

# Unity HDRI

Best practices for enhancing visual experience of HDRI maps.

Linear and Gamma colour space render HDRI quite differently. Though Linear colour space is more accurate in general, Gamma reflections are pushed much more. If you look at the chart below black material reflects same both in Linear and Gamma. But lighter goes the material albedo the less reflection you can see in Linear space.

Be careful about reflection blowouts that are more likely to happen in Gamma space.

## Linear



Same light adjustments

Albedo: Black

Albedo: Midgrey

Albedo: White

## Gamma

