

# TYPES OF LIGHTS

All of the lights that you are likely to come across will fall into one of these categories. Different lights have different properties and elements that you are able to adjust and control. Understanding what each type of light can do and how it can be used is an important part of being a lighting designer.

## FLOODLIGHT

Floodlights are designed to cover a large area at a relatively short throw distance and are the perfect choice for lighting scenic cloths and cycloramas.



## PAR

PARs (traditionally called PARcans) create very bright, intense beams of light and can be used to create washes of color and striking beam effects. Changing lenses will give you different beam angles. The PARcan beam is slightly oval shaped and the orientation of the oval can also be adjusted. Holographic diffusion filters can be used on LED PARs to mimic this effect.

## FRESNEL

Pronounced "Fre'nel", these lights produce a soft-edged beam of light and can be used to create even washes of light on stage due to their ability to adjust the beam angle from a narrow spot to a wide flood. By using 'barndoors', you can also roughly shape and contain the light.



## PROFILE

Also called 'Ellipsoidals', these are the most versatile of all stage lights. Available in a variety of beam angles, profiles are capable of projecting hard- or soft-edged beams of light and have a set of internal shutters that allow you to precisely shape the beam. They can also project patterns or 'gobos' to cast window projections or other textured effects. Followspots fall into this category.

## MOVING LIGHTS

Moving lights are just automated versions of the above types of lights. Moving lights are typically broken down into two types – spots and washes. Washlights are automated versions of the PAR or Fresnel, and Spots are automated versions of Profiles.

