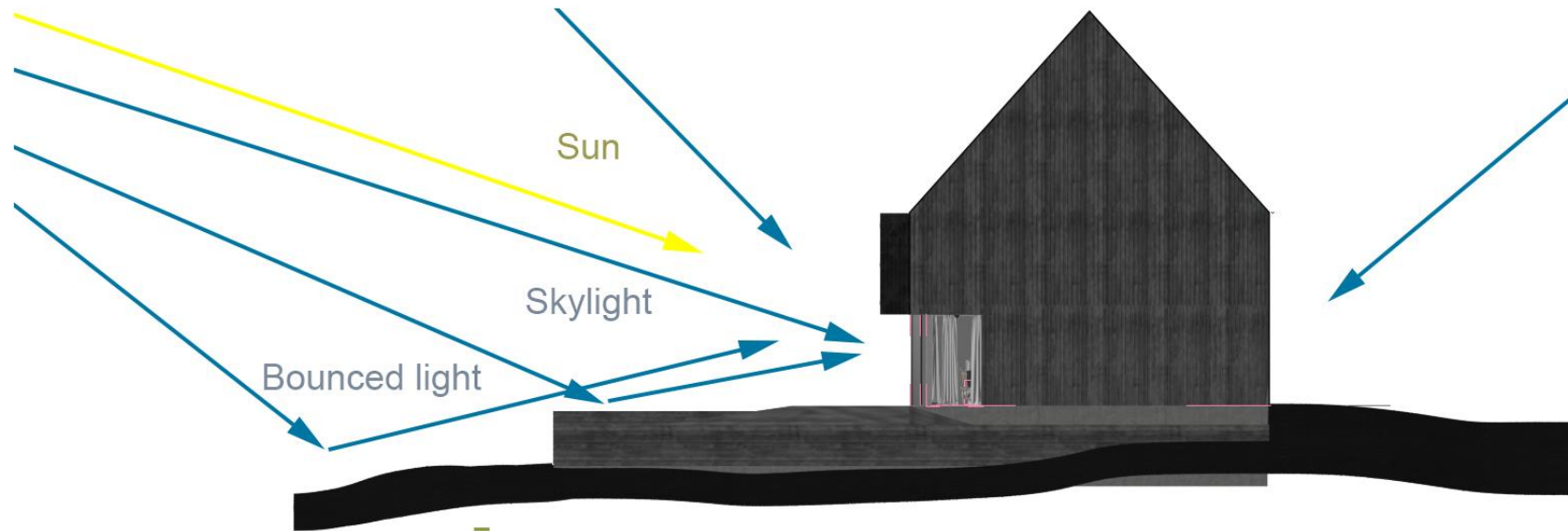




Image based Lighting examples



Whole Icelandic house was lit using single spherical (not hemi-spherical like is usual in Archviz) HDRi map, tweaked to multiple versions individually for interiors and exteriors.



Fully spherical HDRi advantages:

- Considerable amount of light travels bounced from ground, this is simulated by the part of image below horizon.
- HDRi with black part below horizon were usually re-cropped, and might lack the light intensity just near horizon, which is the most intense in Sky. Coupled with no light information from ground, they provide incomplete lighting and don't simulate the Sky conditions so well. Manifests in darker ceilings and not enough diffusion in interiors
- Reflection from fully spherical image doesn't abruptly end and doesn't create artifacts

Tweaking HDRI in Photoshop

