



ASSIGNMENT OVERVIEW

Now that you have mastered exposure it's time to start unlocking your potential. In this assignment you are going to play with lighting direction with a single light source. The most important thing you can do to improve your cave photography is get that flash off your camera. Once you have it off though the secret is knowing what to do with it. In this assignment you will play with lighting direction to see what effect the light has on your photograph coming from different directions.

WHAT YOU WILL MASTER

The three primary light directions

ASSIGNMENT CHECKLIST

I want you to select four subjects; Caver, Formation, Room, Passage. You may need to refine the exposure each time you adjust the light. Feel free to do that. You should have one of each of the below items that is properly exposed (not too light, not too dark, just right).

Photograph the following:

- | | |
|--|--|
| <input type="checkbox"/> Caver: Front lit. | <input type="checkbox"/> Room: Front lit. |
| <input type="checkbox"/> Caver: Side lit. 6 shots lit from at least 6 different sides. | <input type="checkbox"/> Room: Side lit. 6 shots lit from at least 6 different sides. |
| <input type="checkbox"/> Caver: Back lit. | <input type="checkbox"/> Room: Back lit. |
| <input type="checkbox"/> Formation: Front lit. | <input type="checkbox"/> Passage: Front lit. |
| <input type="checkbox"/> Formation: Side lit. 6 shots lit from at least 6 different sides. | <input type="checkbox"/> Passage: Side lit. 6 shots lit from at least 6 different sides. |
| <input type="checkbox"/> Formation: Back lit. | <input type="checkbox"/> Passage: Back lit. |

REFLECTION

1. Did you find that a particular light direction worked better with certain subjects? Why was that?
2. Why might it be good a good idea not to settle with the first position you place your flash?
3. If anything didn't work out, what happened and how would you make it work in the future, or what type of situations do you need to avoid?



**MINIMALIST CAVE
PHOTOGRAPHER**