IDG Gradient Lights User Guide

Introduction

At the bottom of this Guide there is a link to the official Daz documentation on Environments. Hopefully between this Guide and their documentation you will gain a better understanding the Environment Dome and the Environment section of the Render Settings Tab.

IDG Gradient Lights

This set of HDRI light probes was designed to give you crisp, clean lighting while also giving your render an interesting backdrop style image. While many environments try to simulate an outdoor sun/sky setting, these are loosely designed to be more like photographic studio type lighting including a studio like backdrop. These HDRI Light Probes can give you several advantages over traditional studio type lighting. One of the advantages is that they render very quickly. Another is their ease of use, one click loading, and one click switching to a different light probe. Rotate it a bit this way or that to optimize it for your camera angle and you're done. On the other hand, they aren't as flexible. You can't move just one light without moving them all, and you have no control things like beam spread or individual light intensity or color. The most versatile use of these environments is as additional ambient lighting in your scene. Use a light, or light set, of your choice (emissive or Daz default) as your primary light while the environments act as fill lighting to complete your scene, giving an interesting backdrop at the same time.

Adjusting the Environments

You can adjust the position of the light probe by using the Dome Orientation XYZ or Dome Rotation sliders. Dome Rotation spins the dome clockwise (if looked at from above). Positive Dome Orientation X tilts the top of the dome towards the front of the scene, negative tilts it towards the back. Positive Dome Orientation Z tilts the top of the dome to the left (when facing the back of the scene), negative tilts it towards the right. Dome Orientation Y is the same as Dome Rotation but you turn it positive or negative while Dome Rotation only goes Positive. Positive Dome Orientation Y turns the dome counter-clockwise, negative turns it clockwise. Rotating the dome will both change the angle and direction of the lighting and change what part of the environment shows up as the background image. Adjusting the intensity of the environment is pretty subjective and depends on the needs of your scene. In my testing, I choose an intensity of 12 as a good amount of general primary lighting, 6 is good as fill lighting, 3-4 is a good amount of ambient background lighting, your mileage may vary.

Official Daz Documentation for Environments

http://docs.daz3d.com/doku.php/public/software/dazstudio/4/referenceguide/interface/panes/render_settings/engine/nvidia_iray/environment/start