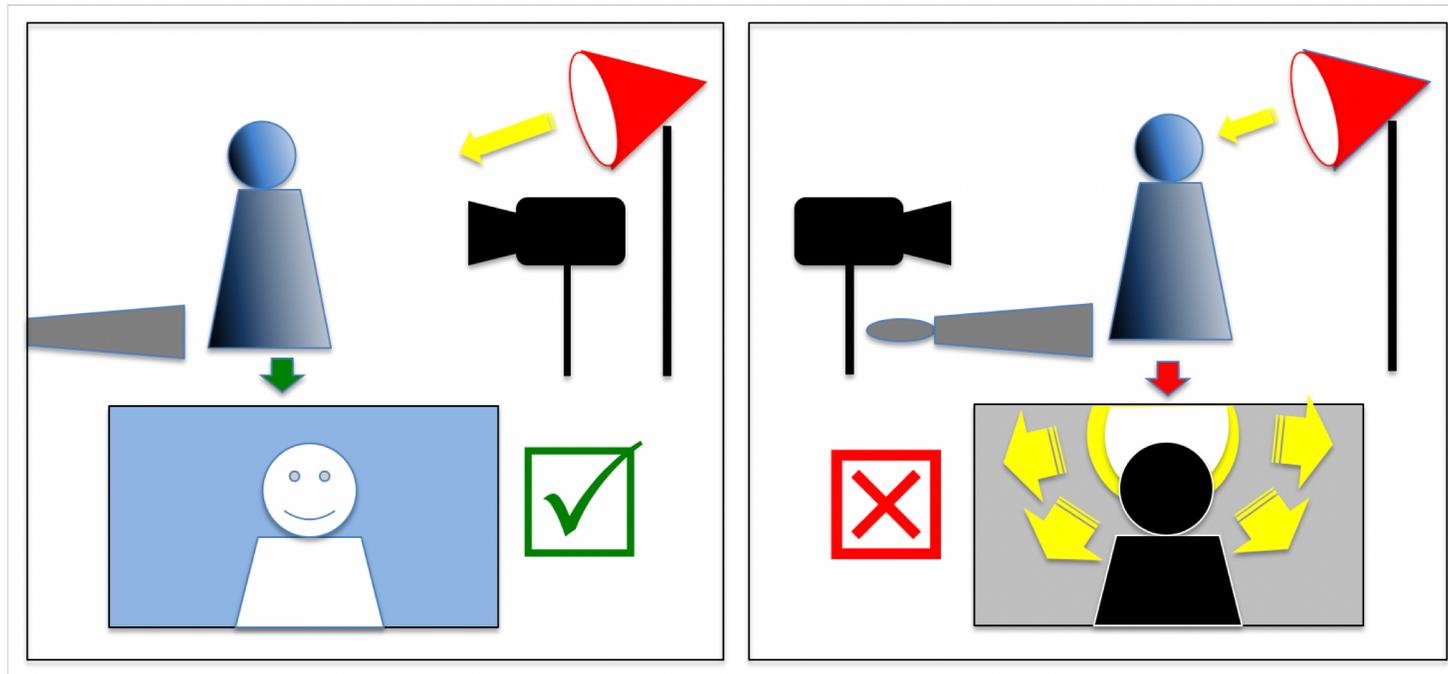


# Lighting

*It's all about the light*

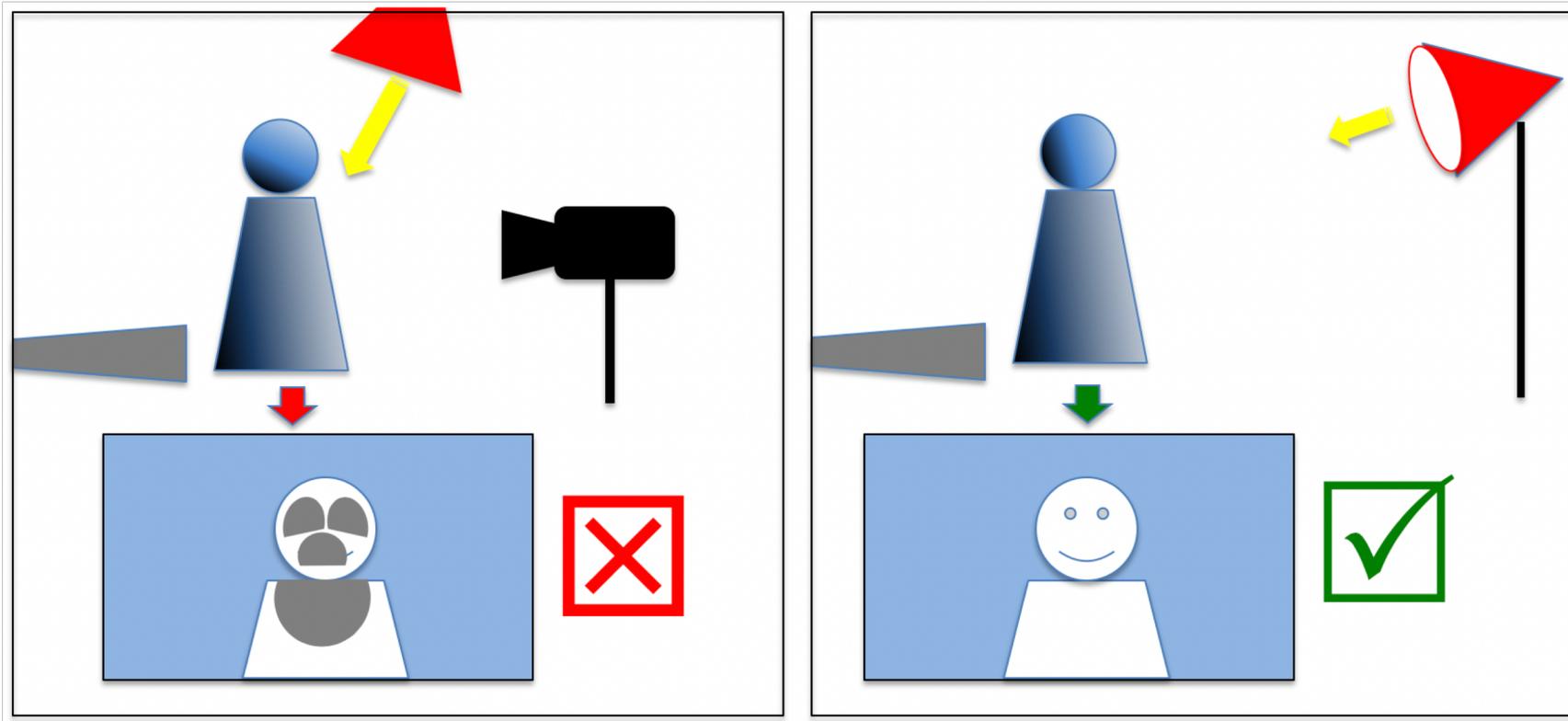


# Shoot away from light source

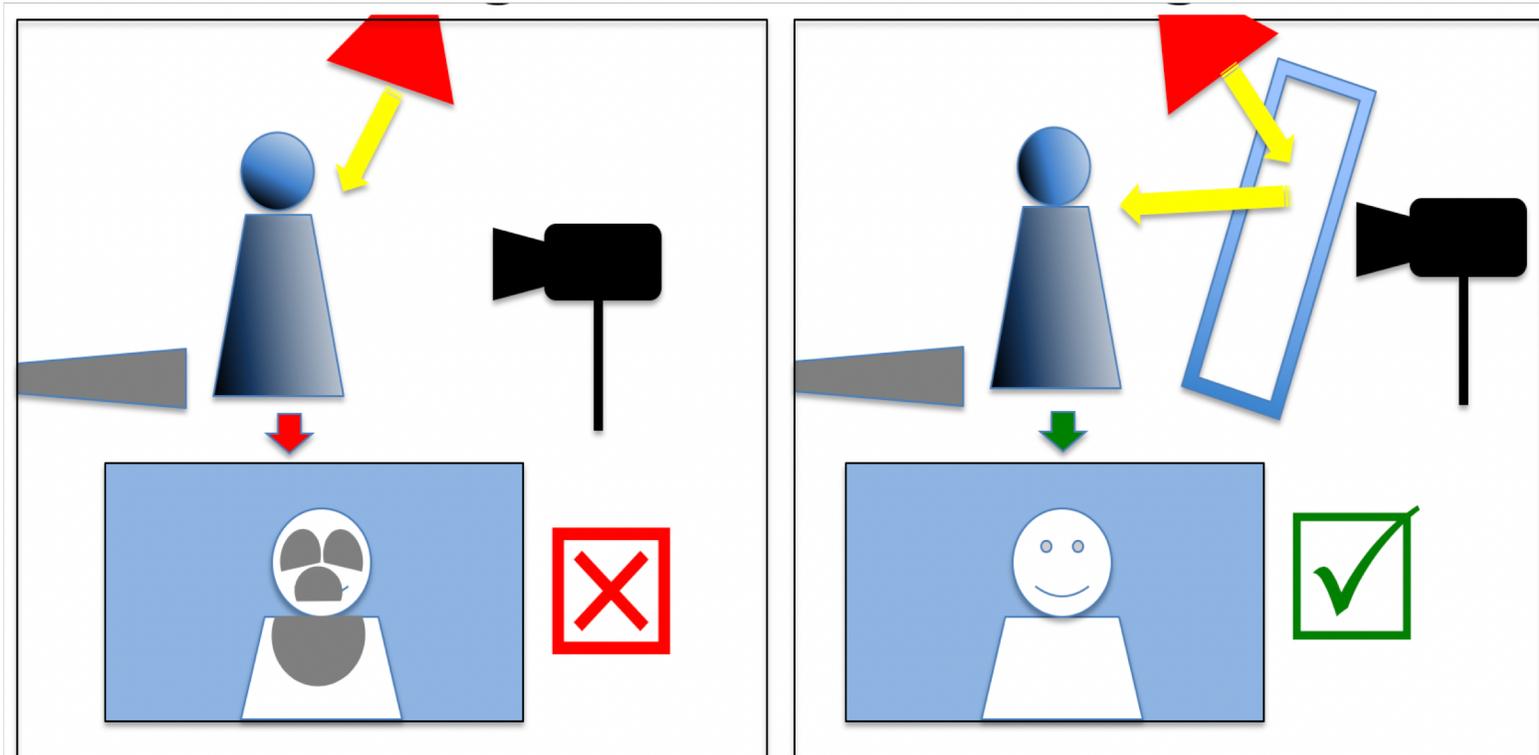


DIME

# Light from above causes shadows

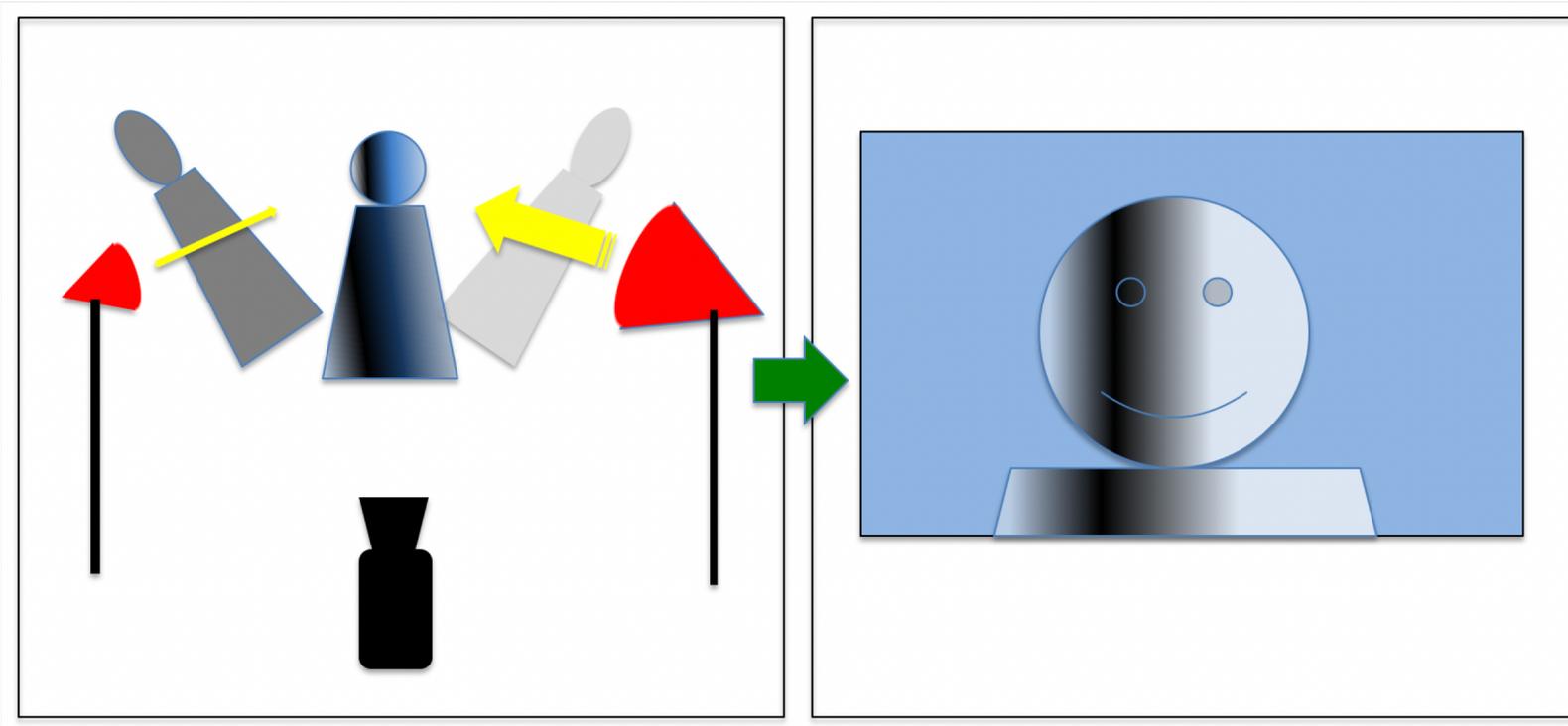


# 'Bouncing' the available light - 1



**D** **I** **M** **E**

# More advanced lighting



**D** **I** **M** **E**

# Bouncing the available light - 2

