

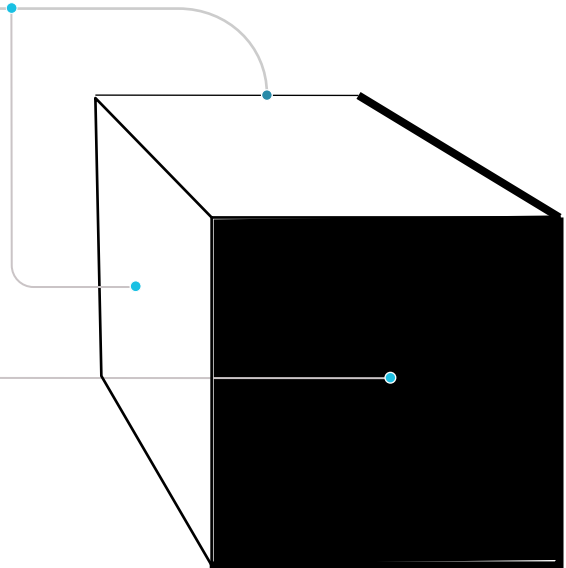
# Light



Light is hitting the building from the front and to the left. The planes of the building closest to the light will show details because they are receiving light. Shadows will be cast to the right.

The plane to the right will be cast in deep shadow.

Building photos = **good**



Light is hitting the building from the back and to the left. The planes of the building closest to the light (which we cannot see but for the flat roof) will show details because they are receiving light. Heavy shadows will be cast to the front and left. Details will be lost in the shadows.

Heavy shadows will be cast in the front and to the left. Details will be lost in the shadows or possibly not seen at all.

Building photos = **bad**

