

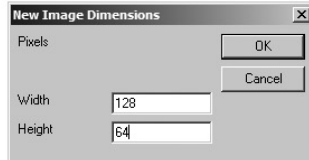
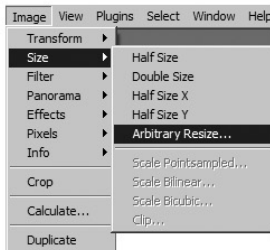
How to use the “LightGen” Plugin (in HDRShop) for generating HDR lights in Maya or Houdini

by Professor Kirt Witte

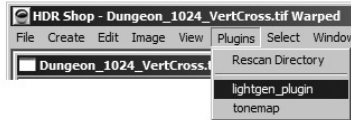
1) Download and install the Lightgen Plugin (Instructions are provided with the plugin.)
<http://www.ict.usc.edu/%7Ejcohen/lightgen/lightgen.html>

2) Open an HDR Image. (Convert to Latitude/Longitude format if necessary.)

3) Resize HDR image to 128x64 pixels



4) Go to Plugins --> lightgen_plugin



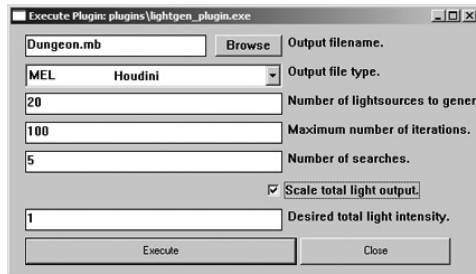
5) Give your output file a name (ie: Dungeon.mel) and tell it where to output this file.

Choose a MEL, Houdini, or text file for the output type. Tell it how many lights you need

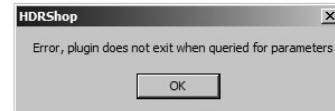
(ie: 20) Default for Max iterations and # of searches is fine.

BE SURE TO TURN ON Scale Total Light Output

Desired total light intensity is 1, which means 100%. Often that is too much light, but you can scale the light output in Maya or Houdini. Hit “Execute” to run the plugin.

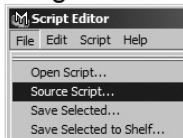


Note: This plugin is known to crash often. However, if you see this error message, please let it continue to “bake” for another few minutes. Most times, the plugin will work and it will show up where you specified to create it.



6) Open the Maya scene file you want to add the HDR lights into.

Open the Script Editor. Go to File --> Source Script



Maya will then import the series of directional lights that the LightGen plugin created based off the HDR image.

7) Turn on/off as many shadows for the lights as needed to get the result you like. Some test rendering will be required to get the final desired result.

