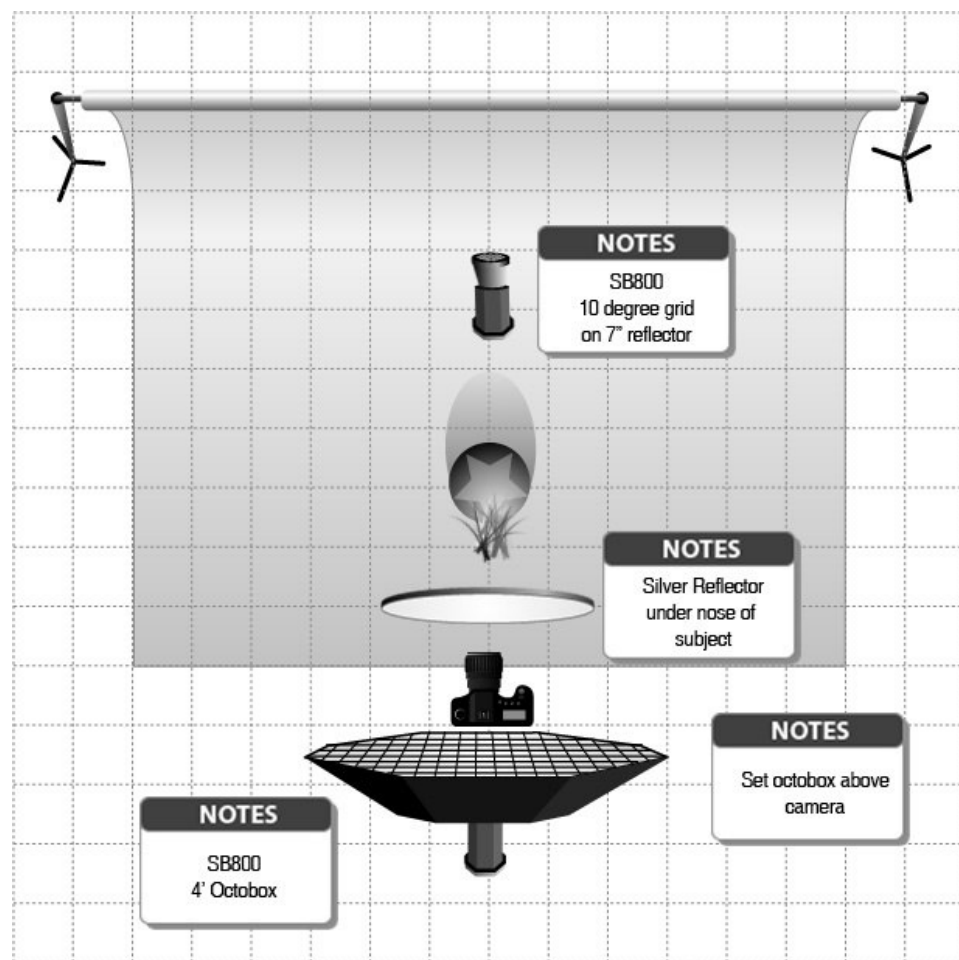
PHOTOGRAPHER

[K -- O](#)

Male

Location: Nevada

Posts: 1,123



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For personal use and to share your setups only. Not for commercial use. Email suggestions to [kevin@kevinkertz.com](mailto:kevin@kevinkertz.com)



I know it's not much ... But I'll keep this thread going with one.

KO

Sep 20 07 08:19 pm [Q1](#)



PHOTOGRAPHER

[Marco Aureliani](#)

Male

Location: Italy

Posts: 353

Cool, did you use your ringlight-like softbox in front of your subject?  
Love the result, great work! 😊

Sep 21 07 05:18 am [Q1](#)



PHOTOGRAPHER

[K -- O](#)

Male

Location: Nevada

Posts: 1,123

No, I had the softbox high with the reflector low. I thought the straight on strobe would have an unflattering effect from the shadows casted by those bamboo looking things.

Bump

Sep 21 07 04:24 pm [Q1](#)



PHOTOGRAPHER

[Zachary Hunt](#)  
[Photograph](#)

This is one hell of an excellent learning tool.

Many thanks  
Zachary



Male  
Location: ENGLAND-  
East Midlands  
Posts: 62

Sep 21 07 05:04 pm [Q](#)



PHOTOGRAPHER

[shootmike](#)

Male  
Location: Oklahoma  
Posts: 2,576

Bump!

More please...

Sep 26 07 08:13 am [Q](#)



PHOTOGRAPHER

[Marco Aureliani](#)

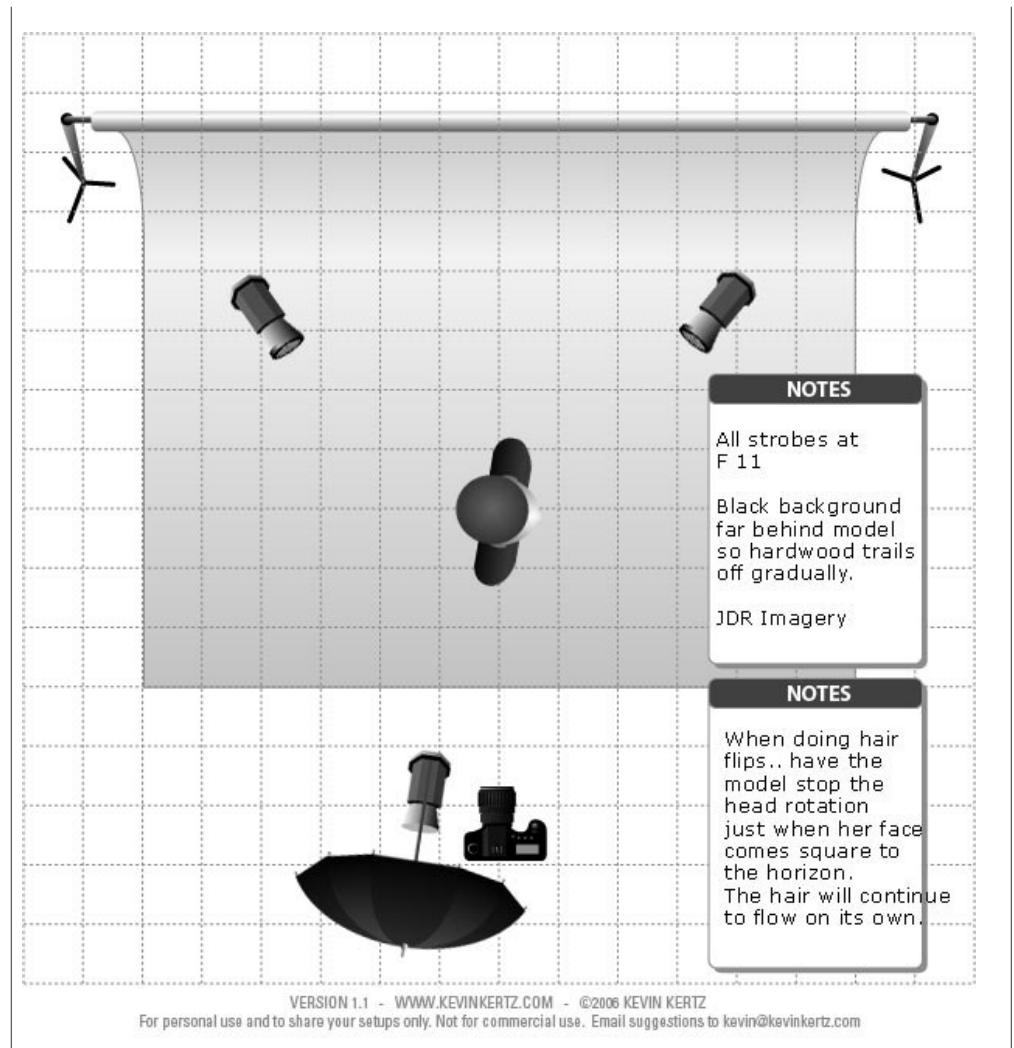
Male  
Location: Italy  
Posts: 353

Love it!

**JDR Imagery wrote:**

Ok I will give it a go.....





Great work, thanks!

Sep 26 07 03:59 pm [Q1](#)



PHOTOGRAPHER

[LightLab Studios](#)

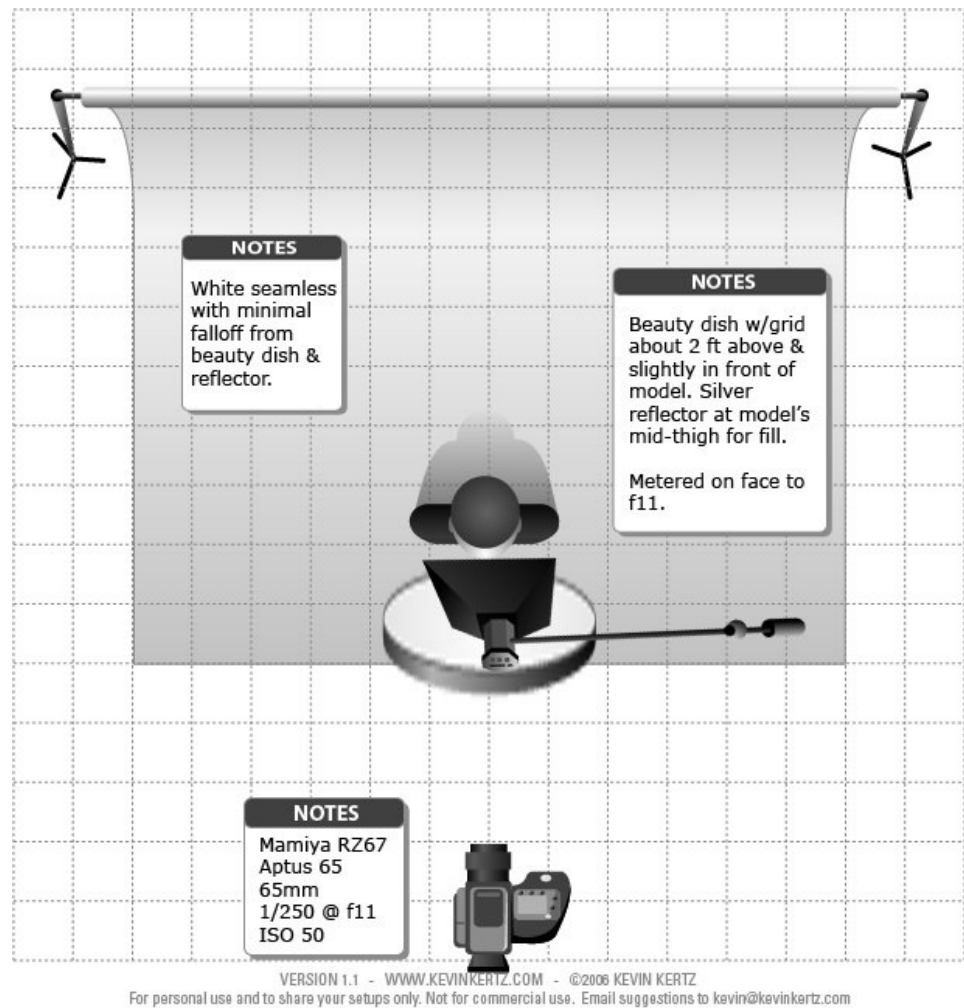
Male

Location: Montana

Posts: 648

One light setup from this afternoon...





Here's a proof from the shoot.

Sep 28 07 12:43 am [Q](#)**MAKEUP ARTIST****[Olga Sch.](#)**

Female

Location: California

Posts: 34

**LightLab Studios wrote:**

I'll start. This setup is courtesy of Richard Warren's Fashion Workshop.

**Equipment and Materials:**

- white seamless background
- model approx 15 ft in front of background
- background lit by beauty dish w/blue gel
- model lit by 48" white umbrella
- additional partial diffusion on umbrella using rolux tufflux fabric
- two fill cards (placement seen in pics)
- nikon d2x w/50mm

**Ratios**

- background about 2 stops below key

**Post-Production**

- minimal: basic post on skin, contrast, and color





wow! I just love this image about everything. A master work with the light and so soft.

Sep 28 07 12:56 am [Q](#)



PHOTOGRAPHER

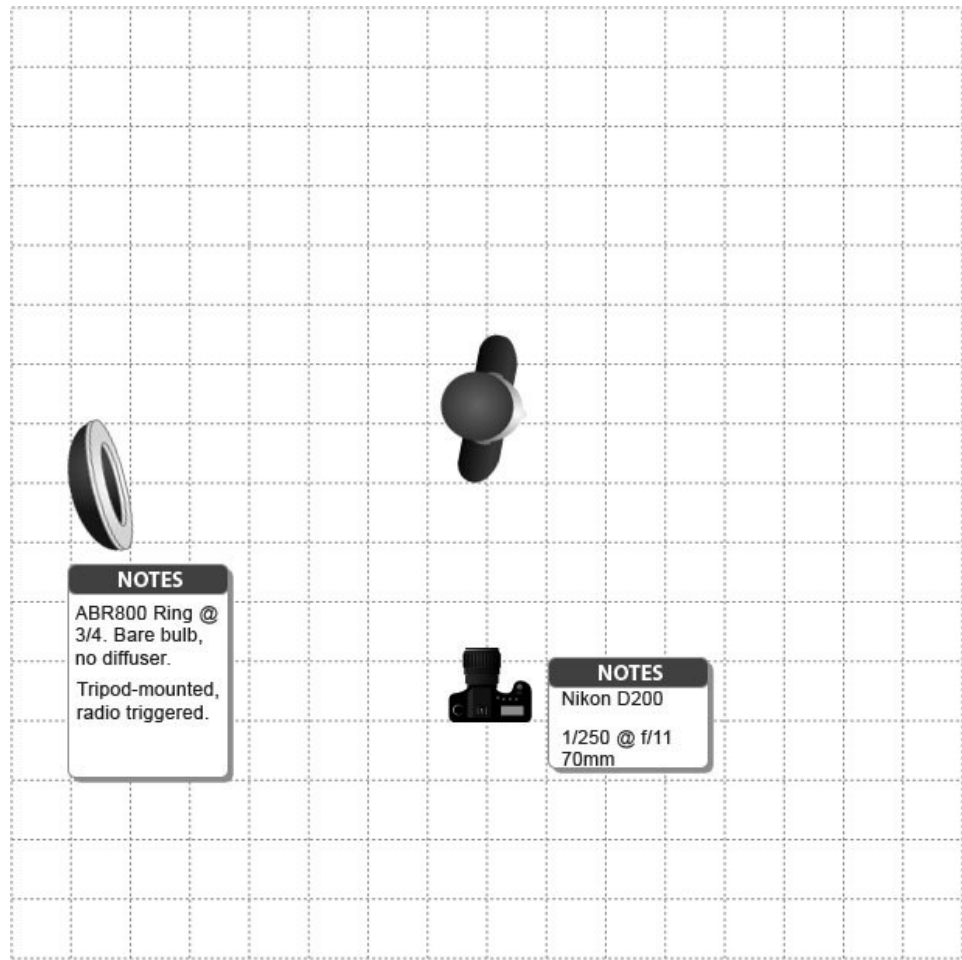
**[Jason Vincent](#)**  
**[Archer](#)**

Male

Location: Korea

Posts: 42

Sure.. Why not.. I guess I'll just post my avatar as I'm far from being a lighting guru.



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© 2007 Jason Archer Model: Lauren Rush

Sep 29 07 10:41 am [Q](#)



PHOTOGRAPHER

[Marco Aureliani](#)

Male

Location: Italy

Posts: 353

Thanks a lot, love this stuff 😊

Sep 29 07 11:54 am [Q](#)





PHOTOGRAPHER

[K -- O](#)

Male

Location: Nevada

Posts: 1,123

bump

Sep 30 07 01:08 pm [Q](#)

PHOTOGRAPHER

[Digitallure Photography](#)

Male

Location: Ohio And Surrounding States

Posts: 226

Sorry if i'm doing something wrong by posting another photog's pic, but I would like to know how can i achieve lighting like this?

from Markus Klinko's port

Sep 30 07 03:04 pm [Q](#)

PHOTOGRAPHER

[LightLab Studios](#)

Male

Location: Montana

Posts: 648

Why don't you send him a message and ask him if he'll post the setup to this thread?

Sep 30 07 03:07 pm [Q](#)

PHOTOGRAPHER

[Digitallure Photography](#)

Male

Location: Ohio And Surrounding States

Posts: 226

**LightLab Studios wrote:**

Why don't you send him a message and ask him if he'll post the setup to this thread?

I did already but i figured someone here would have an idea.

Sep 30 07 03:58 pm [Q](#)

PHOTOGRAPHER

[M435TRO](#)

Male

Location: California

Posts: 52

Bump for today (10/02) 5:55 p.m. SoCal time! 😊

Oct 02 07 08:55 pm [Q](#)

PHOTOGRAPHER

[CnImagery](#)

Male

Location: British  
Columbia

Posts: 69

This thread is good. Up for British Columbia at 11:00pm.

Oct 04 07 02:00 am [Q](#)

PHOTOGRAPHER

[RacerXPhoto](#)

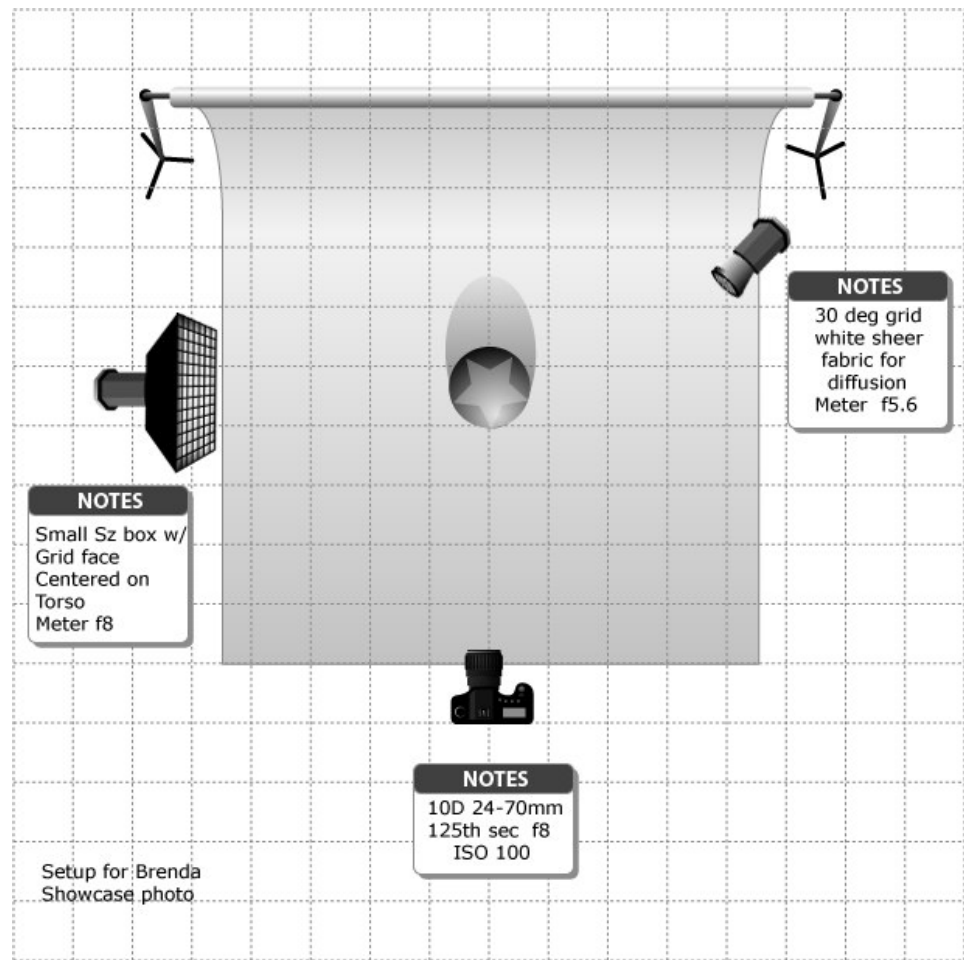
Male

Location: New York

Posts: 271

Ok My contribution

Setup diagram



The Result



Oct 04 07 02:22 am [Q](#)



thanks to all who have posted recently!

PHOTOGRAPHER

[LightLab Studios](#)

Male

Location: Montana

Posts: 648

Oct 04 07 03:10 am [Q](#)



PHOTOGRAPHER

[\( ANT \) Mgaphoto](#)

Male

Location: California

Posts: 1,702

**LightLab Studios wrote:**

Why don't you send him a message and ask him if he'll post the setup to this thread?

It is funny because there aren't a lot of photographers who will tell you how something is lit, I have no idea why but it would be cool to see more "pro's" here helping others. Damn I would but I suck at indoor lighting 😞

Oct 04 07 03:15 am [Qi](#)

PHOTOGRAPHER

[Resonating Art LLC](#)

Male

Location: California

Posts: 44

**Ransom-The Cheese-J wrote:**

hmmm ok I'll play.

<http://www.foxdenent.com/images/diagram.jpg>

<http://foxdenent.com/images/andreaht.jpg>

broken links homie... interested to see what you put down.

Oct 04 07 03:36 am [Qi](#)

PHOTOGRAPHER

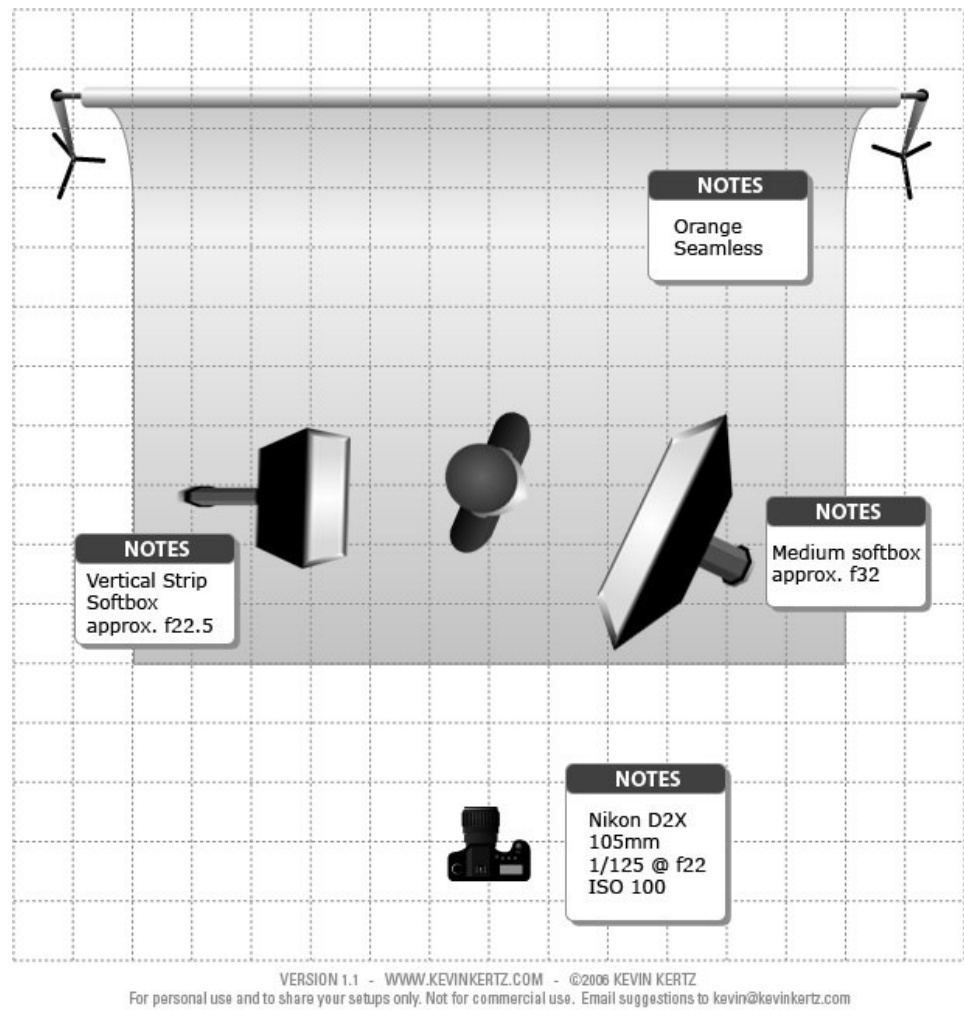
[LightLab Studios](#)

Male

Location: Montana

Posts: 648

I've had a few requests of how I did my new avatar. Here it is...



This is the original proof:





This is the final shot:



This started with a really solid exposure at f22 for lots of depth of field across her face with the 105mm macro. There's quite a bit of work in photoshop, mostly focused on manipulating contrast, tone, and color. I suppose if people are interested, I could talk about the photoshop work in more detail. Let me know.

Oct 04 07 03:43 am [Q](#)



PHOTOGRAPHER

[The Photo Collective](#)

Male

Location: Arizona

Posts: 236

**LightLab Studios wrote:**

I suppose if people are interested, I could talk about the photoshop work in more detail. Let me know.

it would be cool to see the steps you went through to get it to the final point!

Rocksteady,  
Danno~

Oct 04 07 06:03 am [Qi](#)

PHOTOGRAPHER

[CnImagery](#)

Male

Location: British  
Columbia

Posts: 69

Yes, please ellaborate...I love that shot.

Oct 04 07 01:15 pm [Qi](#)

PHOTOGRAPHER

[Ecstylez](#)

Male

Location: Florida  
Posts: 107

Hey Lightlab,

Hope you don't mind, but I took a stab at PP'ing your photo, i couldn't help it, its such a great shot 😊

Oct 04 07 02:07 pm [Q](#)**PHOTOGRAPHER****[LightLab Studios](#)**

Male

Location: Montana

Posts: 648

OK, here goes...

A lot of the fine brush work is best done with a tablet.

- 1) Duplicate background layer. Thorough retouch with healing and cloning brushes at 100% magnification to get rid of dust spots, blemishes, etc.
- 2) New curve adj layer set to Screen. Mask filled with black to turn off screen effect. With small and medium soft brushes at low opacity (~10%), paint white to dodge highlights. Apply 5px gaussian blur to mask to soften brush stroke edges.
- 3) New curve adj layer set to Multiply. Mask filled with black to turn off multiply effect. With small and medium soft brushes at low opacity (~5-7%), paint white to burn shadows. Apply 5px gaussian blur to mask to soften brush stroke edges.
- 4) New curve adj layer set to Multiply. Mask left white. Use gradient map to paint black-white circle with smooth edge transition on just her face. In effect, applying a uniform burn to the entire image except her face. Apply 5px gaussian blur to mask to further soften gradient.
- 5) Repeat step 4 with a slightly different gradient to burn again, masking most of the face and some of t

background in the right-top corner. Apply 5px gaussian blur to mask to further soften gradient.

6) Apply Deep Emerald photo filter set to 75% with luminosity off and layer mode set to Softlight. This helped to bronze her skin tones, darken shadows further, while preserving highlights.

7) New channel mixer layer set to monochrome (R 50%, G 50%) with layer mode set to Darken. This helped to desat the magenta tones while preserving contrast.

- Layers 2-7 were placed in a Group and I fiddled some with opacities for the desired effect.

8) Alt-merge visible to create new layer combining all effects. Apply about a 10px gaussian blur to smoothen tonal gradations. Opacity lowered to 40% to bring back detail from bottom layers. Added a mask and painted black with soft brushes to bring back all or most detail to edges and important facial details such as hair, eyes, mouth, etc. Apply 5px gaussian blur to mask to further soften gradient.

9) Final step was basic sharpening with USM (approx. 175, 0.3, 0). Lowered opacity to 70%.

Voila!

Oct 04 07 02:14 pm [Qi](#)



PHOTOGRAPHER

[LightLab Studios](#)

Male

Location: Montana

Posts: 648



Step 0: Proof





Step 1: Retouch/Repair



Step 2: Dodge Highlights





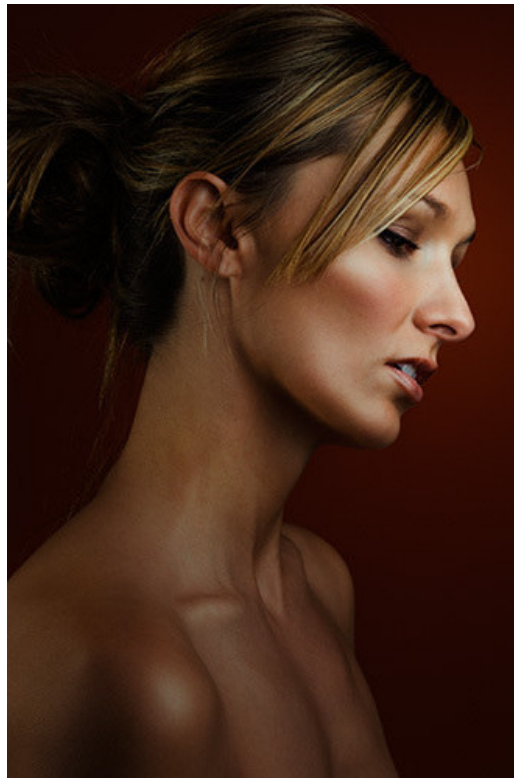
Step 3: Burn Shadows



Step 4: Burn Again - Gradient Map, Vignette



Step 5: Burn Again - Gradient Map, Vignette



Step 6: Deep Emerald Photo Filter



Step 7: Monochrome Layer set to Darken



Step 8: Gaussian Blur



Step 9: USM

END

Oct 04 07 04:12 pm [Q](#)



PHOTOGRAPHER

[K. Adam Stockstill](#)

Male

Location: Texas

Posts: 211

Awsome lightlab!!!!  
Thanks for the play by play!  
Well done Sir!

Oct 04 07 04:33 pm [Q](#)



PHOTOGRAPHER

[LightLab Studios](#)

Male

Location:

Montana

Posts: 648

Here's a closeup of the retouch work. Remember, do your work at 100% (one screen pixel equals one image pixel).



BEFORE





AFTER

Oct 04 07 04:39 pm [Qi](#)



PHOTOGRAPHER

[LightLab Studios](#)

Male

Location: Montana

Posts: 648

**K. Adam Stockstill wrote:**

Awsome lightlab!!!!  
Thanks for the play by play!  
Well done Sir!

You are welcome sir! Thanks!

Oct 04 07 04:41 pm [Qi](#)

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