

# Environment Rendering





# Environment Rendering - Alternate Direction and Scale





# HDRI - High Dynamic Range Imaging





# Depth of Field





# Tail Lights on with Decal





# Lens Flare

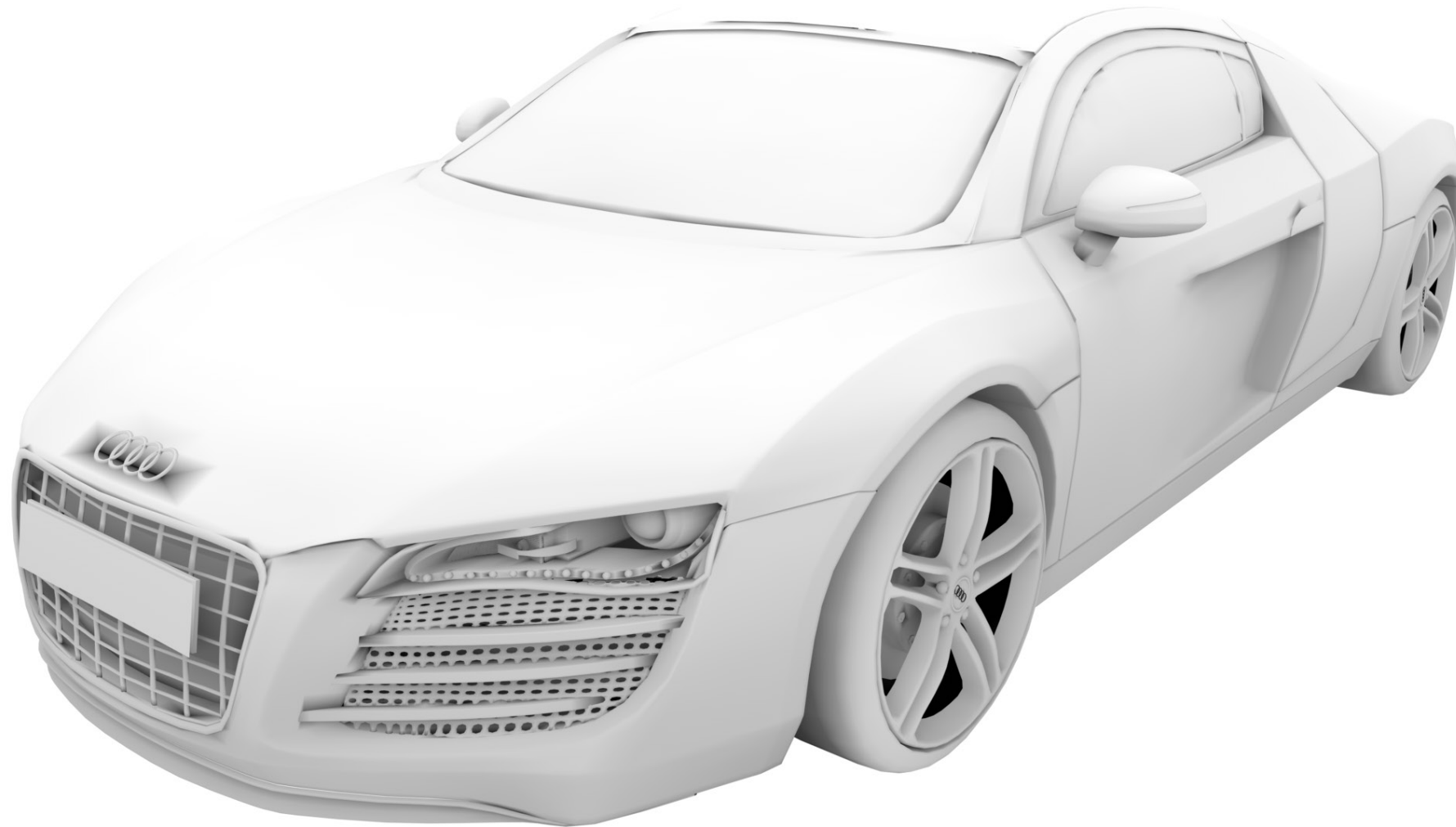




# Motion Blur



# Ambient Occlusion





# Environment Rendering



**1** Audi R8 by ioannespavlvs12 (turbosquid.com)

**2** Maground Environment from Asset Library with matching Backplate

**3** HDRI Venice Dawn 1 by Greg Zaal (hdrihave.com)

**4** Materials provided by VRED Pro Assets

Light Sources: Area light and Point Light near the head and tail lamp

Render Settings: 512 Samples, 2560 x 1600 px, 5:40 minutes