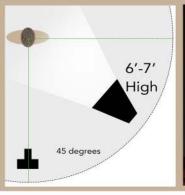


## Rembrant

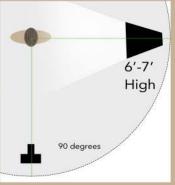
- 1. Place light 45 degrees from camera.
- 2. Raise light slightly above head.
- 3. A small section of light should highlight the opposite cheek from the flash. See example.





### R Split

- 1. Place light 90 degrees from camera.
- 2. Raise light slightly above head.
- 3. Half of the face should be lit up with the shadow starting half way across the face.

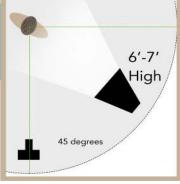




#### notes

### Broad

- 1. Place light 45 degrees from camera.
- 2. Similar to Rembrant position.
- 3. Very little shadow should appear on the side of the model's head. Turn head so the "broad" side is lit up.

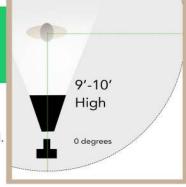




# Butterfly

- Place light 0 degrees from camera.
   Put light on boom stand for height.
- Must be up high and in front of model.

  3. A small shadow from the nose will be directly below it.







- 1. Place light 45 degrees from camera.
- 2. Put light on boom stand for height. Same as you would for butterfly light.
- 3. A small shadow from the nose will be below, pointed to the side.

