

HDR Light Dome version 1.2

General:

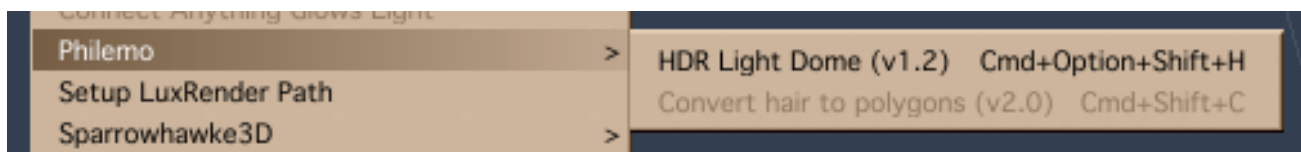
- Added a check for the presence of a background. If not present a message "No Background present in scene !! - Have to stop now." is shown.
- Added a check for the presence of a backdrop. If present a message "BackDrop not supported !! - Have to stop now" is shown.
- Replaced the keyboard shortcut. It's now Shift+Cmd+Option+H. Other plugins are using Shift+Cmd+S as well. On Windows Cmd=Ctrl and Option=Alt.
- Added progress bars. In case of time consuming operations this will inform us of the progress.
- Increased the precision of the Summed Area table. It's now 64bit and eliminates the rounding errors associated with 32bit. For more details see "Sampling Array size" below.
- Fixed a bug. It crashed Carrara when a Volumetric Primitive is present in the scene.

User interface changes:

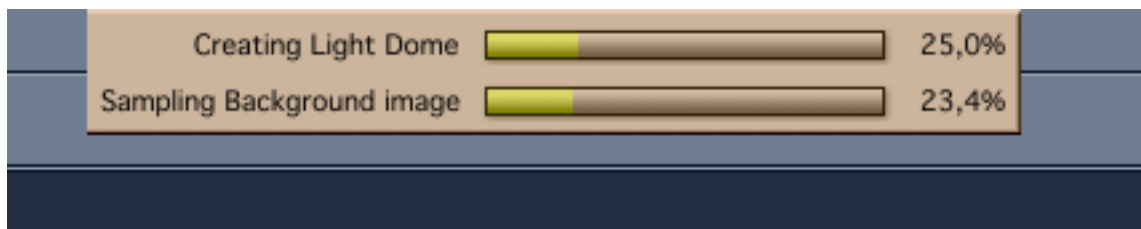
- Added checkbox "Show in 3D view". If left unchecked the instance pane will roll up all the lights and groups and show only the mastergroup "LightDome". Also all the lights will be invisible in the 3D view (Assembly room) This will keep the 3D view responsive. The lights will be used in the renderer.
- Added slider "Dome Radius". The slider will set the dome radius in units proportional to the scene format (small, medium or large). This is only meaningful for shape lights for they have range and range falloff.
- Added checkbox "Use Shape Lights". If checked the plugin will generate shape lights instead of distant lights.
- Added component-chooser "Shape Light shape". This chooser selects the shape of the shape lights (ellipse, rectangle or ring).
- Added slider "Sampling Array size". This slider sets the size of the sampling grid and the summed area table. It's intended to better support larger HDR images. The higher the setting the more samples are taken, the more accurate the light dome will be. On the downside more memory is used and it takes more time to generate the light dome. In this version the maximum size of the grid is 4096 x 2048 and the minimum 256 x 128. The optimum setting depends on HDR image used. For a large HDR with a fairly uniform distribution of light intensity a low or moderate setting will probably suffice.

Screenshots

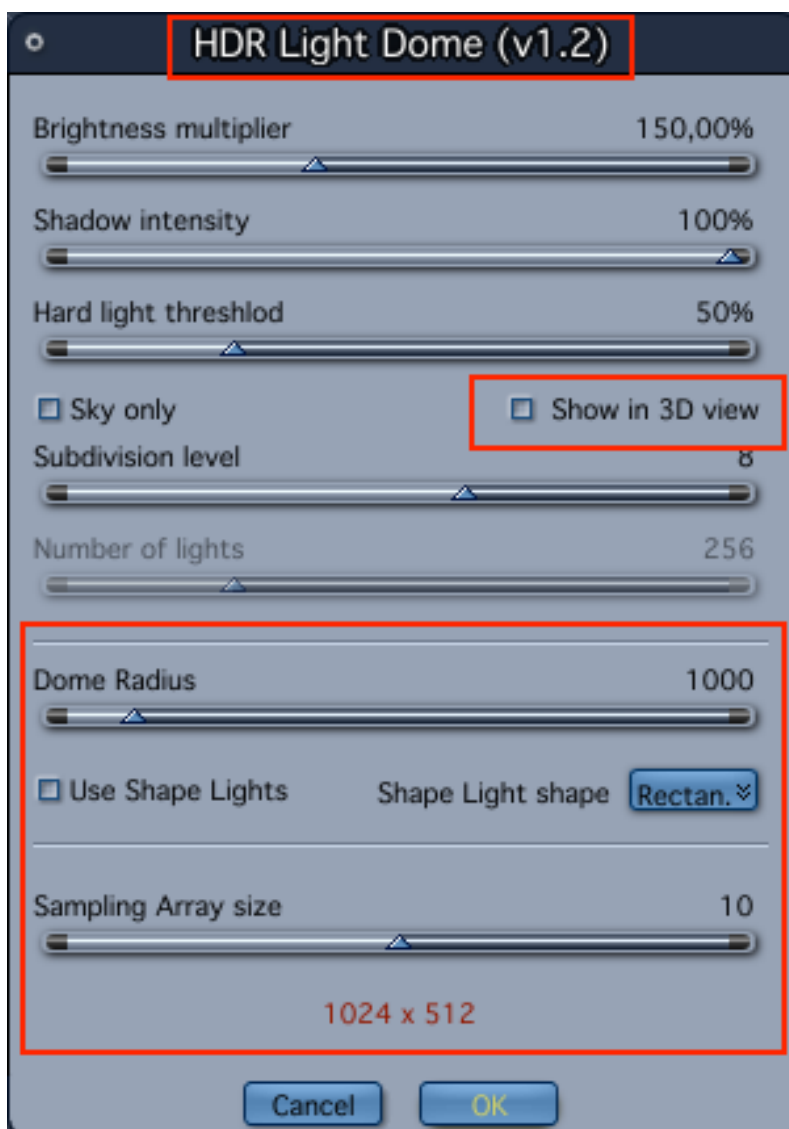
Menu and keyboard shortcut



Progress bars



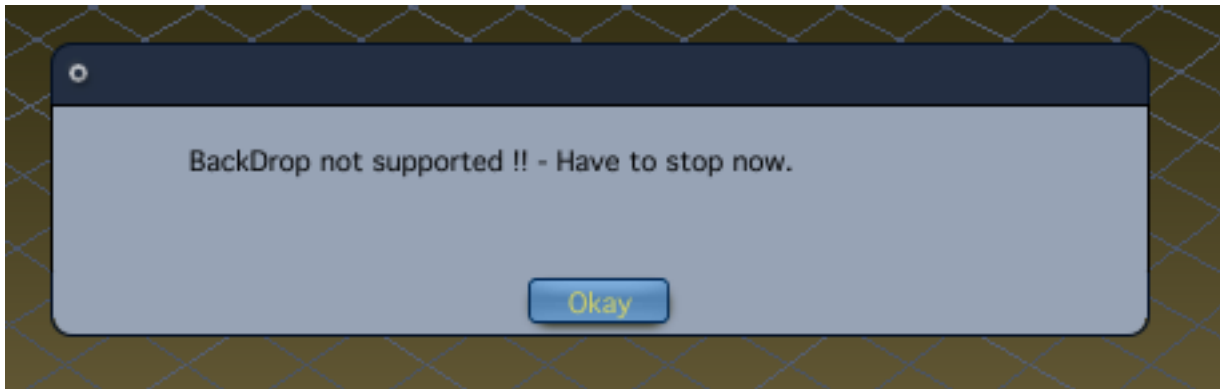
User Interface



Releasenotes

Messages

Backdrop not supported



No Background present in scene

