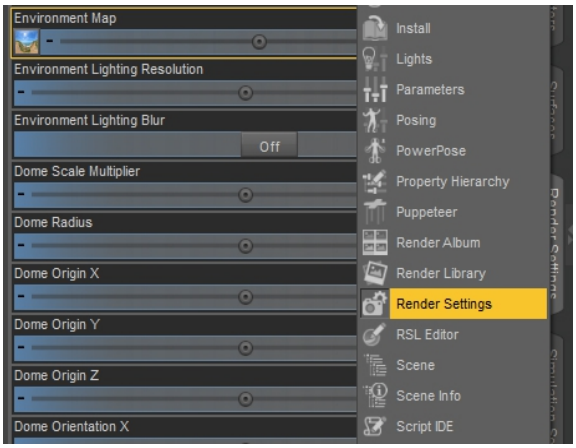
RE LDR/HDR LIGHT

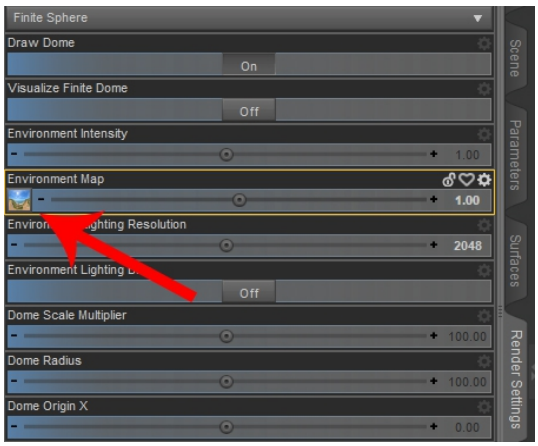
Tutorial:

If you are using a low dynamic range image, there are three required steps to use Relight. First you must apply the “RL Relight Tonemapping” and “RL Example Environment Settings” presets in your main Relight folder. This will adjust gamma, saturation and overall contrast to sharpen the initial image. Now you must select “RL Relight” in the main Relight folder, which will load “RL Environment” and additional photometric lights. Once all elements are in your scene, you now need to load your LDRI into both the “Environment map” section of the render tab, and the LDR/HDR input of the “RL Environment” surfaces settings. Here's a step by step on how to achieve both:

Setting your LDR image as the environment map:

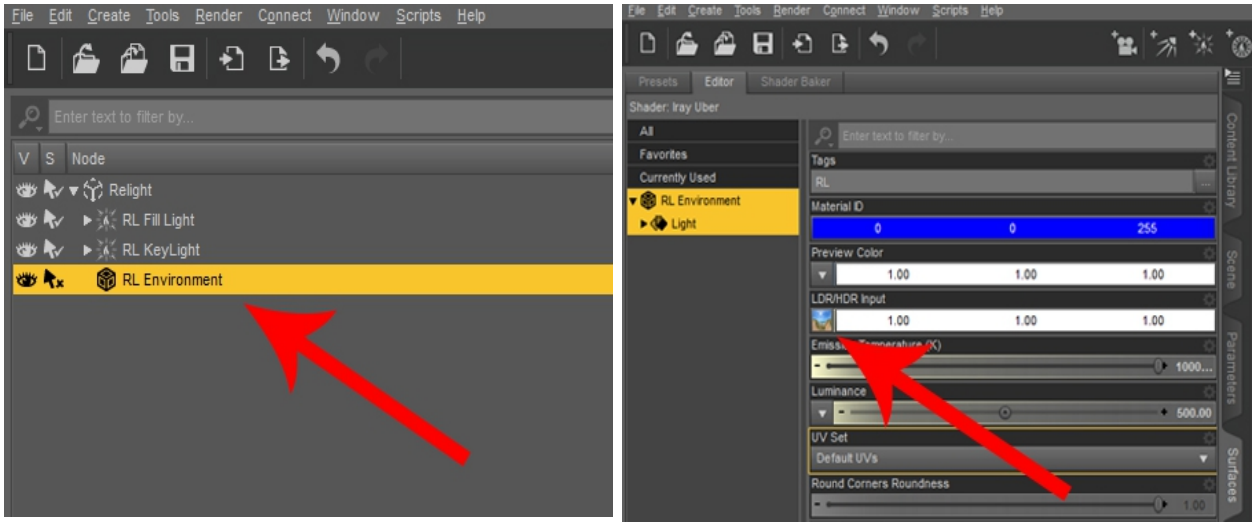
1. Navigate to the “Render Settings” Tab. If you cant see the tab, navigate to Window/Panes/Render settings.
2. Now find the “Environment map” section, and using the small drop down on the left hand side of this box, choose “Browse..” and locate your LDRI.





Setting up your LDR image in the Environment sampler:

1. Relight uses an invisible light dome in order to sample colors from your original LDR image. To achieve this, select “RL Environment” in the scene tab.
2. Now navigate to the surfaces panel. Once again, if you don't have the surfaces panel, you can open it by navigating to Window/Panes/Surfaces.
3. Now with “RL Environment” selected in the surfaces panel, you need to locate “LDR/HDR input”.
4. Once located, simply expand the drop down on the left hand side and select “Browse..”, then select your LDRI.
4. You should now have the same image loaded into both the environment panel and LDR/HDR Input of the “RL Environment” object.



Using a HDRI with Relight:

To use Relight with an HDR image, do exactly the same as above, but you may want to skip the tonemapping settings, as they are specifically geared towards providing contrast to low dynamic range images. You still need to provide both the Environment map section in the render tab, and the LDR/HDR Input of “RL Environment” with your HDR image.

Troubleshooting:

Why does my character look so saturated?

If your character uses quite strong SSS/Translucency values, it may react rather strongly with Relight, causing the character to look over-saturated in comparison to the background. To counteract this, you can use cold presets for both the RL Environment and Key/Fill lights. This wont negate the color values you provided with the LDRI, but it will dull the saturation effect and make the skin look more neutral.

The key/fill lights don't match the lights in the LDRI?

Select the main Relight group in the scene tab and rotate it on the Y-axis. Arrows have been added to show you where the photometric IES lights are pointing, but they won't appear in the final render. Once you've rotated the photometric lights to fit the LDRI, you're ready to render.

I'm Still Stuck!

If you require any further assistance you can contact me via the daz3d forums, via the relevant support thread for this product, or email me at Dazkindredarts@gmail.com, and i'd be glad to help you. This PDF will also be available via the relevant readme page for this product. Thank you for purchasing Relight, I hope it serves you well!

KindredArts