

Studio HDRI

Best practices for enhancing visual experience of studio 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



Albedo: Black



Albedo: Midgrey



Albedo: White

Same light adjustments

Gamma

