In this video, we dive into some basic lighting terminology, so that we understand the terms when they get mentioned in the future lessons.

****Notes:****

* Blender 4.2.2

****Timestamps:****

* 00:00 - Intro
* 00:15 - Natural and Artificial lights
* 00:50 - Ambient and Practical
* 01:16 - Measuring light
* 01:57 - Hard and Soft light
* 02:25 - Direct and Reflected light
* 02:47 - Motivated lighting
* 04:14 - Outro