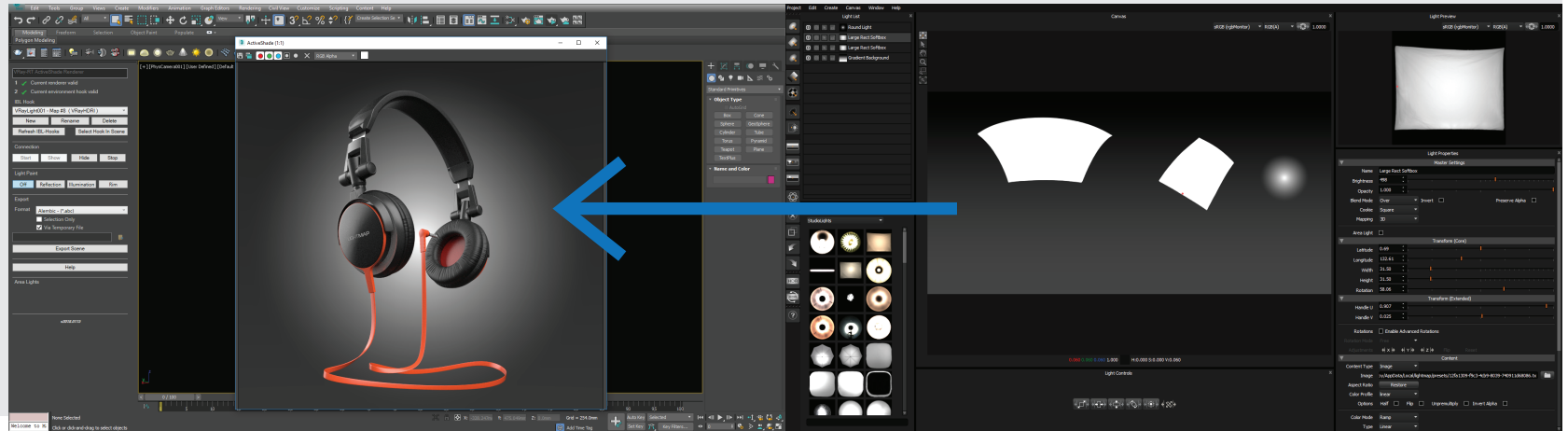


													
	3ds Max 2020/19/18	Maya 2020/19/18	Cinema 4D R21.1/20/19	MODO 14/13/12/11	Houdini 18/17.5/17	Octane Render Standalone 4, 2018/19/20	VRED 2017 & above	DeltaGen 2019X/2018X 2018/2017	LightWave3D 2019/2018	Maxwell Studio 4/5	Rhino3D 5	Rhino3D (Beta) 6	SOLIDWORKS Visualize 2017 & above
	2020.0305	2020.0302	2019.1212	2019.0710	2020.0218	2019.1211	In-App	2019.0115	2019.0123	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 Maxwell Octane Arnold Redshift Thea Corona	MODO Octane V-Ray	Mantra Arnold Redshift Octane V-Ray RenderMan	Native	Native	Look Stellar	LightWave3D Octane	Native	V-Ray Rhino Brazil Neon Octane	V-Ray Rhino Brazil Cycles Octane 4
2	HDR Light Studio project embedded in scene	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
3	LightPaint in host software viewport	✓	✓	✓	✓		✓	✓	✓		✓		✓
4	Export host 3D scene into HDR Light Studio	✓	✓	✓	✓	✓			✓				
5	Display host interactive render in HDR Light Studio interface including LightPaint (supported Renderers)	✓ V-Ray Arnold Corona Redshift	✓ V-Ray Arnold Octane Redshift RenderMan	✓ Arnold Octane Redshift Thea	✓ MODO Octane	✓ Native						✓ V-Ray Rhino Brazil Cycles Octane 4	
6	Create 3D Area Lights/Emitters (supported Renderers)	✓ V-Ray Corona Octane Maxwell Redshift Arnold	✓ V-Ray Arnold Octane Redshift Maxwell RenderMan	✓ Cinema 4D V-Ray Maxwell Octane Arnold Redshift Thea Corona	✓ MODO Octane V-Ray	✓ Mantra Arnold Redshift Octane V-Ray RenderMan	✓ Native	✓ Native <i>Requires VRED 2020.1 and above</i>					

Connection Features Explained

1. Shared Live HDRI map from HDR Light Studio

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. Welcome to interactive HDRI lighting creation and editing!

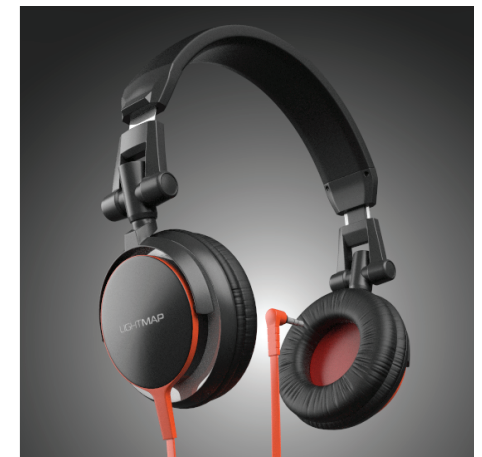
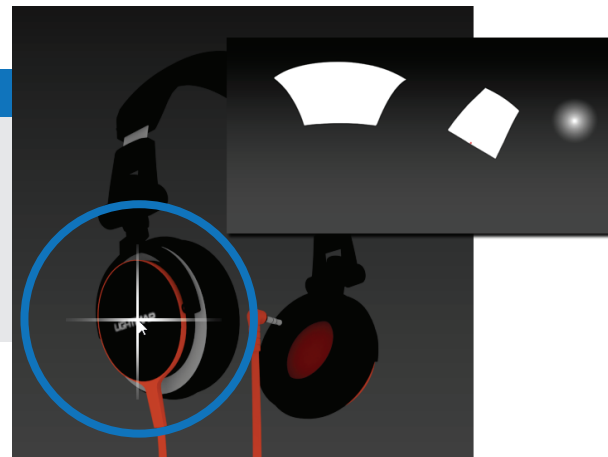


2. HDR Light Studio lighting project embedded in scene

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. Use LightPaint to position lights in host software 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

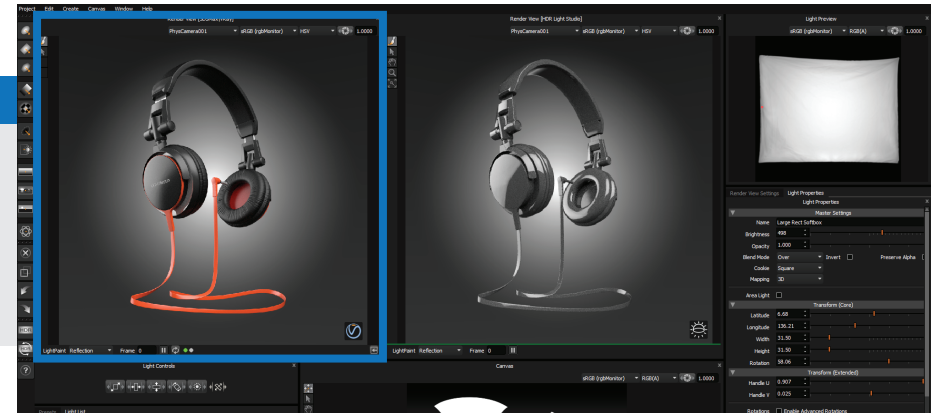
4. Export 3D scene into HDR Light Studio Render View for LightPainting

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 host's interactive render image inside HDR Light Studio's interface

This new feature will display 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.



6. Create 3D Area Lights/Emitters in host 3D software

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 appears on the HDRI map again.

