



**brightline**  
Evolutionary Lighting Systems

# Best Practices for Video Lighting

# Is your lighting adequate for videoconferencing?

## Step 1 - Face Light

Looking at image on screen, hold light meter (or phone with light meter app\*) towards the screen.



This reads facial vertical footcandles (lux).

## Step 2 - Top Light

Take a measurement with the light meter on the top of head, facing up.

This reading should be less than twice the footcandles on face.



## Step 3 - Wall Light

Take a measurement with the light meter on the rear wall facing the camera.



This reading should be half of vertical footcandle value on face. Repeat measurement for all on-camera walls.

\* Google Play and iTunes App Store have several free light meter apps.

Visit [www.brightlines.com](http://www.brightlines.com) for video lighting assistance.  
*Optimum light ratios may need adjustment based on specific room conditions.*

Video is Worth

1.8 million  
words per minute



A picture = 1000 words

30,000  
words/sec



Video shoots at 30 frames/sec



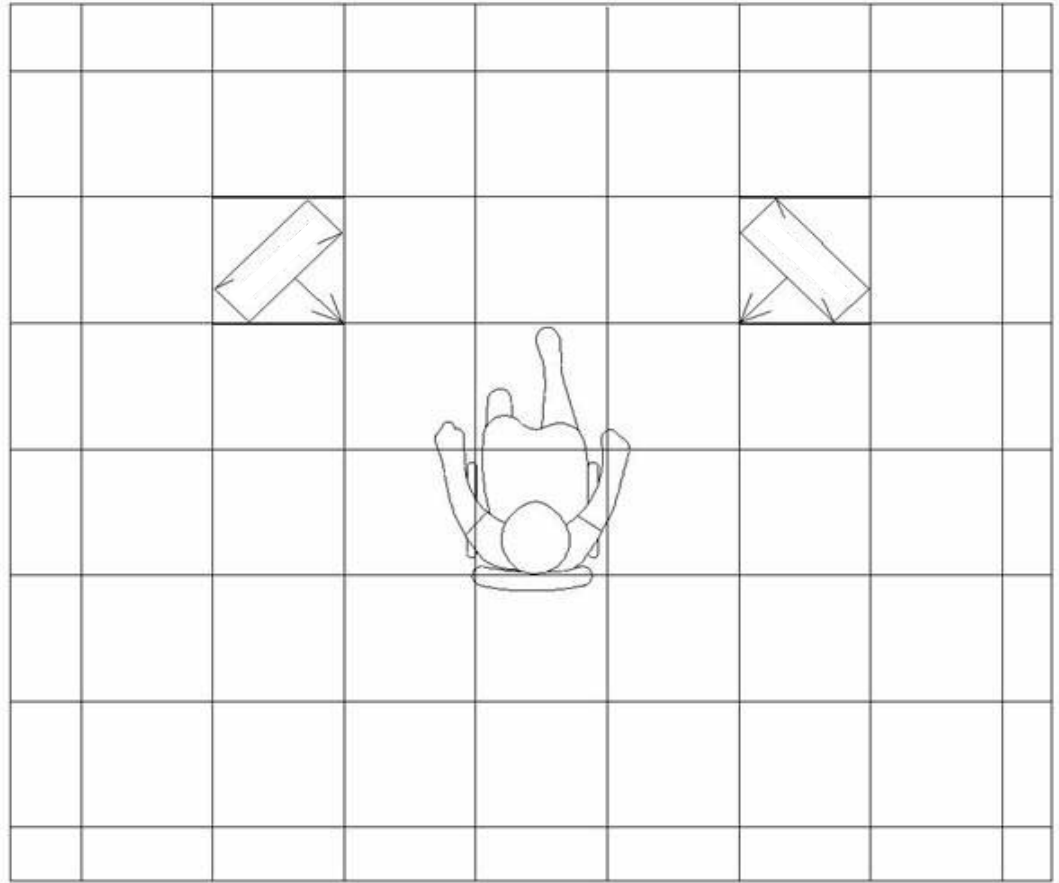
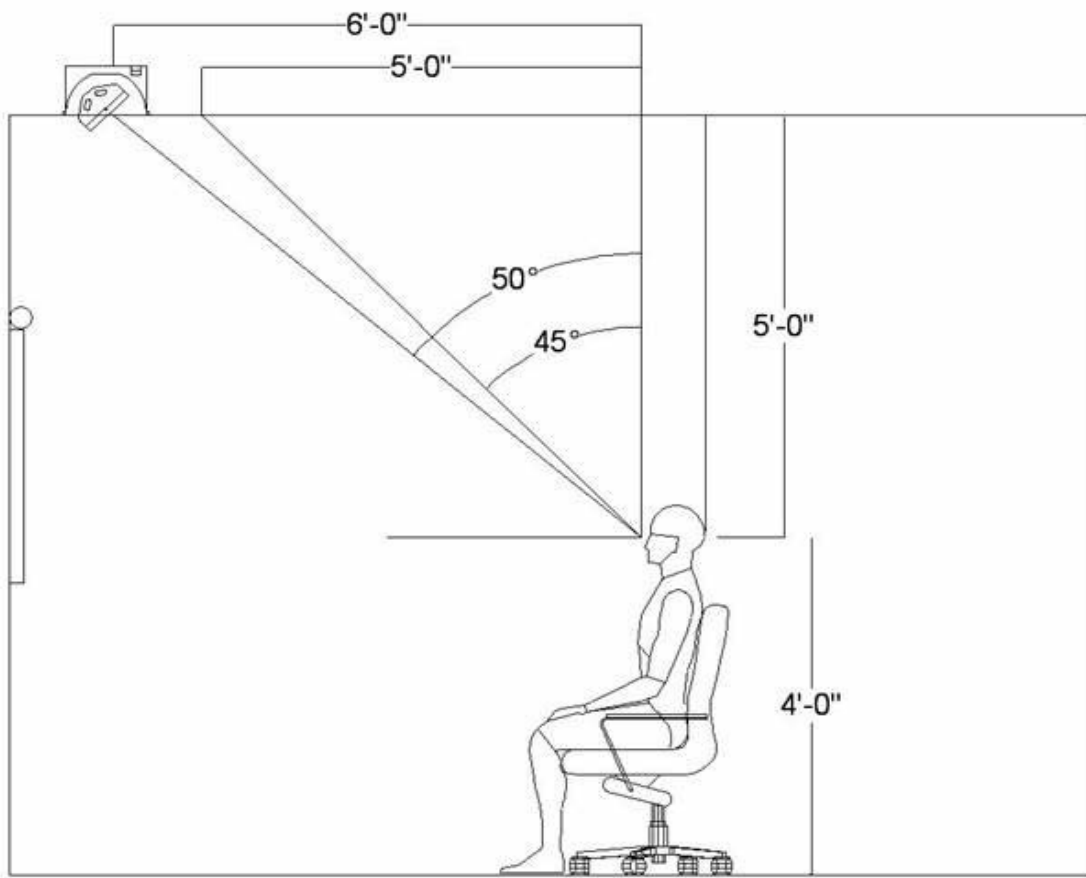
seconds per video

Standard overhead troffer lighting



Two cross-key front lights







Lit with cross-key 45-degree front light,  
back light and wall wash





- less than 5 foot-candles on front screen projection
- less than 15 foot-candles on rear projection
- less than 20 foot-candles on video displays
- 20-30fc of vertical illuminance on faces
- 10-15fc of average illuminance on walls

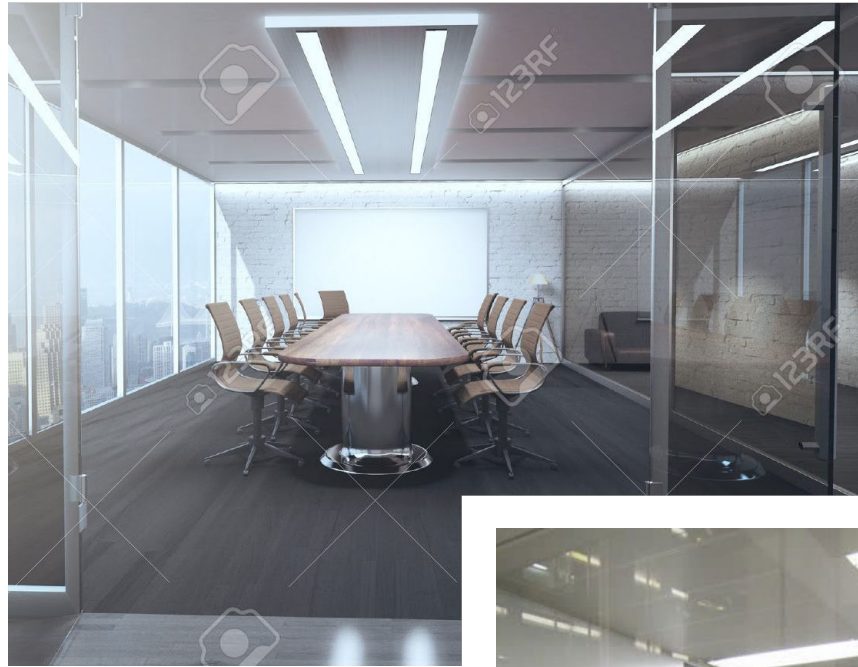


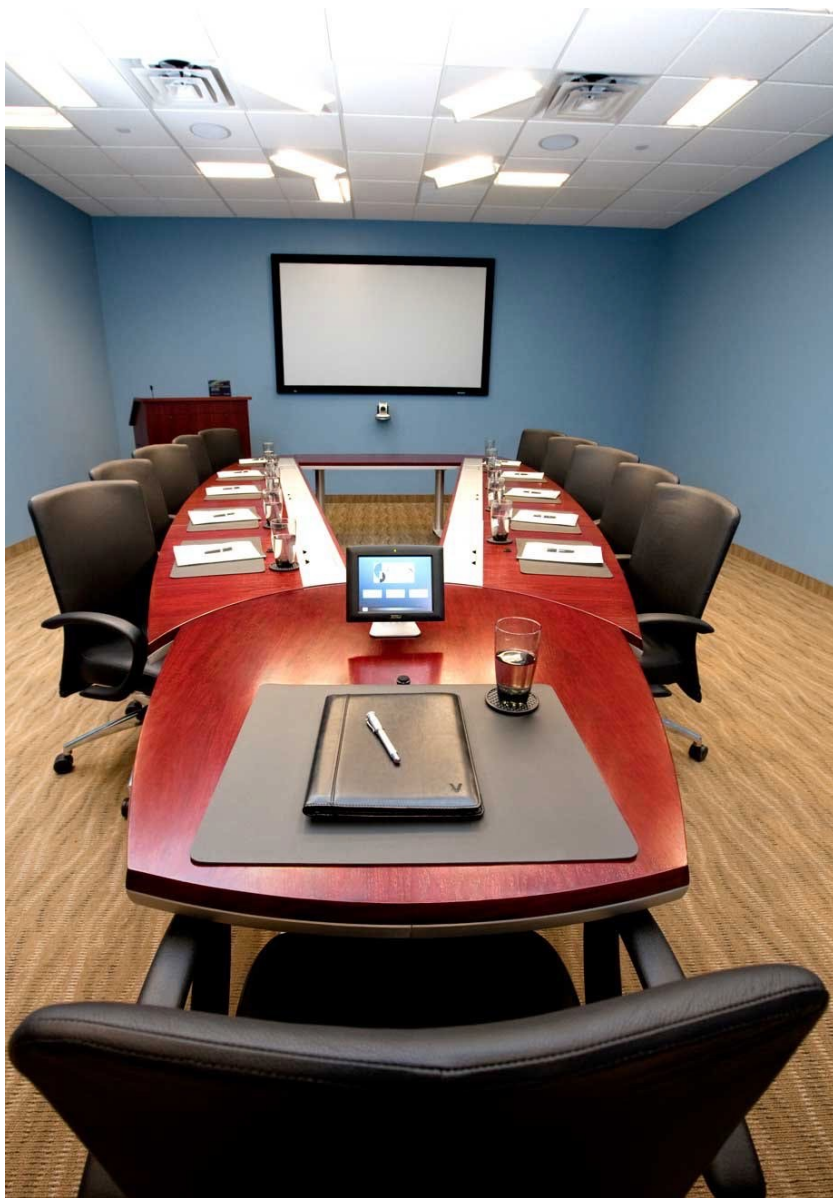


- Black out shades or diffusion blinds for videoconferencing.
- Avoid reflective blinds, wall and table surfaces.
- Round, elliptical or trapezoidal tables good, U-shaped ideal.
- Dark table finishes and warmer wood grains are preferable.
- Avoid glass tables and walls or etch glass to reduce glare.
- 20-60% reflectance on tables and chairs.
- On-camera walls should be blue-gray or gray; avoid white.
- 40-60% reflectance on walls.
- Keep videoconferencing rooms away from loud air handlers.
- Avoid small, intricate graphic patterns.
- Logos, state seals should have dull, non-reflective surfaces.

# Avoid Rooms with Glass or Utilize Control Blinds

Note the reflections about the room that will distract from quality of video and content visibility.









Before



After





Before



After





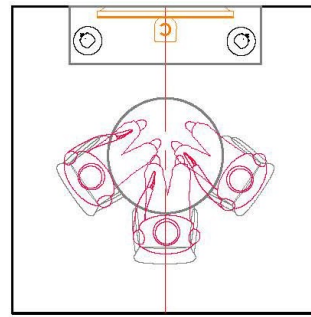
Before



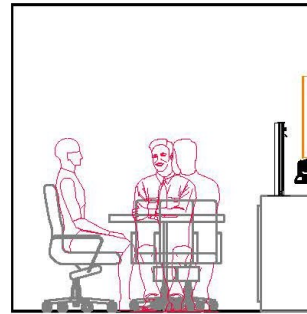
After

# 1-3 person Huddle Spaces

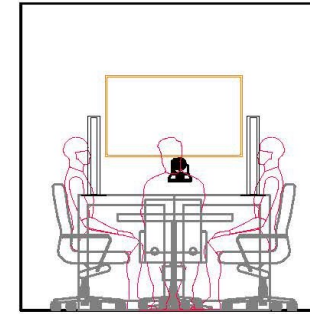
Dual Credenza Mount



Top View

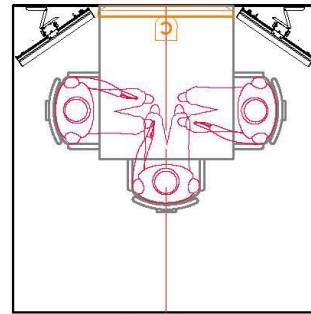


Side View

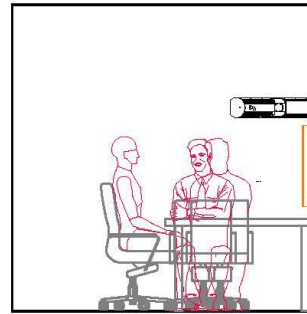


Elevation View

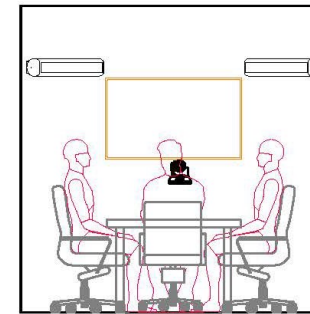
Dual Wall Mount



Top View

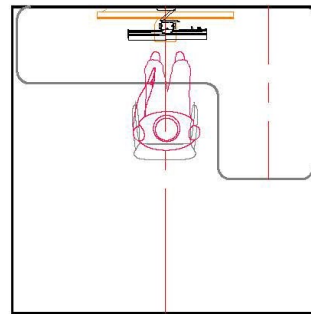


Side View

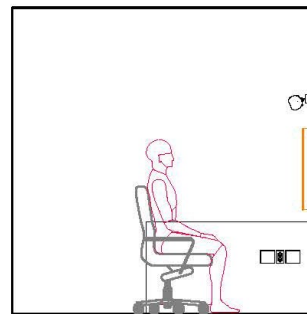


Elevation View

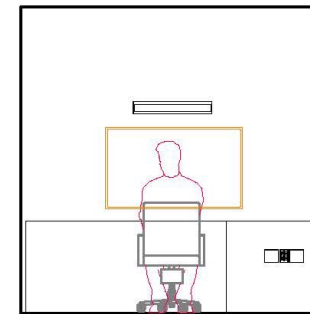
Single Wall Mount



Top View

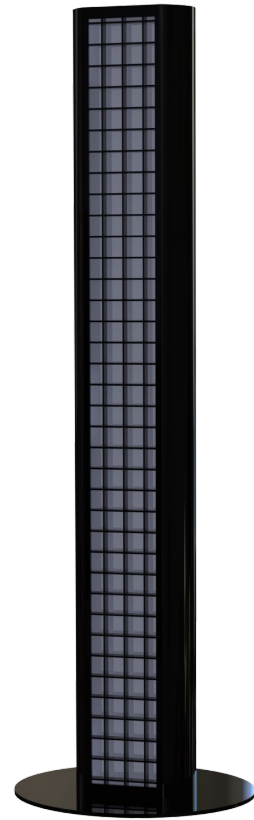


Side View

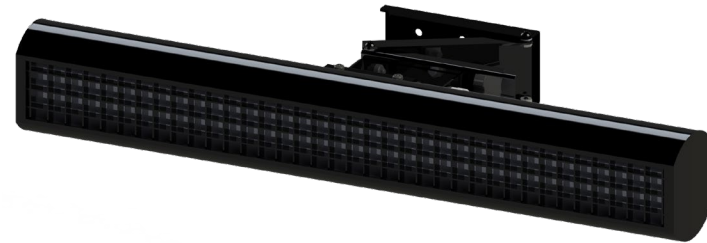


Elevation View

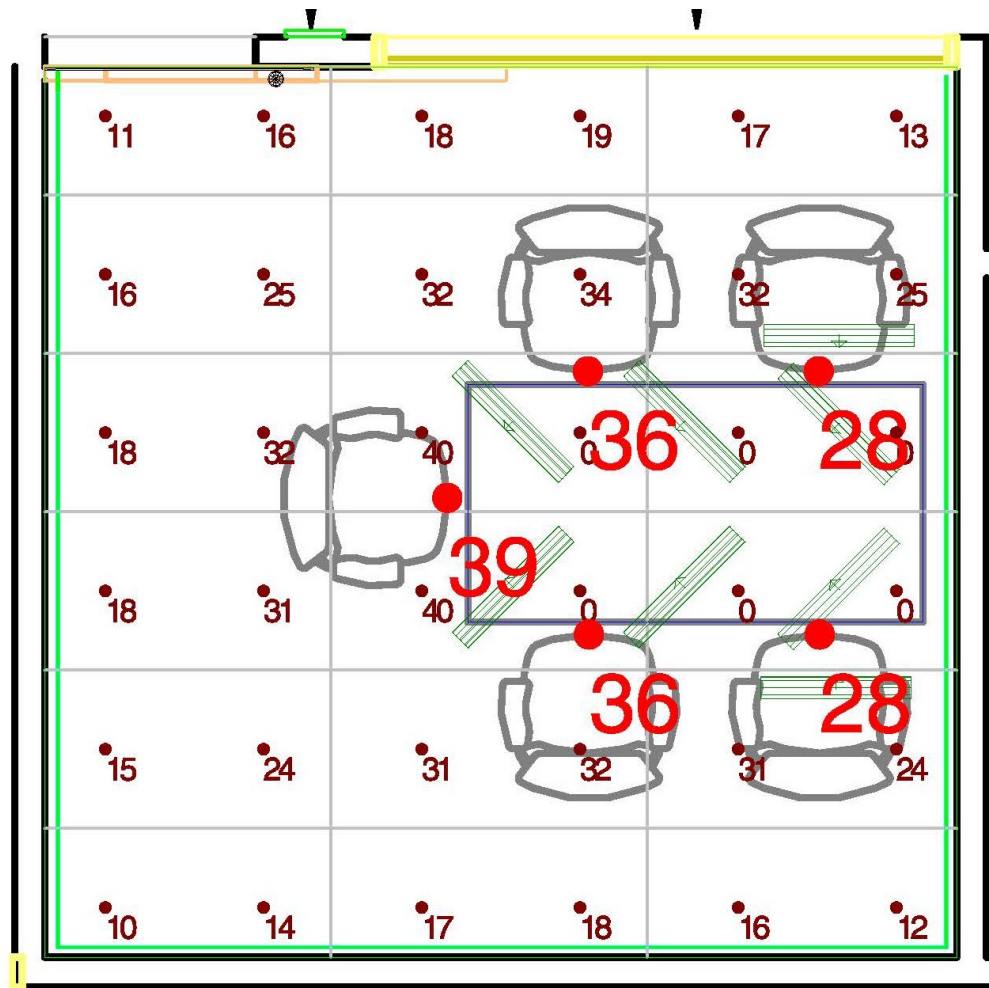
## Credenza Stand



## Telescoping Mount with pan/tilt



## 4-5 Person Huddle Room



## Rendering for Layout





# PoE-controlled Flex-Ts at Carousel Industries



**Flex-T**





# Niagara Regional Council Chamber



# World Wide Technologies



# WHAT'S THE NOISE ABOUT SIGNAL TO NOISE?

the  
podcast  
host



- Enhance image quality and enhance the quality of your video collaborations.
- Image quality affects the success of video conferencing. Lighting, cameras, compression software, network bandwidth, and audio quality all impact the experience. Standard lighting is generally not adequate for video. Spaces not originally built for video are being retrofitted for that purpose and addressing lighting is critical to successful system adoption. Participants confidence increases when they feel they are in their “best light”.

# Provide to Brightline:

- Room Dimensions
- Ceiling Type & Height
- Desk/Table Shape & Size
- Lectern/Dais Locations
- Number of Participants
- Camera Location(s)
- Drawings & Photos

- PDFs of fixture layouts
- AGI light level calculations in FCor LUX
- Lighting and Control Bill of Materials
- Renderings
- CAD files
- Payback Analysis/Return on Investment calculations (ROI)

