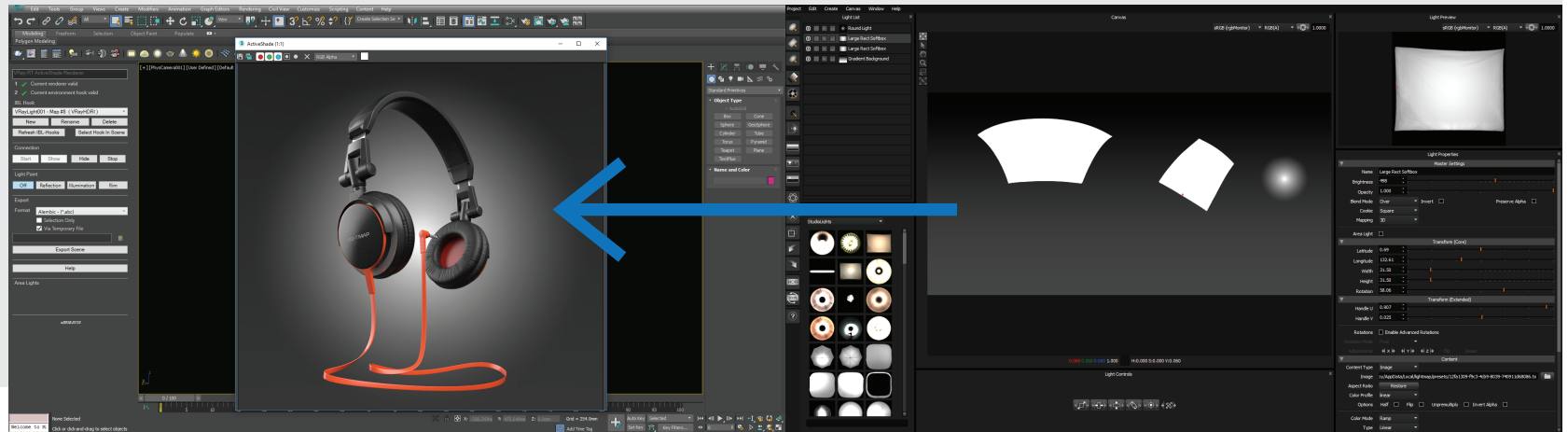


| |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| HDR Light Studio Connection Features <small>Features explained on Pages 2 + 3</small> | 3ds Max 2021/20/19 | Maya 2020/19/18 | Cinema 4D 24/23/22 21.1+ | MODO 15/14/13 12 | Houdini 18.5,18 17.5 | Blender 2.83 LTS | Octane Render Standalone 2020.2 2020 | VRED 2017 & above | DeltaGen 2021X/2020X 2019X/2018X 2018/2017 | LightWave3D 2020/2019/2018 | Maxwell Studio 5 | Rhino3D 5 | Rhino3D 6/7 | SOLIDWORKS Visualize 2017 & above |
| Connection Plug-in Build | 2020.0814 | 2021.0504 | 2021.0519 | 2021.0504 | 2021.0504 | 2021.0504 | 2021.0512 | In-App | 2020.0319 | 2019.1212 | In-App | 2018.0206 | 2019.0624 | In-App |
| 1 Shared Live HDRI Map | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| Supported Renderers | V-Ray Corona Octane Arnold Maxwell Redshift Art | V-Ray Arnold Octane Maxwell Redshift RenderMan | Cinema 4D V-Ray Octane Arnold Redshift Corona | MODO Octane V-Ray | Mantra Arnold Redshift Octane V-Ray RenderMan | Cycles Eevee | Native | Native | Look Stellar | LightWave3D Octane | Native | V-Ray Rhino Brazil Neon Octane | Rhino-Cycles V-Ray Octane 4+ | Native |
| 2 HDR Light Studio project embedded in scene | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| 3 LightPaint in host software's viewport | ✓ | ✓ | ✓ | ✓ | | | | ✓ | ✓ | ✓ | | ✓ | | ✓ |
| 4 Export scene into HDR Light Studio | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | | | | ✓ | | | | |
| 5 Display interactive rendering inside HDR Light Studio interface including LightPaint (supported Renderers) | ✓ V-Ray Arnold Corona Redshift | ✓ V-Ray Arnold Octane Redshift RenderMan | ✓ Arnold Octane Redshift | ✓ MODO Octane | | | ✓ Native | | | | | | ✓ Rhino-Cycles V-Ray Octane 4+ | |
| 6 Create 3D Area Lights (supported Renderers) | ✓ V-Ray Corona Octane Maxwell Redshift Arnold | ✓ V-Ray Arnold Octane Redshift Maxwell RenderMan | ✓ Cinema 4D V-Ray Octane Arnold Redshift Corona | ✓ MODO Octane V-Ray | ✓ Mantra Arnold Redshift Octane V-Ray RenderMan | ✓ Cycles Eevee | ✓ Native | ✓ Native <i>Requires VRED 2020.1 and above</i> | | | | | | |
| 7 New Area Light Spread (supported Renderers) | | | ✓ V-Ray Octane Arnold Redshift | | | | | | | | | | | |

Connection Features Explained

1. Shared Live HDRI Map

When you update the HDRI map design in HDR Light Studio, your 3D software is updated with the new HDRI map too. If you start interactive rendering in your 3D software you can see the HDRI lighting update as you work in HDR Light Studio.

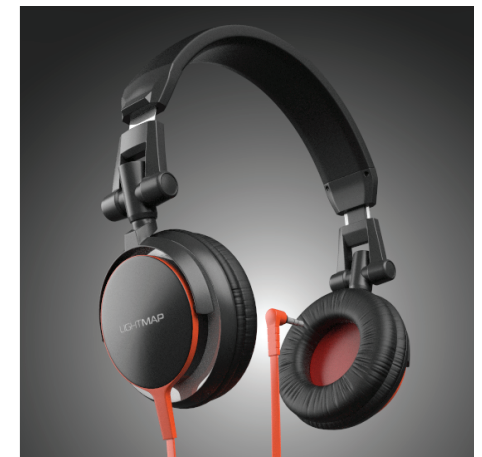
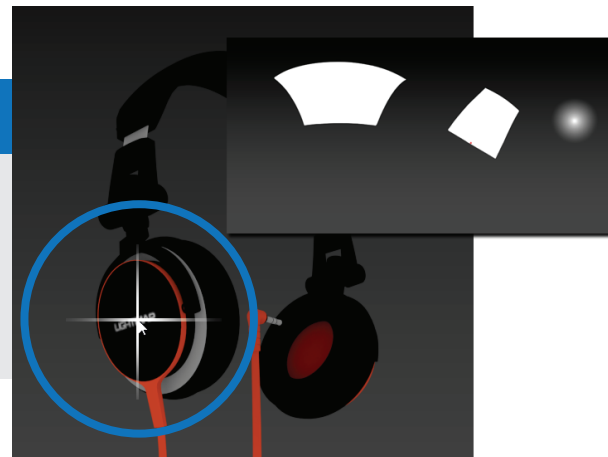


2. HDR Light Studio project embedded in scene

When you start HDR Light Studio connected with your 3D software, the project state in HDR Light Studio is stored inside your 3D software. If you save your scene file in your 3D software, this data is embedded in your scene. You can close and open HDR Light Studio from your 3D software, and the project will be automatically restored in HDR Light Studio. So you can then make further adjustments to the lighting.

3. LightPaint in host software's viewport

You can click on the 3D model in the viewport of your main 3D software to re-position the active light in HDR Light Studio. We call this LightPaint. It will move the light on the HDRI map or in 3D space to either reflect, illuminate or appear in your view where you clicked ('rim mode' - behind your model).



Connection Features Explained

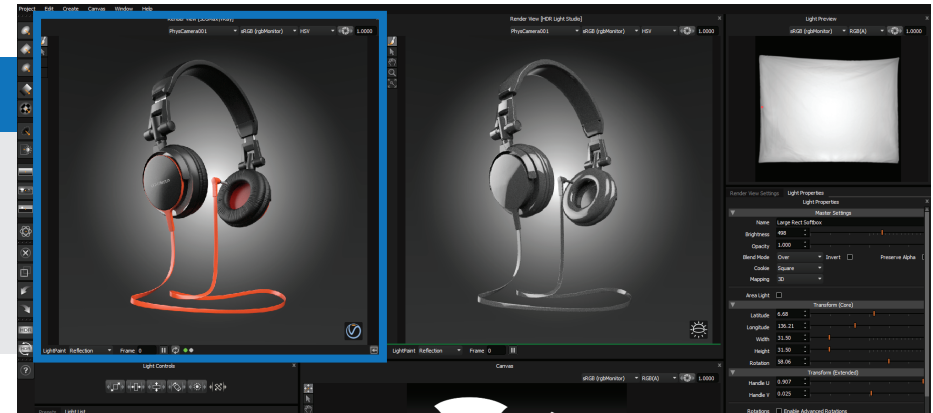
4. Export scene into HDR Light Studio

HDR Light Studio includes its own interactive 3D Renderer. You can load a huge scene into HDR Light Studio and it will provide a very fast preview render with a single shader over the whole model - with diffuse color and reflection. LightPaint works really well in our own viewport, it's very fast and allows clicking and dragging to position lights. This allows the user to discover the perfect positions for lights very interactively.



5. Display interactive rendering inside HDR Light Studio interface

This feature displays the interactive render view from the main 3D software/renderer directly inside HDR Light Studio's interface. This is ideal for using HDR Light Studio on a single display - such that HDR Light Studio can fill your display and provide a preview of the lighting effect in your final renderer. You can LightPaint in this view.



6. Create 3D Area Lights

HDR Light Studio is best known as a HDRI environment map creation and editing package. However any light can be promoted to a 3D Area Light in your 3D software/renderer. The Area Light is built and controlled by HDR Light Studio and updates instantly inside your 3D software. The HDR content from HDR Light Studio is mapped onto the light and updates as changes are made in HDR Light Studio. If you want to return the light onto the HDRI map, uncheck the area light check box and the light is deleted in your 3D software and reappears on the HDRI map.

