

Hello and Welcome to the Tutorial „HDRI in Indigo“.

This tutorial is made by meisteruli and translated by Azrael Crusader from www.der-webdesigner.net.

1. Installation

To start with Indigo you need 3 things:

1. Indigo (recent Version is 1.0.6)
2. the plug-in Cindigo, which allows you to export from Cinema to Indigo
3. the newest version of QuickTime!
4. a HDRI for Indigo (EXR-type)

Important: The file has to be saved where we will save our mesh later on!

5. the sample scene from the tutorial “First steps using Indigo”

The plug-in and the renderer you will find here:

<http://www.indigorenderer.com/joomla/forum/viewtopic.php?t=3485&start=0>

A tutorial for beginners, called “First steps using Indigo” you will find here:

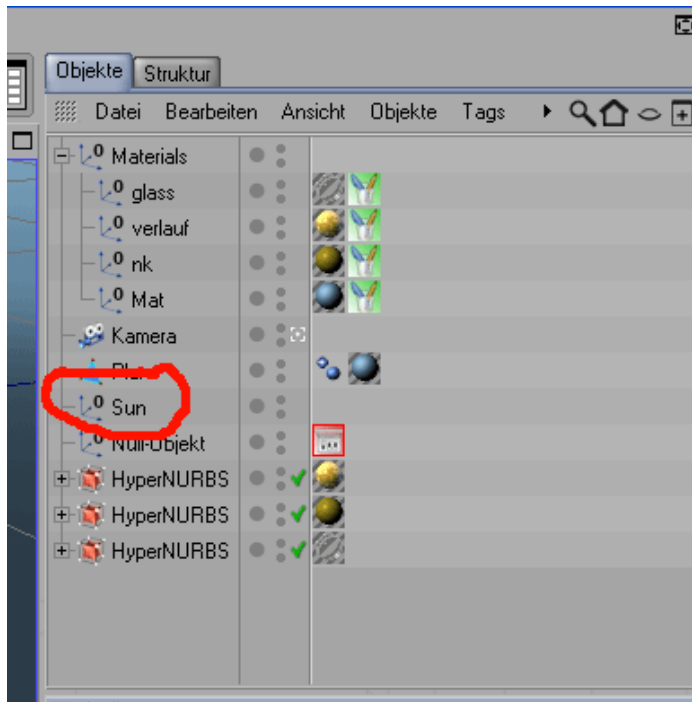
http://www.der-webdesigner.net/tutorials/cinema_4d/grundlagen/237-.html (german)

<http://www.indigorenderer.com/joomla/forum/viewforum.php?f=19> (englisch)

2. Settings

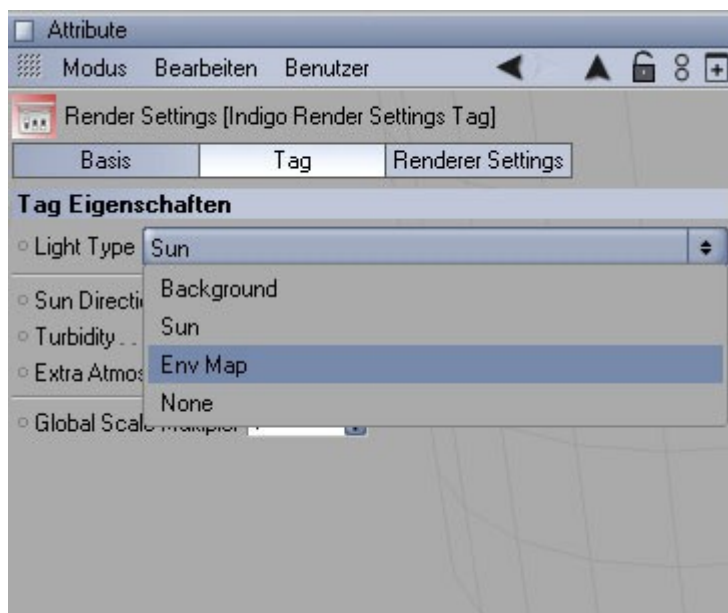
First of all, we’re loading the samplescene with the pawns.

After loading the scene we’re deleting the Null-Object named “Sun”, cause we don’t want to use the common lightning but HDRI.

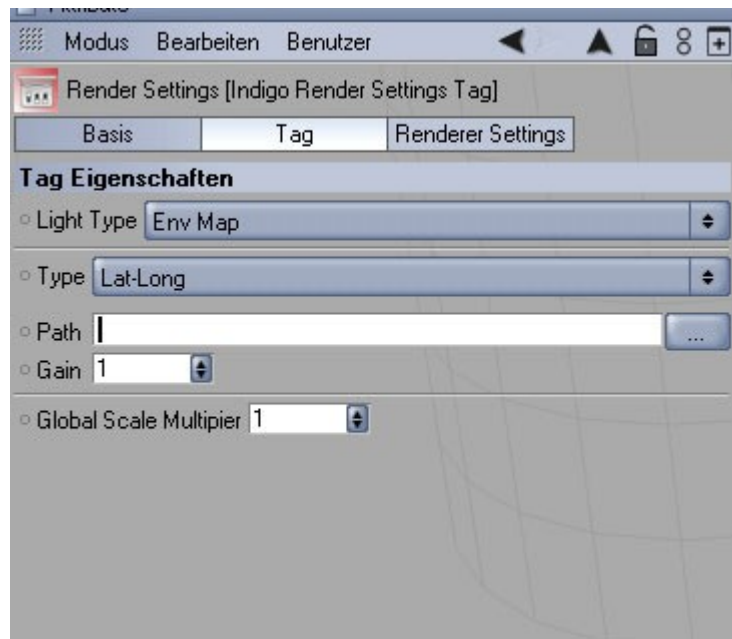


Now, we have to change the rendering settings:

The **Light-Type** we are changing from **Sun** to **Env Map**, the rest of the settings for Env Map stays at it is.



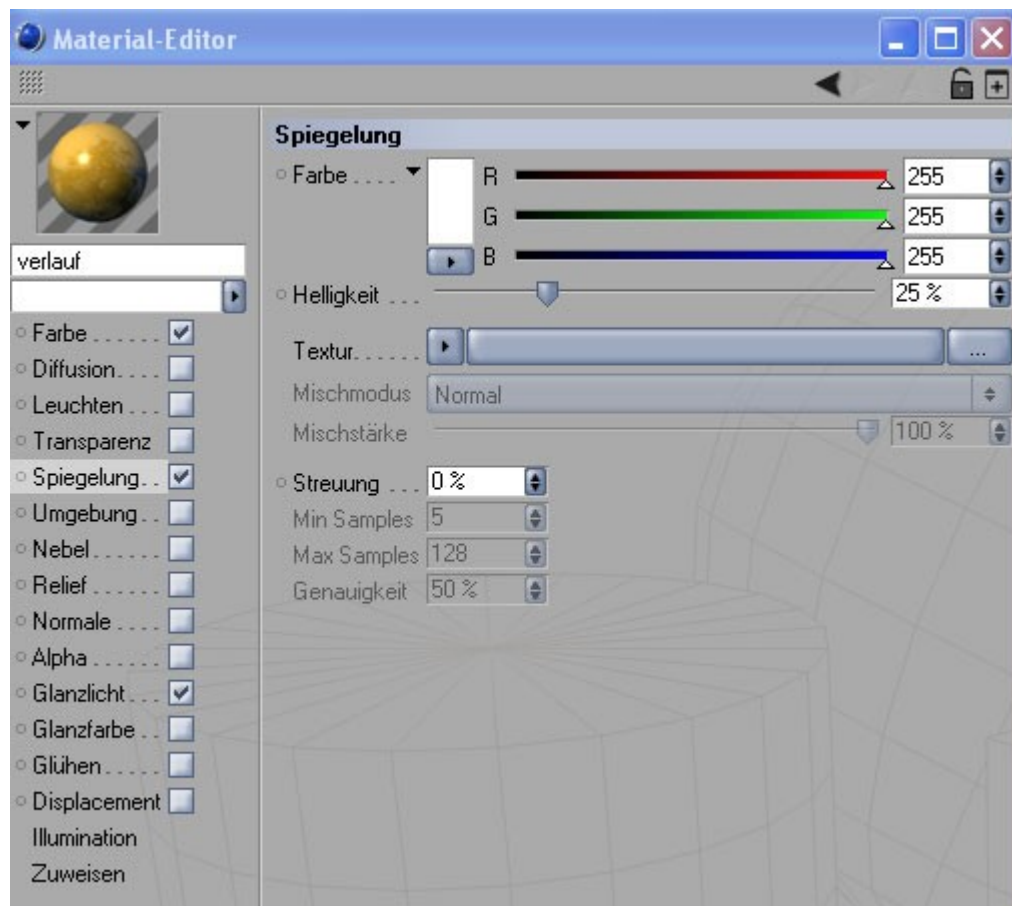
At the position path we are declare where the HDRI-file is saved.

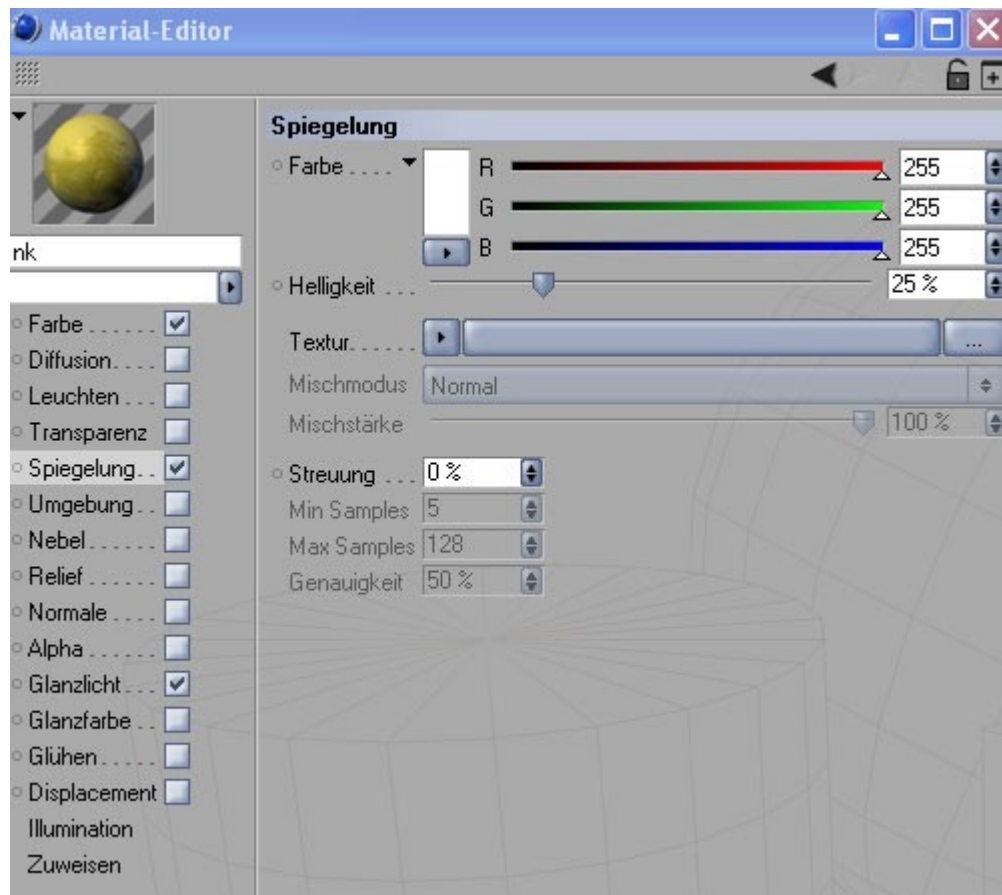


3. Material

After this, we are changing our materials a little bit.

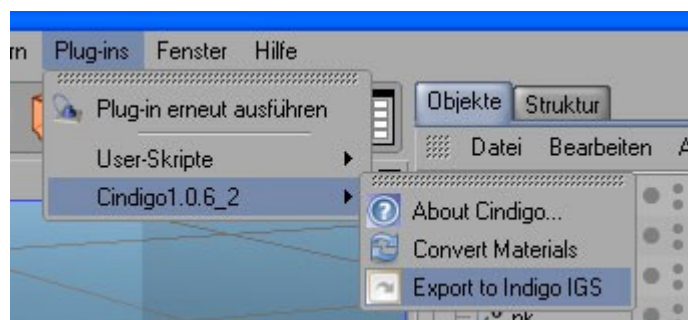
Activate for the materials “nk” and “verlauf” **Reflection** with an amount of around 25%.





That's it!

Now, we can start the rendering process. For this, we are clicking on Plugins --> Cindigo 1.0.6_2 --> Export to Indigo IGS



If everything was done right, the result after a while should look like this:

