For photo realism

1)Cinematic lighting : Lighting is extremely important in giving out great results, ever since humans ventured into making art, they observed the real world a lot and made a number of categories in lights that would enable us to create anything that is needed. Since we will going only into unity 5,

there are basically 6 types of lights you can implement in Unity.

They are

1)Point lights

2)Area lights

3)Spot Lights

4)Directional light

5)Emissive surfaces

6) Ambient light.

**Global illumination** is the name of a process that simulates indirect lighting, like light bouncing and color bleeding. For example, if you look at the image below closely you'll notice that the green color of the wall is being cast onto the sphere on the right side of the image.Dec 19, 2013

**Linear rendering overview(read important)**

<https://docs.unity3d.com/Manual/LinearLighting.html>

A **Reflection Probe** is rather like a camera that captures a spherical view of its surroundings in all directions. The captured image is then stored as a Cubemap that can be used by objects with reflective materials.

PBR MATERAIALS DOWNLOAD

<https://freepbr.com/c/base-metals/page/2/>

# Making Realistic PBR Materials - Part 1

<https://www.blenderguru.com/tutorials/pbr-shader-tutorial-pt1>

PBR MATERIALS DOWNLOAD

<https://forums.unrealengine.com/showthread.php?90245-Free-PBR-Texture-Vol-01>

PBR MATERIALS DOWNLOAD

<https://www.textures.com/browse/substance/114546>

# Free PBR materials and textures

<https://www.blender3darchitect.com/light-and-rendering/free-pbr-materials-and-textures/>

PBR DOWNLOAD

<https://www.poliigon.com/search/recent/narrow/list/free%20textures>

<https://www.artstation.com/artist/leesungwoo>

Free PBR Textures to Download

<https://80.lv/articles/free-pbr-textures/>

PBR MATERIALS

<https://www.gametextures.com/>

PBR MATERIALS

<http://3dcoat.com/forum/index.php?/topic/18863-free-pbr-smart-materials/>

<http://imgur.com/a/ms187>

<https://drive.google.com/uc?export=download&id=0B3JVfUcxeTJtNzFtVVNVeWZ6Mk0>

<https://www.marmoset.co/posts/physically-based-rendering-and-you-can-too/>