



Our Lollipop HDR Light Maps have been well captured and presented for sale in a form tailored for "out-of-the-box" use in physically based image based lighting (IBL) setups.

Here are some of the notable features of these light maps:

- 1) Our light maps have NO clipped light sources. This includes the sun!
- 2) Almost all our light maps include a Gretag Macbeth and Gray card placed within scene. This makes it possible to color correct the map to any preexisting plates or look setup. We normally try to place these cards in the scene such that they are lit by the main key light; thus providing a reference for middle/18% gray with respect to the scene's lighting.
- 3) We deliver these maps at a power-of-two 8192x4096 native captured resolution in half OpenEXR format thats suitable for a rendering texture pipe. We also provide a 1k version i.e. 1024x512.
- 4) Where possible we have "roto"ed the tripod and its shadow from the image.
- 5) We test and validate our light maps with a turntable render (using Pixar Renderman IBL Plausible shaders). We provide this turntable render as part of each light map kit. It can be used as a reference guide for light orientation and shadowing. In addition, the object of our turntable render is a humanoid head that serves to simply demonstrate the case of closeup creature lighting .

