HDR Master

Short introduction

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The HDR Master module is designed to create libraries of hdr-textures of the environment and convenient switching between them during lighting adjustment. First about how to create libraries. To do this, go to

File Edit View Display Eabric MaSsimenu Simple Muscle GE	AR mr. Window Help Model Animate Render ICE Simulate Hair Face Robot I Modeling Construction Model
New Scene Ctrl+N Open Ctrl+O Merge B Save Ctrl+S Save As B Preferences B Custom Custom U ExportUV Clostom W toManager C ICEOperators Project Manager C MotionTrail W Alembic Path Manager C Tools W Alembic Pothe Stats Tools	Add images to library Preview size 128 DR image max size 12048 Gamma 22
External Eles Import Import Alembic Crosswalk Send to 3ds Max Send to Maya Send to Maya Send to Mudbox Add-On Plug-in Manager Experimentation Modeling Add-On Plug-in Manager Experimentation Modeling Scripting Interaction Mode Migrate Preferences Recent Scenes Recent Models	Remove library Library name Skyprobes Clear library Statistic There are 347 images in 8 libraries. GSG HDRI Studio Pack HDRs: 71 images Studio Backdrops: 4 images GSG HDRI collections Pro Studios HDRs: 75 images Purelight HDRI Sky Panoramas: 9 images Skyprobes: 69 images OpenfootageNET: 9 images Direct Labet: 04 images
Exit Ctrl+Q	

File - Preferences - Custom - HDRMasterPlugin.

To create a new library, set in Library root path the path to the directory that contains hdr-pictures. The system will search not only in the specified folder, but in all its subfolders. Set the library name to the Library name field. If you do not set anything there, the name of the root directory will be used. Click the Update library button. After that, the system will search for all files with the extension * .hdr and * .exr, each of them will be converted to the format * .jpg, and a small preview image will be created. The original file does not changed. The size of the pictures for the preview is specified by the parameter Preview size. Also all the necessary data will be stored in the sqlite database, which is located in the folder with the plugin. Therefore, there may be problems with the access rights to files in case the plugin is installed on the system drive.

The statistics section contains information about how many picture libraries are written to the database and how many pictures in each of them. To delete a library, just select it and click the Clear library button.

To use HDR Master, press

Get - Primitive - Light - HDRMaster.

The same item should be selected to open the settings of an already created light source. For the first time, a light source of type Background and a window will appear. This window contains two tabs: Library and Parameters.



After selecting in Library name a specific library, a list of files stored in this library will appear.



Just click on the icons – the corresponding texture will be assigned to a pre-created light source of the type Background. The tab Parameters contains the parameters of the light source.



Multiplier – the common texture brightness multiplier;

Sun – the brightness multiplier for bright areas of texture;

Sky – the multiplier for low-brightness areas of texture;

Rotation – the angle of rotation of the environment around the vertical axis. It is indicated in degrees from 0 up to 360;

Vertical shift – how much you need to move down or up the texture of the environment. It is useful to set the horizon line at the desired level.