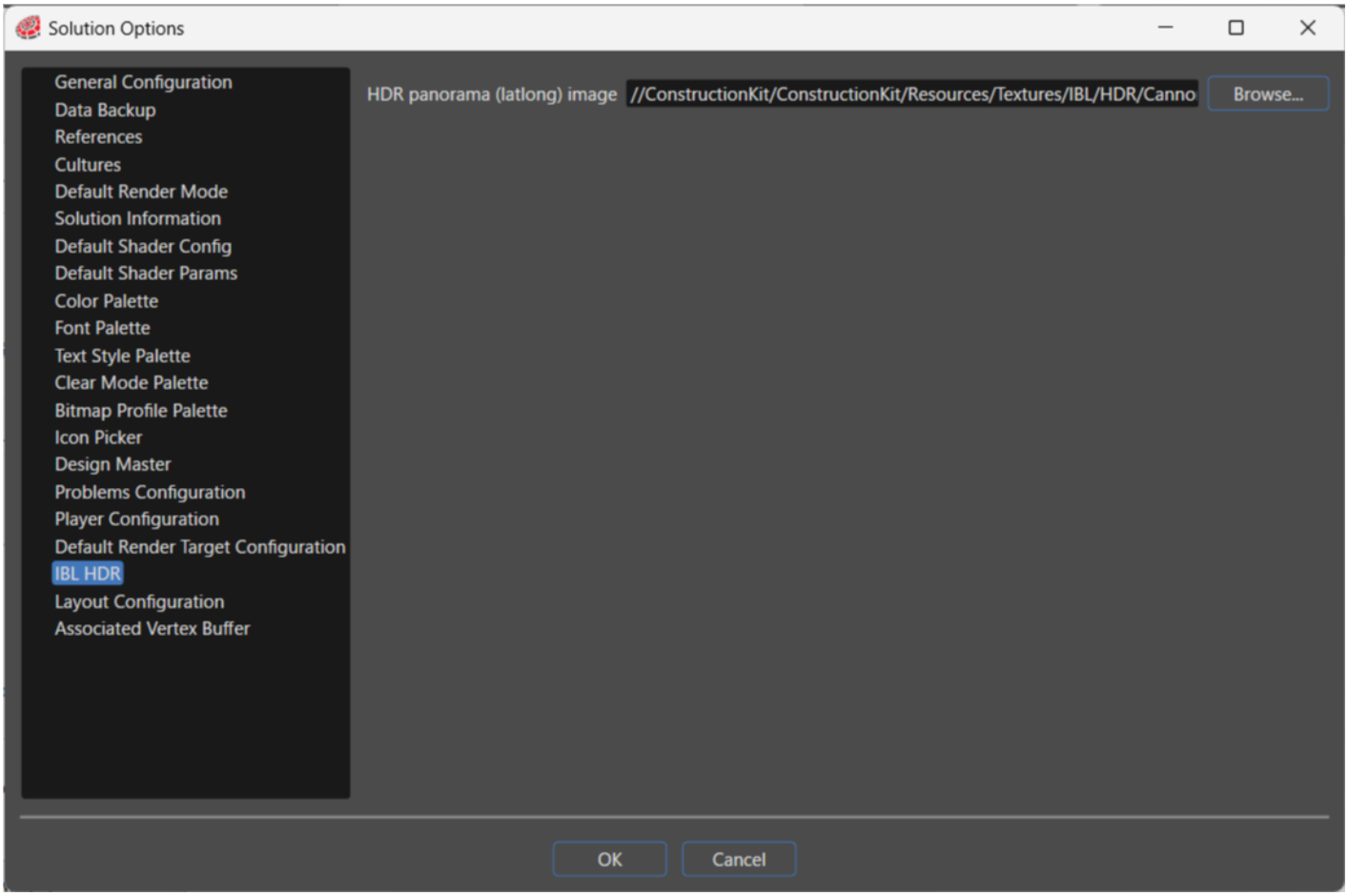
IBL HDR

Simply specify a single **HDR panorama (latlong) image**, and the Engine will automatically generate the required IBL textures. Here, you can configure the target image. The generated IBL will be used as a shared resource within the project. You can also configure the **HDR panorama (latlong) image** settings during importing a glTF file.



Revision #7
Created 2023-07-25 23:19:31 UTC by Tsuyoshi.Kato
Updated 2025-10-06 05:00:21 UTC by Tsuyoshi.Kato