

Environment



Create New Enviroment
creates a blank lighting map



Load HDR Enviroment from Disk
import light map from file (.hdr|.exr|.png|.jpg)



Revert Enviroment
reverts currently editing lighting map to map on hard disk



Delete Enviroment
deletes currently selected lighting map



Save Enviroment
saves currently editing lighting map



Export to Image
exports light map to disk as a (.hdr|.exr|.png|.jpg) file

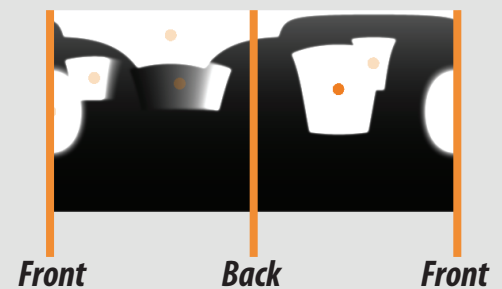


Set Enviroment as Default
makes light map the default map on application launch

ic3D

Quick Start
Lighting Editor
Enviroment

Orientation of Editor



Lighting Editor

Environment

ic3D_Studio_6

Update ☒ Update Interactively

Updates Scene Manually Updates Scene Automatically

Selection Dot Hovering Selected Light Map Selector

Select and drag these dots to change the lighting map. With Update Interactively selected the scene will auto-update as you move the light!

ic3D

Quick Start

Lighting Editor

Lights

NEW

Lock Lighting Rotation

locks the lighting to the camera so when moving the camera the lighting rig will always stay in the front position.

Current Light/Rename Light

shows which light is selected/ doubleclick to rename

Add New Light

adds a default new light to scene

Remove Light

deletes currently selected light from scene

Duplicate Light

creates a copy of currently selected light

Circular Rectangular

Changes shape of light

Aperture Settings

Wider Taller
Lower Angle Higher Angle
7° 127°

Position

Vertical - Moves light along y-axis

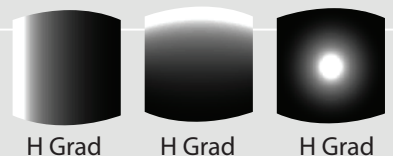
Horizontal - Moves light along x-axis

Rotation - Spins light in place

Style

Assigns light as solid color of choice

Assigns light as type of gradient

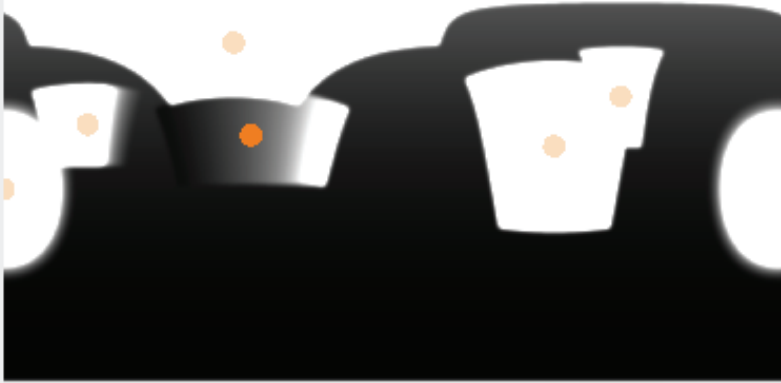


Gradient Slider - Double-Click to add color slider
Double click tabs to change tab color

Changes light visibility 0% = Invisible
100% = Visibly Bright

Changes light intensity 1x = Normal
10x = Powerful Intense Light

iC3D_Studio_6



Update

☒ Update Interactively

☐ Lock lighting rotation to camera

Lights

Scene Light 1

Shape

☐ Circular ☒ Rectangular

Aperture Settings

Wider Taller

Angle 45

Position

Vertical 43 deg

Horizontal 107 deg

Rotation 0 deg

Style

☒ Color

☐ H Grad ☐ V Grad ☐ Radial


Opacity 100%

Power 1x



Lighting Editor

Backgrounds, Colors, & Effects

Lights

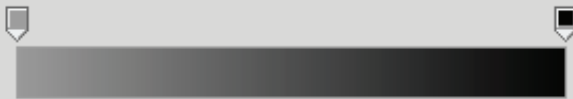
Background

Type

- ☒ Background Color
- ☐ Spherical Image
- ☐ 2D Image

Style

- ☐ Color
- ☒ Gradation



Color and Effects

Colour Control

Contrast

Brightness

Saturation

Reset

Effects

Blur

RT Dynamic Range

Rotation Horizontal Vertical

Type

- assigns Background with Style options
- Import Spherical image for background (.hdr|.exr|.png|.jpg)
- Import flat image for background (.png|.jpg)

Style

- Sets background to a solid color of choice
- Sets background to gradation
- Gradient Slider - Double-Click to add color slider
- Double click tabs to change tab color

Color Control

- Controls amount of contrast within lighting rig
- Controls amount of brightness within lighting rig
- Controls amount of Saturation within lighting rig
- Resets effects to default settings

Effects

Adds Blur to Lighting Rig



Adds more Color Intensity within the Ray Tracer



Rotates lighting rig by Horizontal and Vertical axis



Lighting Editor

Backgrounds, Colors, & Effects

Lights

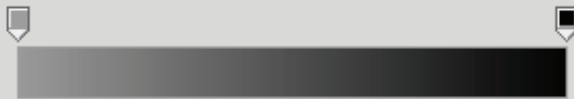
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