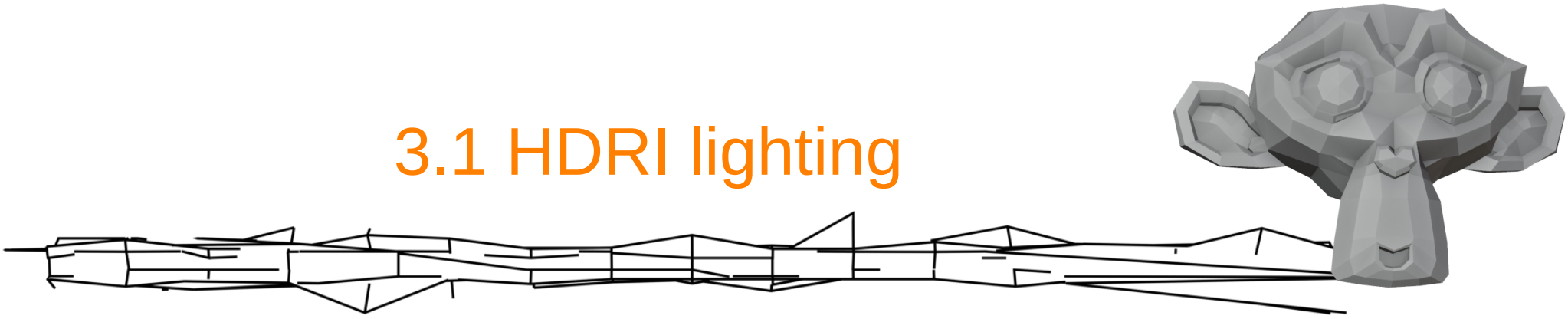
3.1 HDRI lighting

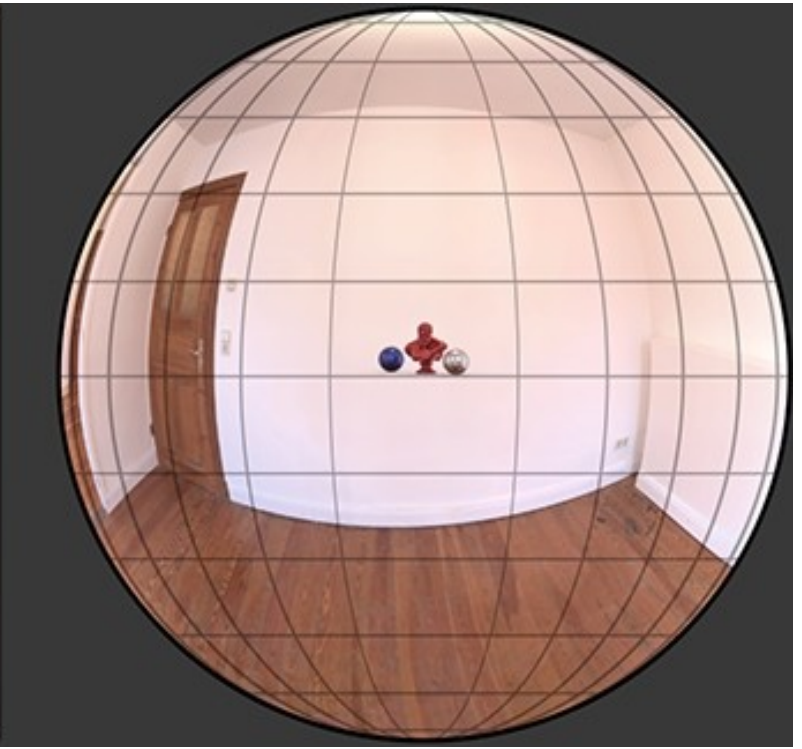


Ordu, 12.05 – 16.05 2025

1. What is HDRI lighting?

HDRI Lighting is technically called 'image-based lighting'. Image-based lighting works by applying a high dynamic range image map (HDRI map) onto an environment light in 3D software.

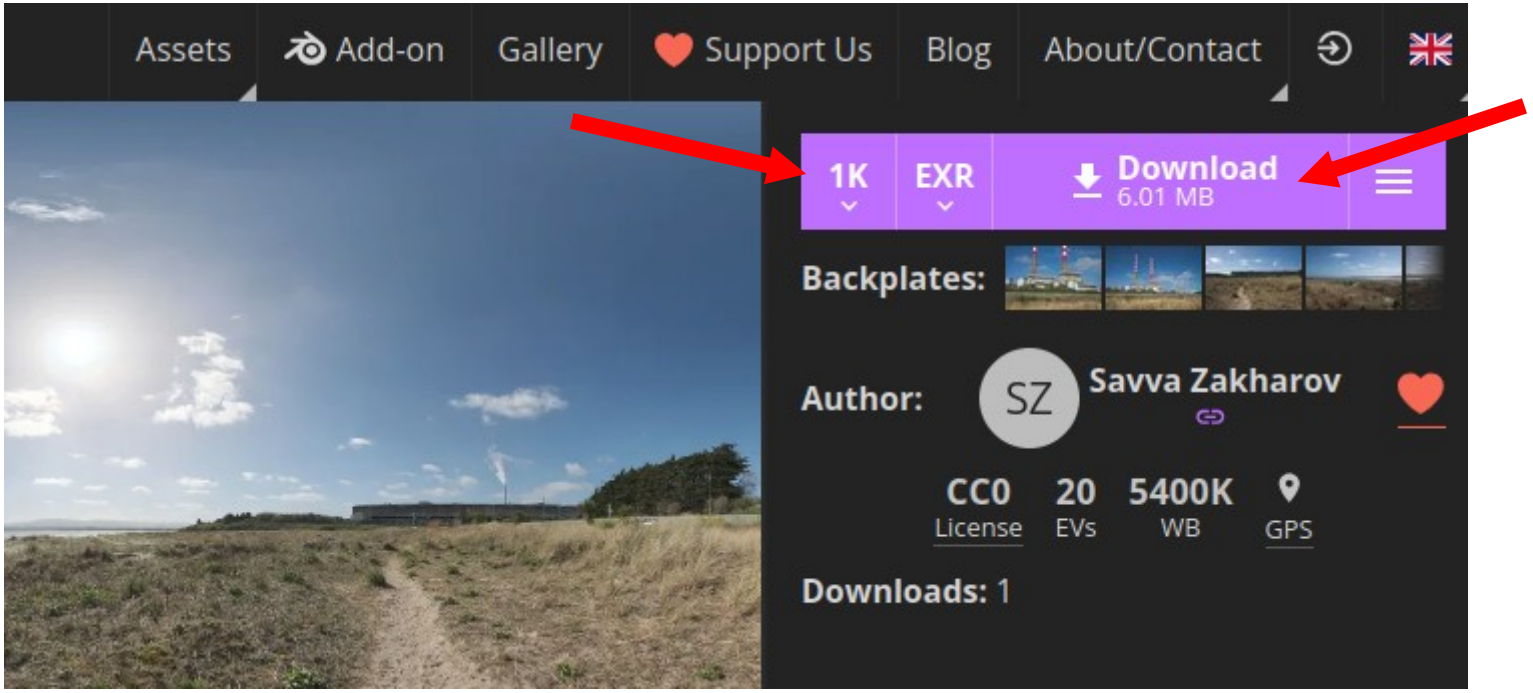
HDRI is short for High Dynamic Range Image. It's a panoramic photograph that covers the entire field of vision that contains a large amount of data which can be used to emit light into a CG scene.

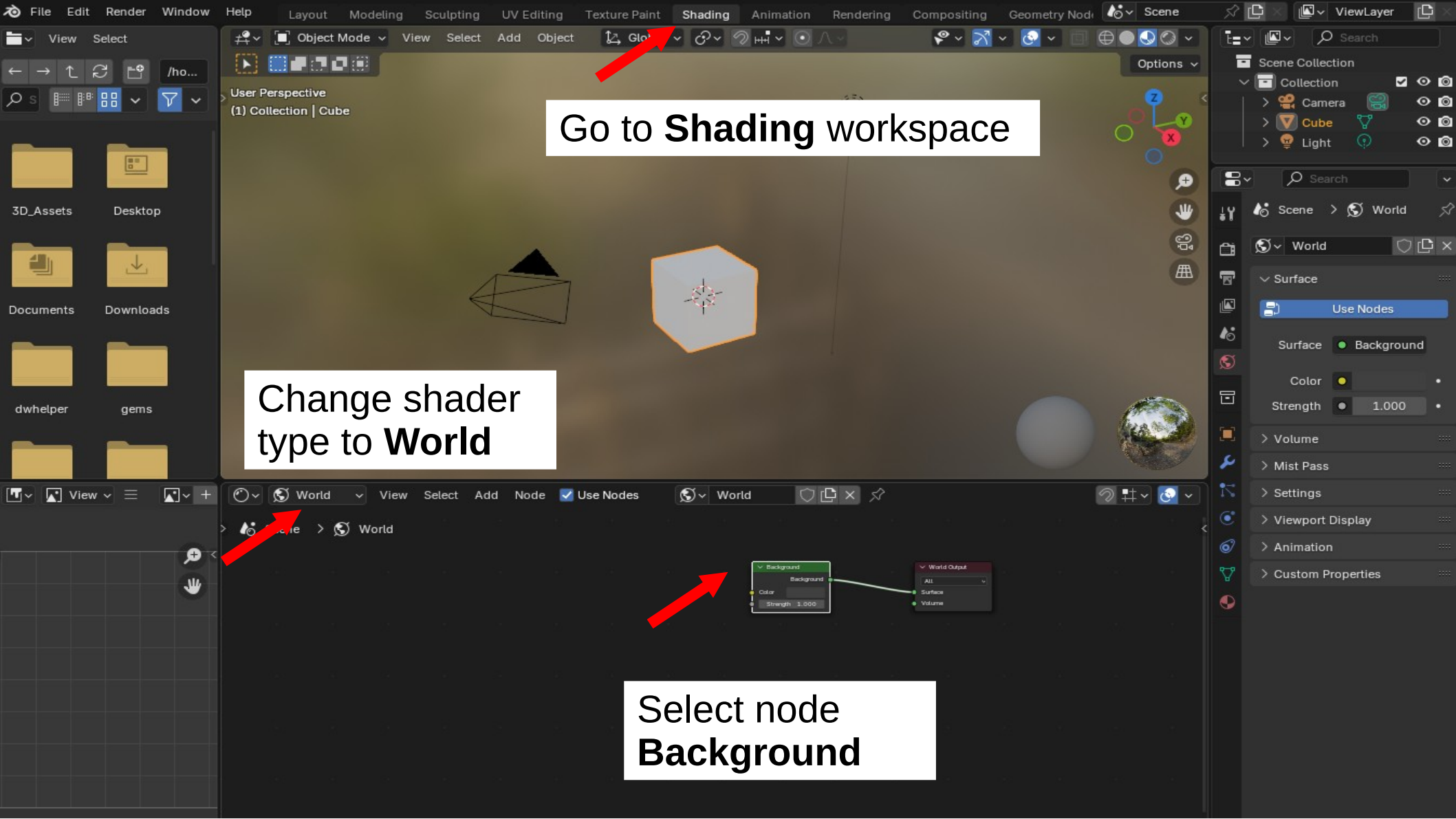


2. Where do I get HDRI?

Visit **https://polyhaven.com**

After choosing the HDRI, choose **1K** and **Download**.




File Edit Render Window Help
Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Node
Scene
ViewLayer
Object Mode View Select Add Object
Options
User Perspective
(1) Collection | Cube
Go to **Shading** workspace
Scene Collection
Collection
Camera
Cube
Light
Search
Scene World
World
Surface
Use Nodes
Surface Background
Color
Strength 1.000
Volume
Mist Pass
Settings
Viewport Display
Animation
Custom Properties
3D_Assets
Desktop
Documents
Downloads
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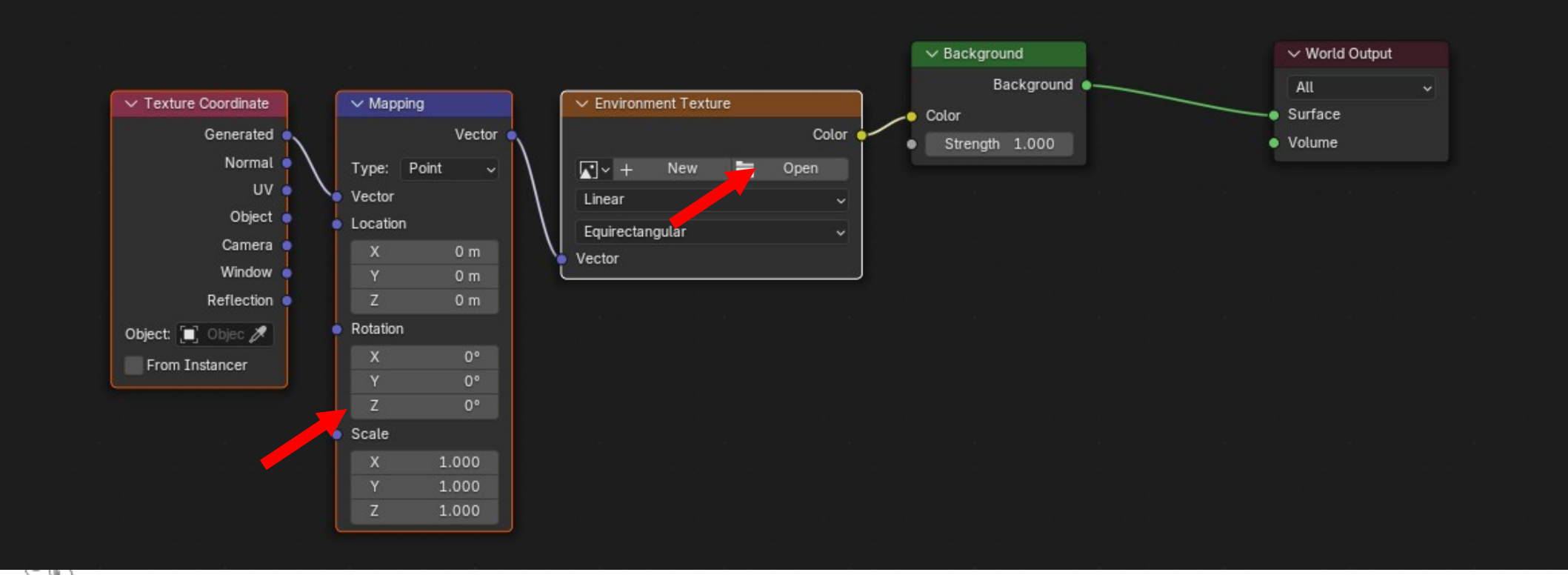
gems
Change shader type to **World**
World View Select Add Node Use Nodes
World
Background
World Output
Select node **Background**



Press **Ctrl+T** (only works if Node Wrangler addon is active)

Open HDRI

You can **rotate** light/shadows by rotating around **Z** axis