
PG SKY HDRi Collection ((FREE))

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there are two licensing arrangements which are available. you can either purchase a license to use the hdri images on your own web site or you can purchase a license to allow you to embed the hdri images on other websites. the license that you purchase is a one-off license for that particular project, it does not entitle you to use the hdri images on any other projects. the hdri images have been packed into two folders. there is a hdri folder containing all the images including the alpha channel that you will need to create your own alpha channel, and there is a sky folder which contains the sky and the sky texture. the first step is to create an alpha channel. you can do this either in the hdr pipeline (in 5.3 or later), or in the hdrpipeline.lua file (5.2 or earlier). please note that if you are running v6.5 or earlier you will need to have the latest version of vray hdri for mac. you need to open the hdri image and save it in the same folder as the sky folder. then you need to open the sky folder and save that as a new vray scene file. in the material editor, under the material option, you will need to change the alpha to the correct value (usually 1.0). thanks for the nice feedback. i tried to make the sky as simple as possible.

i wanted it to be an hdri which, for some people, can produce a dramatic shot. i also wanted it to be versatile. i am currently exploring how to create other hdri skies and my next release will be the hdri moon. i expect this to be a moon because i think it has a much more dramatic effect than the pg1714. i will be doing a tutorial on the moon soon. thanks again for the suggestion, it will be added to the collection.

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I would love to hear from you, tell me what you think of the Poser plug-in and of the final HDRi collection. Also, if you find any errors in the instructions in the tutorial, please let me know. I can say its my biggest collection!

Now I have one of my biggest experiences under my belt and I made a tutorial about it. This is an HDRi spherical collection and I recommend this spherical collection to everyone as its a great tool and makes your projects easier. You will never have to edit your images again once you finished with PhotoPigeon. The images are well optimized and even with all those HDRi's there are no glitches! A great tool for rendering and exporting. You will notice the only thing they are missing is a sky dome. This is because I had a problem with a single distorted image! You can find it in the last image in the Tutorial. The 'Generate Reflectivity' will now automatically detect and use the pre-defined reflectivity for each HDRi. When creating a render, you can select to use the dome light's or sky map's

reflectivity. The dome lights are on a 1:1 scale - so to get to 512 by 512 degrees of space you will need to render 512 renders of the HDRI. You can however, by using the sun node or via the dome lights rotation you can zoom into specific areas of the sky which you wish to render, by using the zoom tool which is readily accessible in nXt by pressing 'Z'. I have become a bit of an advocate of using the skybox, as it gives the render quite a boost in visual appearance and allows great freedom in the lights placement (in particular the placement of the sun). If however you wish to remove the skybox and still have a decent image, there are a few options. As this is an HDRI map, you can use the 'edit sky texture' dialogue and add another dome to the mix. This will replicate the mesh on the new dome. This is of course limiting in the sense that the new dome does not have a body or a sun, so you will need to position this manually. Alternatively, you can use the 3d mapping node to map the HDRI to a new texture and then using a tattered curtain texture, or a quick render of the dome, use the node to replace the sky with either it's own texture, or even a mesh dome. That's pretty much it for right now, nXt is an amazing

tool and I would love to see it in the hands of more people. As always I would love to hear your thoughts and ideas for this plugin and further development.

Come and join the discussion on nXt Forum !

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