

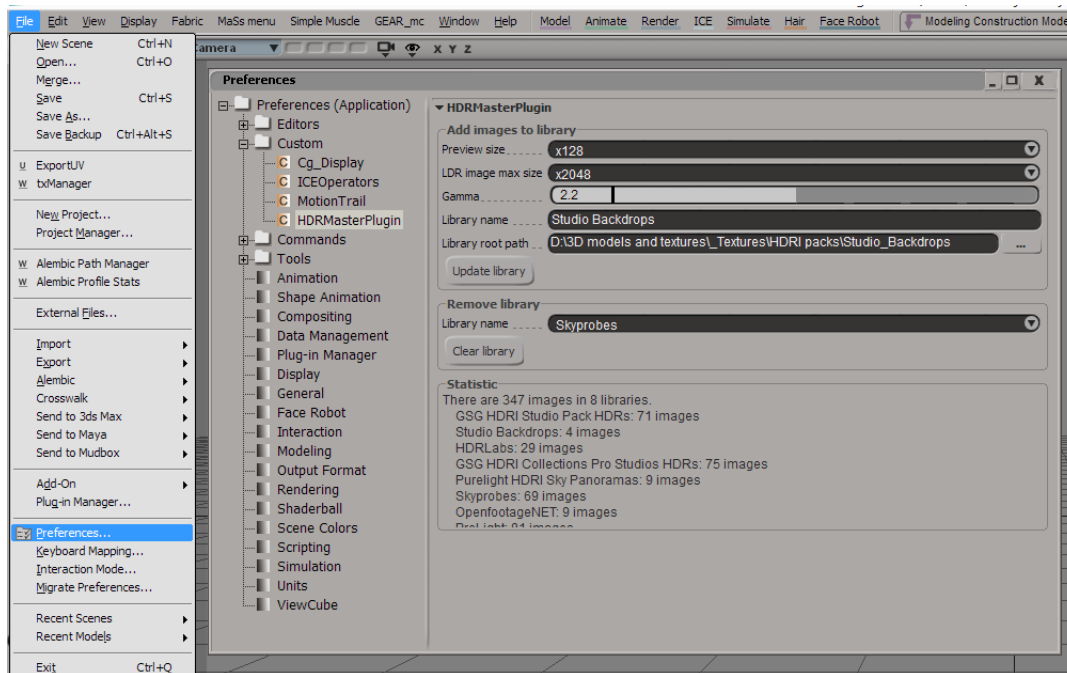
HDR Master

Short introduction

November 14, 2017

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 – Preferences – Custom – HDRMasterPlugin.



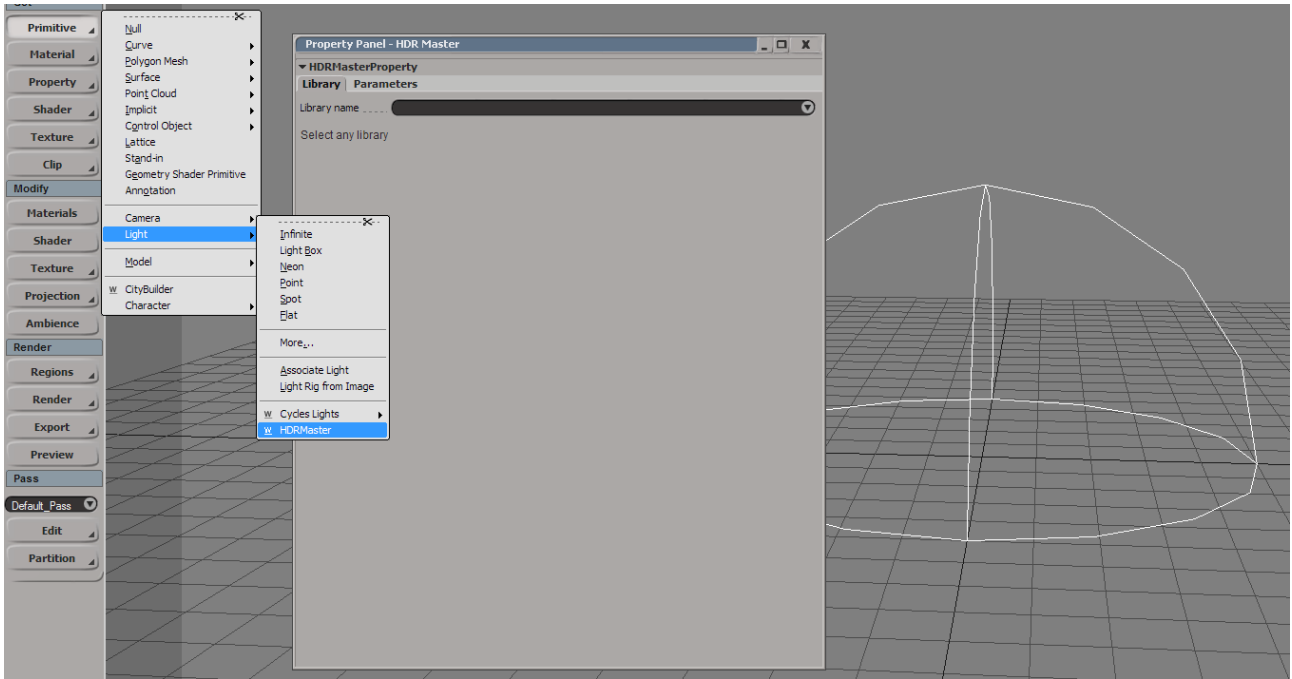
To create a new library, set in **Library root path** the path to the directory that contains hdr-pictures. The system will search not only in the specified folder, but in all its subfolders. Set the library name to the **Library name** field. If you do not set anything there, the name of the root directory 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.

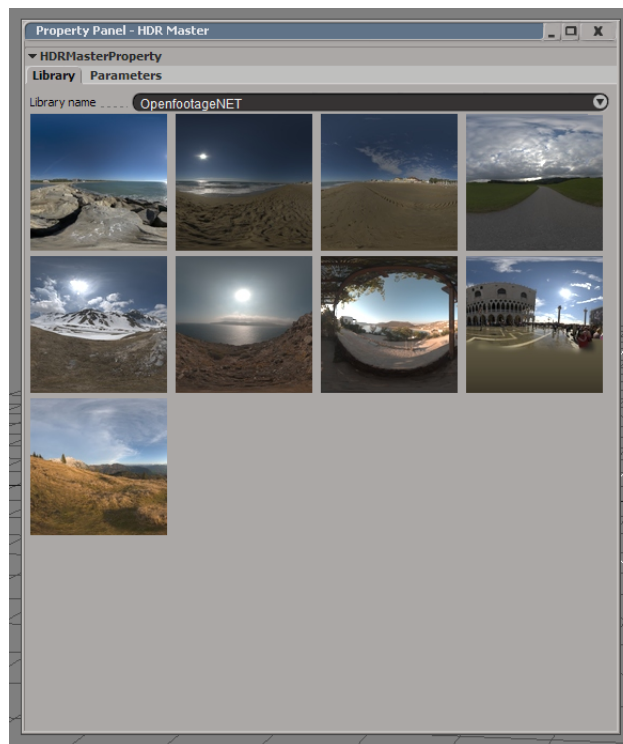
To use HDR Master, press

Get – Primitive – Light – HDRMaster.

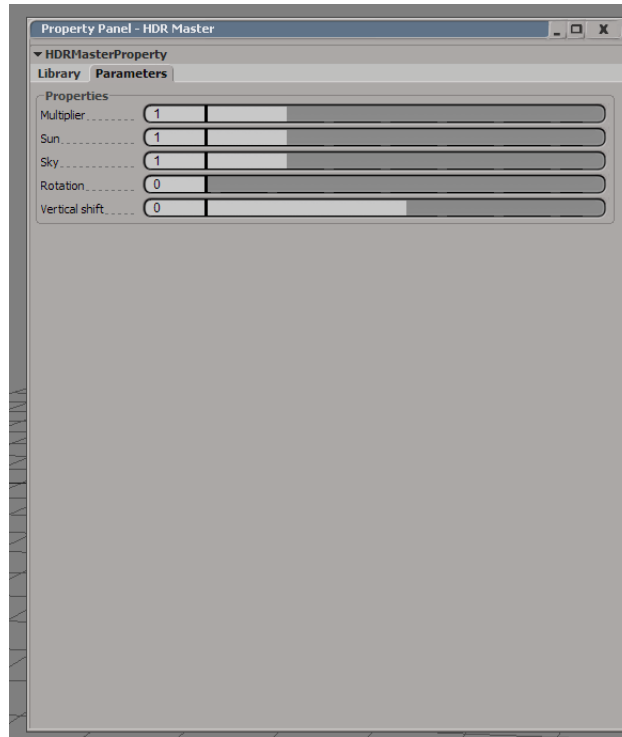
The same item should be selected to open the settings of an already created light source. For the first time, a light source of type **Background** and a window will appear. This window contains two tabs: **Library** and **Parameters**.



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.