

CARL ZEUS

Nattapon Youngkong

Bachelor of Art and Design

(Honours 2:2)

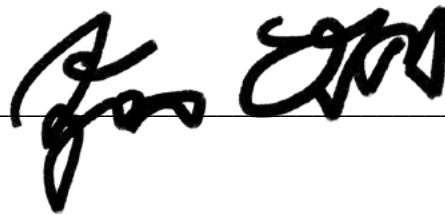
Digital Design

May 2015

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Nattapon Youngkong



Date 06/05/15

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Nattapon Youngkong



Date 06/05/15







FIG 1. Nattapon Youngkong. *CarlZeusrevisited001*.photograph. 2015

The character strolls in the hall way and suddenly feels unknown danger approaching him. The composition only lit in the right side of the screen and leave the left side completely pitch black. Only the actor is lit in the frame, he is in cautious action. His shadow overcast into the pitch black area represents he is already in that unknown danger.



FIG 2. Nattapon Youngkong. *Test Shots 033*.photograph. 2015

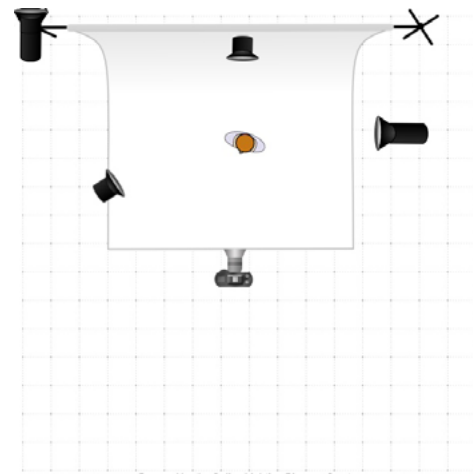


FIG 3. Nattapon Youngkong. *Light Diagrams 01*. illustration. 2015.
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I use three lights positions to create this dramatic effect. Hard key light from the right to create high contrast shadow on the subject . Fill light on the left to lit the details on subject and extra fill light from behind to get a rim details

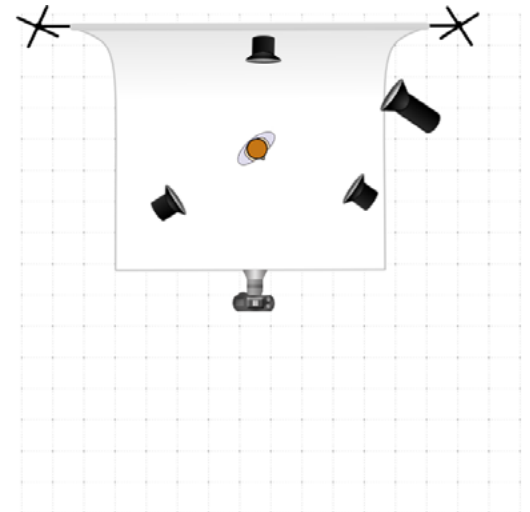


FIG 4. Nattapon Youngkong. *CarlZeusrevisited002*.photograph. 2015

The character tries to remove his head device which causes electric shock if doesn't handle with special gloves (in this case he already recieved the gloves). The shot is high angle amplifies the intensity of the moment. German Expressionism thunder element adds to create the specific artistic style.



FIG 5. Nattapon Youngkong. *Test Shots 026*.photograph. 2015



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 FIG 6. Nattapon Youngkong. *Light Diagrams 02*. illustration. 2015.
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I use four lights positions to create this dramatic effect. Hard key light from the right on high angle to create high contrast shadow. Fill light on the left for the details. Rim light from behind to get a rim details. Spot light on background to lit the scene. The thunder elements are added in later in photoshop.

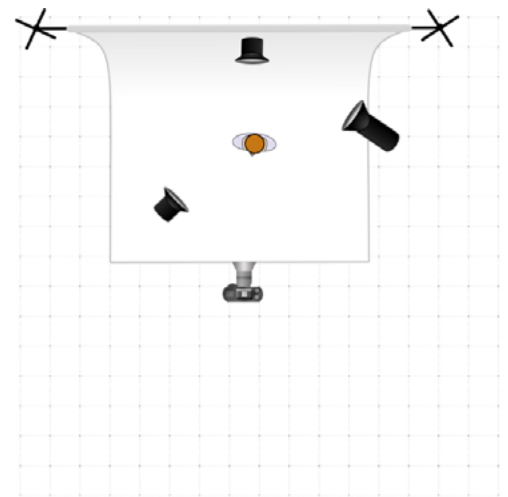


FIG 7. Nattapon Youngkong. *CarlZeusrevisited003*.photograph. 2015

The character surprises by intruder. The scene decorates using German Expressionism distorted elements as the world represents the world that characters live in is all constructed world.



FIG 8. Nattapon Youngkong. *Test Shots 015*.photograph. 2015



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 FIG 9. Nattapon Youngkong. *Light Diagrams 03*. illustration. 2015.
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Three lights setups are used for this scene. One spotlight to lit the background. One hard key from the left to create high contrast and amplifies on the actor's surprise emotion. One rim light from the back to give details.

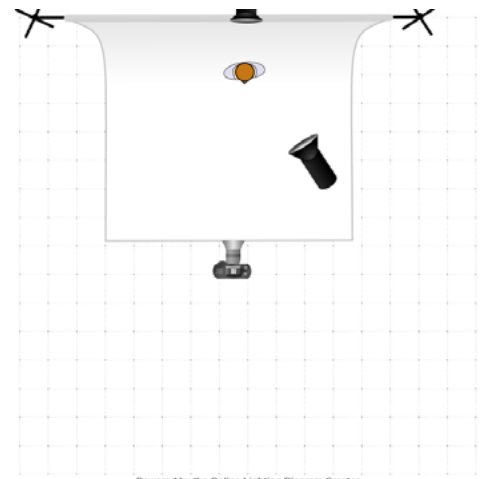


FIG 10. Nattapon Youngkong. *CarlZeusrevisited004*.photograph. 2015

The character forced to stay in the room and controls by superiors. The actors post as he stands againsts the wall being cornered in his room. He reaches out to the light as he seeking for hope to be free. As the jail bar shadow cast over him represents his status as being a prisoner in his own space.



FIG 11. Nattapon Youngkong. *Test Shots 015*.photograph. 2015



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FIG 12. Nattapon Youngkong. *Light Diagrams 04*. illustration. 2015.
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This scene is focus on the subject one spotlight on the actor to helps create shadow on the background. It was placed on high angle to create shadows on his face. One fill light from the top to give details.