Transcript for video "Using IBL v7.1" part 2/2

Hello and welcome to the second part of Using IBL v.7.1. In this instalment, we will cover blending the HDRI as backdrop with the Bryce sky. The first one covered the new Intensity and HDRI Effect options as well as Specularity.

The render shows the same HDRI as was used for the first part with the same mirror ball at left and at right the sphere with the default grey applied. The HDRI is not tone-mapped and rendered as backdrop. It was tilted so that we have more of the sky. It is an HDRI taken during the day and there are no clouds. But here, we see clouds and stars – both are from Bryce. Do you recognise the constellation of Orion?

This is the HDRI used, tone-mapped and in the spherical projection. We can see that there are no clouds in the sky and this is a day light HDRI.

Though there are clouds and snow, just to show you that the HDRI was made at the top of this mountain.

Intensity is set quite high and it is not applied to the light source. Therefore HDRI Effect is also set high. However, we're not very much concerned about the light from the HDRI, which was covered in the first part. Rather, we concentrate on blending the HDRI with the sky. Want to see the daylight version?

It's just a click away.

There are three modes how to blend the HDRI with the sky. For each of the three modes, there is the Use sky color option. So there are 6 possible settings.

By definition, in Blend into background mode, the HDRI is blended into the background gradient and then the sky is rendered. How the HDRI is blended can be adjusted with the Transparency control.

In the Blend with sky mode, the sky is rendered and then the HDRI background added to it. The amount with which it is added can be controlled with the Transparency slider.

Add to sky is what it says: the HDRI is added to the sky and there is no Transparency control available. This is the compatibility setting for Bryce 7.0.

Use sky color is an option that blends the HDRI into the sky color.

I have set the Sky Color to an unnatural red.

The render uses the Blend into background mode and if the Transparency is increased to 100, the HDRI gets invisible. The more Transparency is lowered, the more the HDRI backdrop becomes prominent, the stars are too faint to be seen in this brightness but the clouds do not change. Note that the sky gets black when transparency is at 100. You would set an appropriate sky color to blend the HDRI into. Here, we have set it to red and if we move the Transparency slider, we see how the sky color is mixed with the HDRI.

Now we change the mode to Blend with sky without changing anything else.

The sky gets stronger, we see more stars. Again the HDRI gets invisible if Transparency is moved all the way to 100. However, if we move it towards 0, not only gets the HDRI backdrop more pronounced, the sky fades out. Just watch how the clouds get fainter until they disappear.

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With this setting, the difference in the clouds becomes more obvious.

Now let's engage Use sky color and as we move the transparency control, we can observe that the clouds disappear and appear with the red of the Sky color.

We now use the third mode, which is how it works in Bryce 7.0.

The HDRI is brighter because the sky is added to it and we can still see the stars and the clouds. In this case, the tone-mapped HDRI looks much better – we just have to reduce intensity to 6. There is no Transparency control available and mixing is done with the HDRI Intensity.

What about engaging Use Sky color? That's how it looks. Well, some like it pink.

How about a sky from the library? Be sure you are in the IBL tab. Get a sky from the library

Note that Use HDRI Image is deselected but the HDRI is still shown. If you quit the Sky lab, the HDRI is lost. But you can just re-enable Use HDRI Image and you have the sky from the library and the HDRI. The position is reset and if it was tone-mapped, that is lost as well. Please note that if you load a sky with an HDRI from the Sky library, the HDRI is replaced by the one that comes with the sky. There is no way to merge two HDRIs - unfortunately.

There is one caveat: if you make changes in the IBL tab and leave it with the X, the changes are applied nevertheless. I recommend that you save your sky in a memory dot before you make any changes. This will be your indo button.

I hope I could encourage you to experiment with IBL.