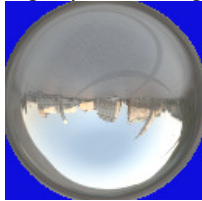


## IBL rendersetup

This is what you need:

Light probe image



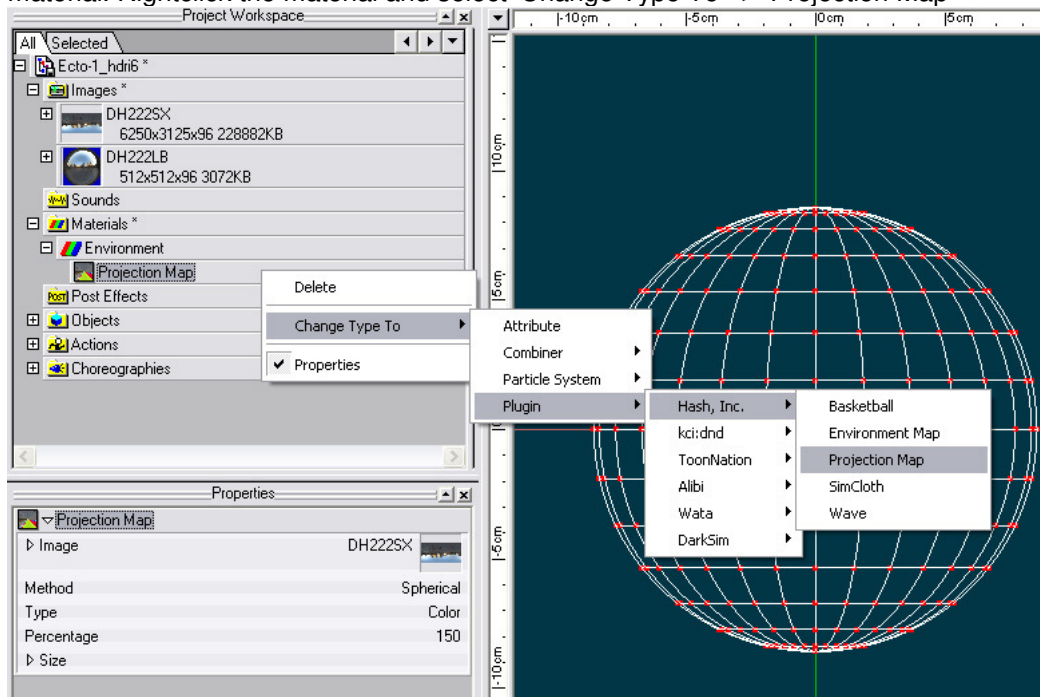
Environment map (latitude/longitude)



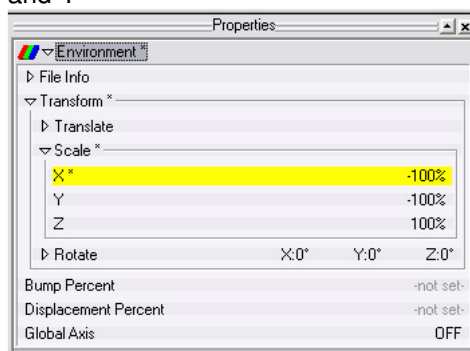
The light probe image is used to light the scene and the environment map is used for reflections and background

Load both images into A:M. Keep in mind that A:M might need a few minutes to load them.

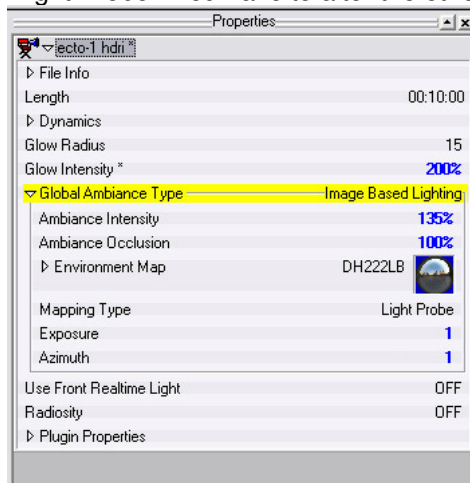
First create a sphere which will be used as environment. In the Sphere model 'Properties' set 'Flat Shaded' to 'ON', 'Cast Shadows', 'Receive Shadows' and 'Cast Occlusion' to 'OFF'. Create a new material. Rightclick the material and select 'Change Type To' -> 'Projection Map'



Load the environment map into the material and set 'Method' to 'Spherical'. Since the environment map is loaded upside down into A:M you have to set the material scale to negative value on both the X and Y



Create a new Choreography without any lights in it, only a ground model and a camera and some model you want to have lit. In the Choreography properties go to 'Global Ambiance Type' and select 'Image Based Lighting'. Set the 'Ambiance Occlusion' to something around 100 and 'Mapping Type' to 'Light Probe'. You have to alter the other settings to your own liking, I have no clear answer to that.



Drag the environment sphere into the Choreography. Make sure you have the Camera set up for the final composition, then deactivate everything (Model properties -> Active -> OFF) except the ground and the Camera. This is because you're now going to render out a background image. Render it out as high as the resolution on the environment map allows you to do. No need to render with Ambiance Occlusion yet, just make sure the rendersettings are set to 'Final'. Once the background image is rendered, import it into A:M and re activate the models in the Choreography. Drag the background image onto the Camera in the Choreography. Go to the Ground model properties, under 'Options' set 'Front Projection Target' to 'ON'. This setting allows the background image to be drawn on top of the Ground model so that the model becomes a part of the background while it also receives shadows from the models in the Choreography. That's it. It's now time to render. In your 'Render to File Settings' set 'Quality' to 'Final'. I suggest setting your 'Multi-Pass' to 16 or higher. Set 'Ambiance Occlusion' to 'ON', the higher the sampling is set to the longer the render will take, but you'll get better quality, no need to go higher than 40. I'll also suggest that you set 'Reflection' 'Levels' to 2 and 'Soft' to 'ON'

Have fun

