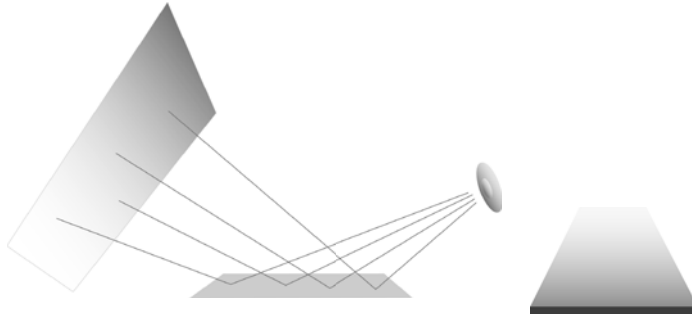


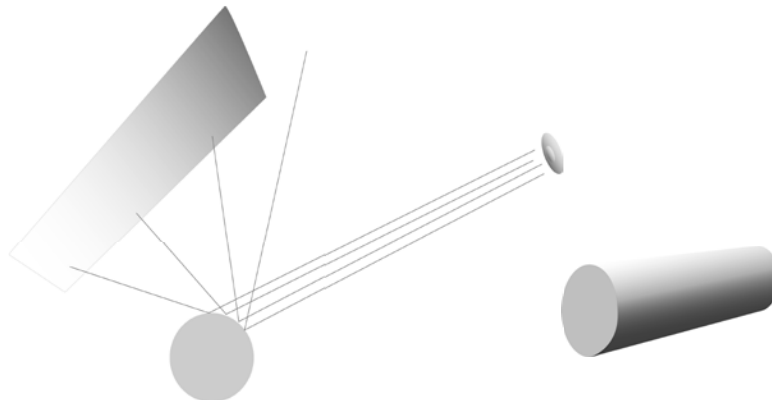
The Angle of Incidence Equals the Angle of Reflection (and why it matters to you.)

Reflections are a fact of life in studio lighting. What you do about them will separate the competent from the inept. So here are the three things you need to know when it comes to lighting shiny objects.

1. Like a mirror, shiny objects reflect what is at an angle equal to the angle you're viewing them from. If you can see yourself in a shiny object, so will the camera.



2. You can't prevent reflections on shiny objects. You can, though, control the reflections that are seen in them.



3. Controlling unwanted reflections is simply a matter of tracing a reflection back to its source and replacing it with one that is more to your liking. You can do this by changing the camera angle, by changing the angle of the subject, or by building a suitable reflection.