

# Studio HDRI

Best practices for enhancing visual experience of studio HDRI maps.

**1** By default you won't be able to see much of the reflectivity happening to the object.



**2** You can up the exposure but it tends to blow out the whole HDRI map even with extra light information saved in 32-bit hdr image.

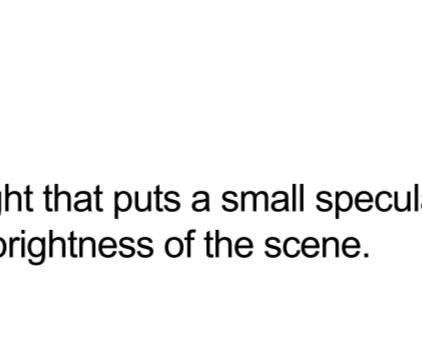
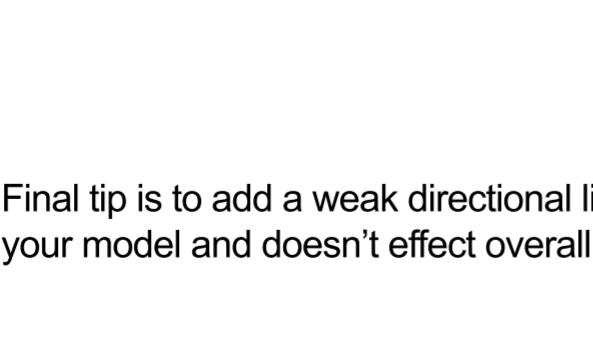


**3** Other way is to increase reflection intensity on reflection probe

\* Increasing ambient intensit of the mapped skybox doesn't add anything on the other hand.



**4** To push the look you can add ambient occlusion and enhance contrast components on the camera. Though it will obviously low the in-game performance.



**5** Final tip is to add a weak directional light that puts a small specular highlight on your model and doesn't effect overall brightness of the scene.

