In this video let’s have a look at basic light types.

****Notes:****

* Blender 4.2.2
* Follow along by downloading the startup file from the project files
* If our provided character proves to be too heavy for your computer, you can try using some of the characters from Blender Cloud: [https://studio.blender.org/characters/](https://studio.blender.org/characters" \t "_blank)

****Timestamps:****

* 00:00 - Intro
* 00:39 - Key & Fill light
* 01:58 - Back light
* 02:50 - Rim & Kicker
* 03:21 - Top light
* 03:58 - 3-Point Lighting system
* 04:19 - Catch light
* 04:39 - Broad & Short side
* 05:15 - Outro