

Designers Lighting Forum

Designing Light for Video Conference

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Questions related to specific materials, methods, and services will be addressed at the conclusion of this presentation.





Learning Objectives

At the end of this course, participants will be able to:

- 1. Identify the collaborative process for creating functional and aesthetic spaces for interpersonal video communication.
- 2. Describe the design principles that apply to video conferencing
- 3. Utilize design skills to evaluate the importance of light reflectance values from people and objects, luminance versus illuminance.
- 4. Evaluate video camera and display criteria, the technical accommodation between capture and display, contrast ratios, and lighting control.





Introduction







Key Principles

- 1. Understanding the space
- 2. Contrast Ratio
- 3. Color Temperature



Key Principles

- 4. White balance
- 5. Luminance vs. illuminance
- 6. Vertical luminance

Technical Considerations BASIC FEATURES OF VIDEO CAMERAS

1. Resolution (pixels)

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- 1. Resolution (pixels)
- 2. Lens

Technical Considerations

BASIC FEATURES OF VIDEO CAMERAS

- 1. Resolution (pixels)
- 2. Lens
- 3. ISO

- ISO 100 (low ISO)
- ISO 200.
- ISO 400.
- ISO 800.
- ISO 1600.
- ISO 3200.
- ISO 6400 (high ISO)

Technical Considerations

BASIC FEATURES OF VIDEO CAMERAS

- 1. Resolution (pixels)
- 2. Lens
- 3. ISO
- 4. Frame Rate (Frames Per Second, FPS)

- ISO 200.
- ISO 400.
- ISO 800.
- ISO 1600.
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- ISO 6400 (high ISO)

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Technical Considerations BASIC FEATURES OF VIDEO CAMERAS

- 1. Resolution (pixels)
- 2. Lens
- 3. ISO
- 4. Frame Rate (Frames Per Second, FPS)
- 5. Shutter Speed

Technical Considerations

BASIC FEATURES OF VIDEO CAMERAS

- 1. Resolution (pixels)
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- 4. Frame Rate (Frames Per Second, FPS)
- 5. Shutter Speed
- 6. Aperture (F-Stop)

Technical Considerations

BASIC FEATURES OF VIDEO CAMERAS

- 1. Resolution (pixels)
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- 4. Frame Rate (Frames Per Second, FPS)
- 5. Shutter Speed
- 6. Aperture (F-Stop)
- 7. White Balance

ISO: 100 F-STOP: f/25 SHUTTER: 8" WB: INCANDESCENT SOURCE: 3000K

ISO: 100 F-STOP: f/25 SHUTTER: 6" WB: DAYLIGHT SOURCE: 5600K

ISO: 100 F-STOP: f/25 SHUTTER: 8" WB: DAYLIGHT SOURCE: 3000K ISO: 100 F-STOP: f/25 SHUTTER: 6" WB: INCANDESCENT SOURCE: 5600K

Technical Considerations

BASIC FEATURES OF VIDEO CAMERAS

- 1. Resolution (pixels)
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- 7. White Balance
- 8. Al-powered features & Video Analytics

Technical Considerations BASIC FEATURES OF VIDEO CAMERAS

Types of Lighting for TV Studio

Types of Lighting for TV Studio

Key Considerations

- 1. Layout of the space
- 2. Where are the seats? Where will subjects/participants be located?
- 3. One camera or multiple? Where are they?
- 4. What kind of field of view will the camera(s) have? A wide shot showing the whole room and all participants at once? Closer shots to focus more on one participant at a time?
- 5. Where are the displays?

LEDUCATION. Trade Show and Conference

Designing the Lighting PERMANENT INSTALLATIONS

Key Considerations:

2. Finishes

- What color finishes on walls, ceiling, furniture?
- Are there any specular surfaces like windows, glossy desktops, or whiteboards? Where are they?

Designing the Lighting PERMANENT INSTALLATIONS

Key Considerations:

3. Lighting Equipment and Layout

- Standard Lighting zones like general/ambient and task
- Subject/participant lighting vertical illuminance
- Lighting surfaces and backgrounds 3:1 Contrast Ratio
- Source angles and fixture positioning Direct glare and veiling glare

Designing the Lighting PERMANENT INSTALLATIONS

Key Considerations:

- 4. Controls
- Dimming
- Zone separation
- Color temperature control
- Stored presets
- Shading control interface
- AV interface

Practical Considerations

- 1. Natural light it's free! But...
 - Too much of a good thing
 - 35,000,000,000,000,000,000,000,000 lumens
 - 100,000 lux
- 2. Harsh lighting = harsh shadows
- 3. Window Direction
- 4. Shading

Practical Considerations

Importance of Background

- Light Balance
- Professionalism
- Visibility

Key Takeaways

Key Takeaways

- Contrast ratio: Do not make the camera choose. Avoid high contrast.
- Vertical illuminance: The camera sees the luminance from a subject. Good lighting on faces allows the camera to see the important details for visual communication
- Color rendering: Consider the effects of color as perceived through a camera and viewed on a display
- Lighting angles: Key, fill, back and careful to avoid glare
- Room Layout: Understand where cameras, subjects, and displays will be located
- Consider lighting controls
- Communication with AV designer & Interior Designer

Thank you!

This concludes The American Institute of Architects Continuing Education Systems Course

Thank you for attending!

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Sutton North Room

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