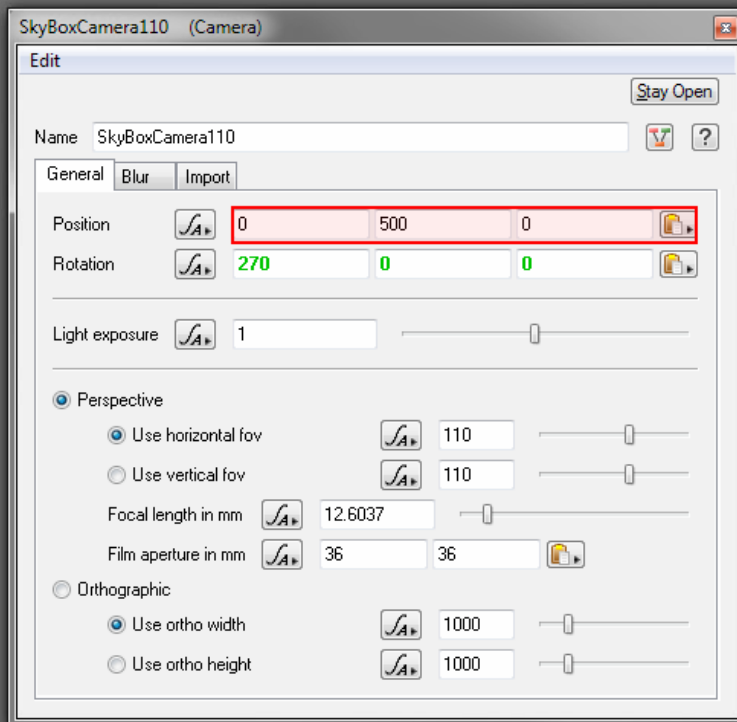


Terragen 2 **SkyBox Tutorial**

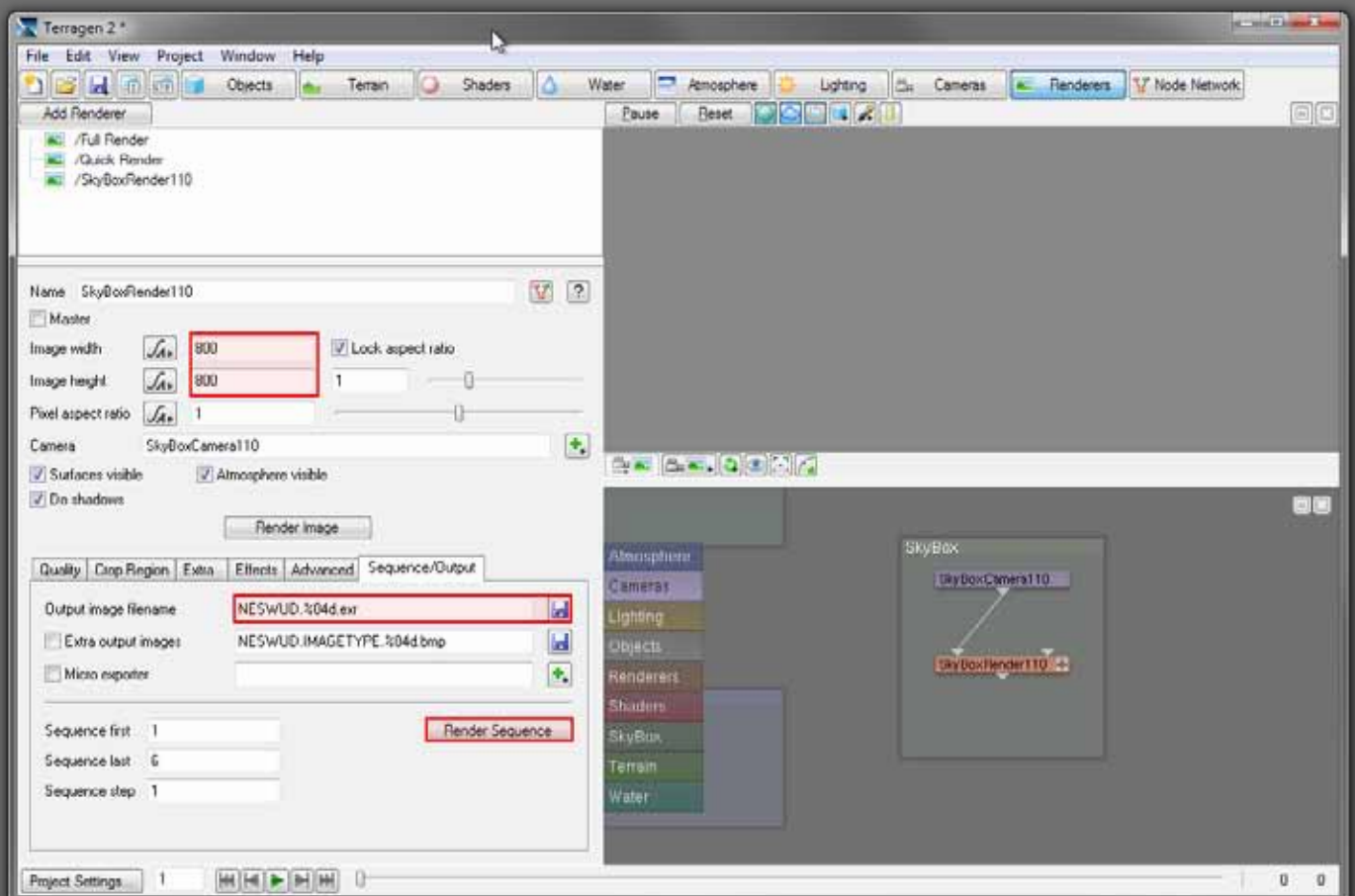
By Floating.Point

Import the SkyBoxSetup110.tgc into your Terragen project



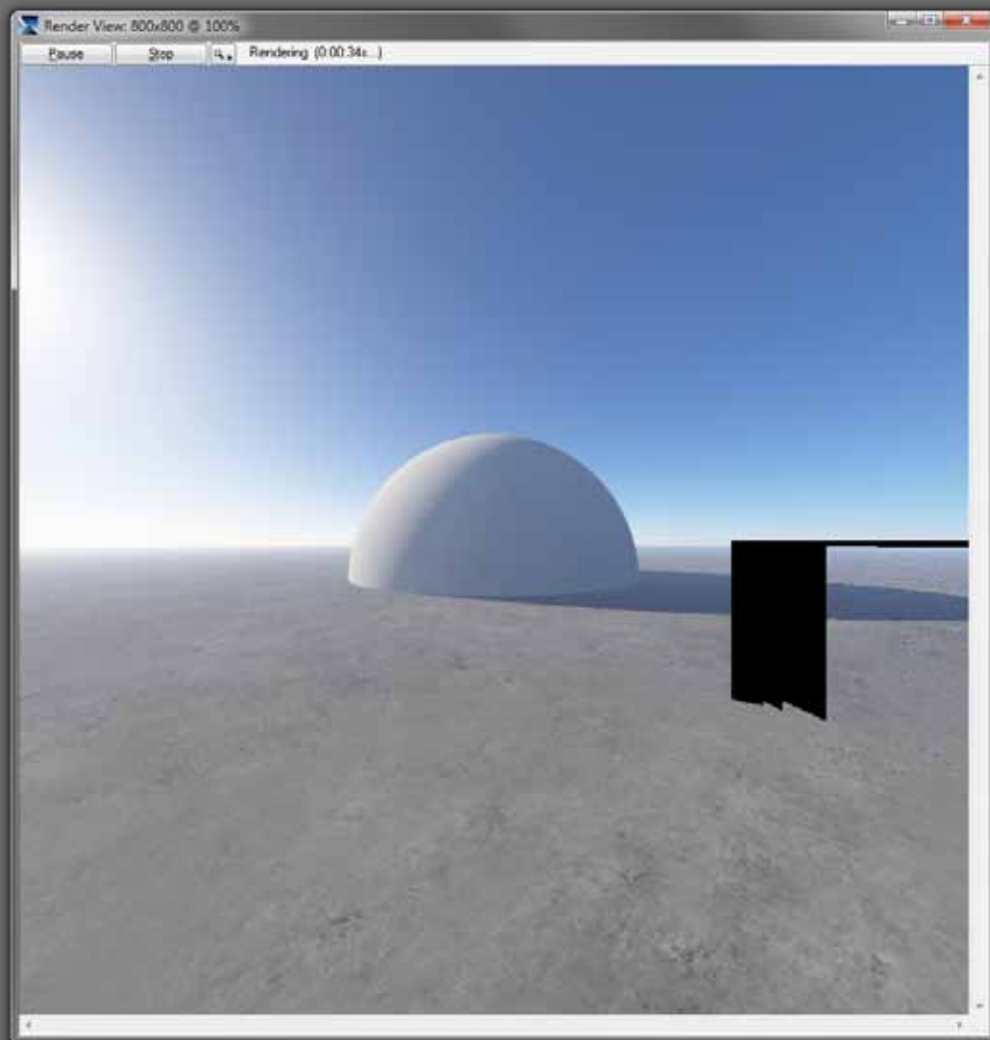
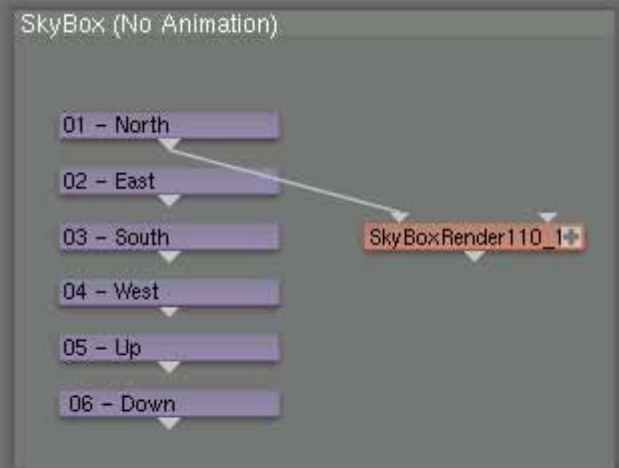
Open the imported camera & position it. This will be the centre of your panorama.

Open the imported renderer and choose your quality settings and size (make sure it's square). Then move over to the sequence tab. If you leave the fields as is, the renders will be saved in the same folder as your project. Only change these if you want to save to another folder.



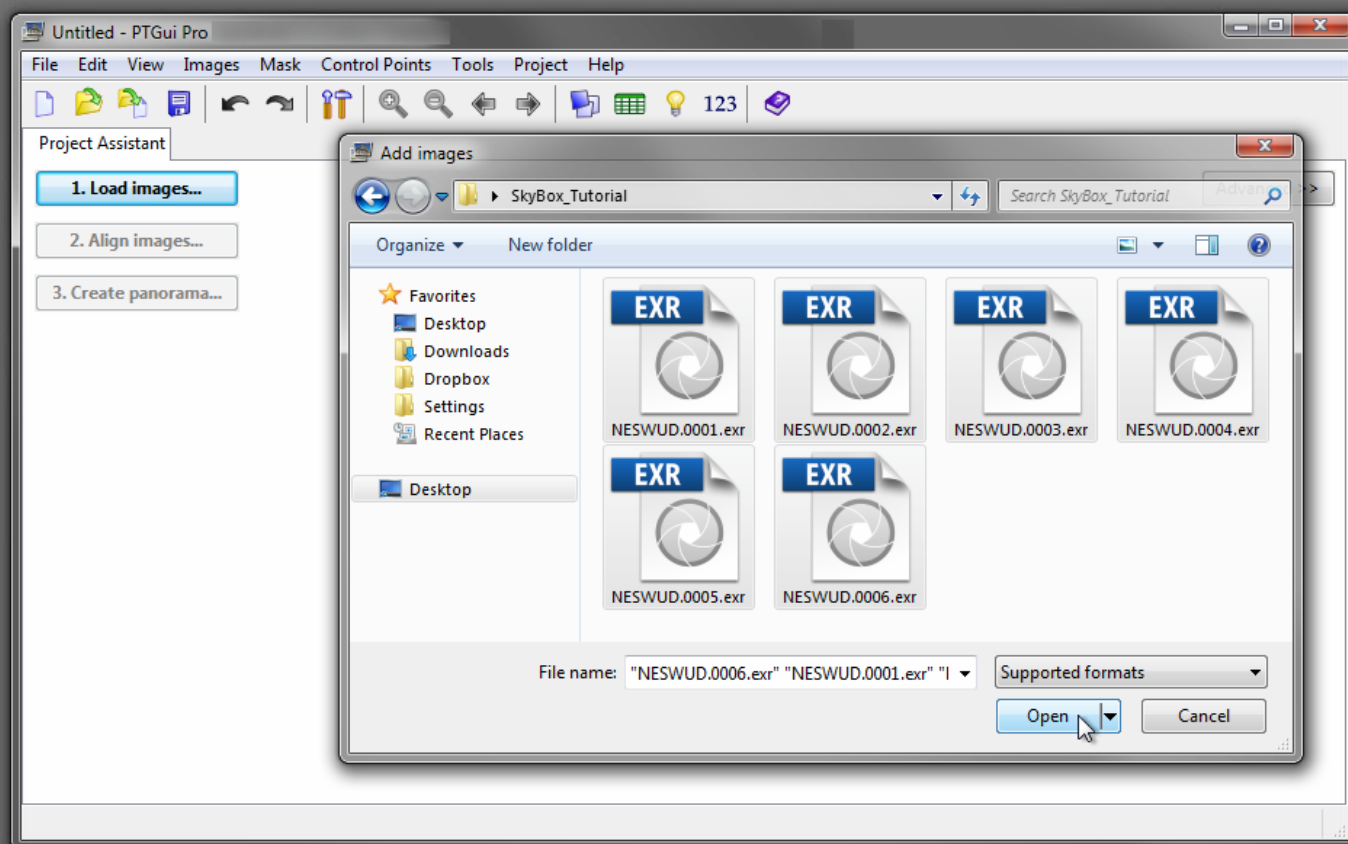
If you are not running the animation module, you will have to manually render all six images-

If this is the case, you should use the SkyBox-Setup110_NoAnimation.tgc

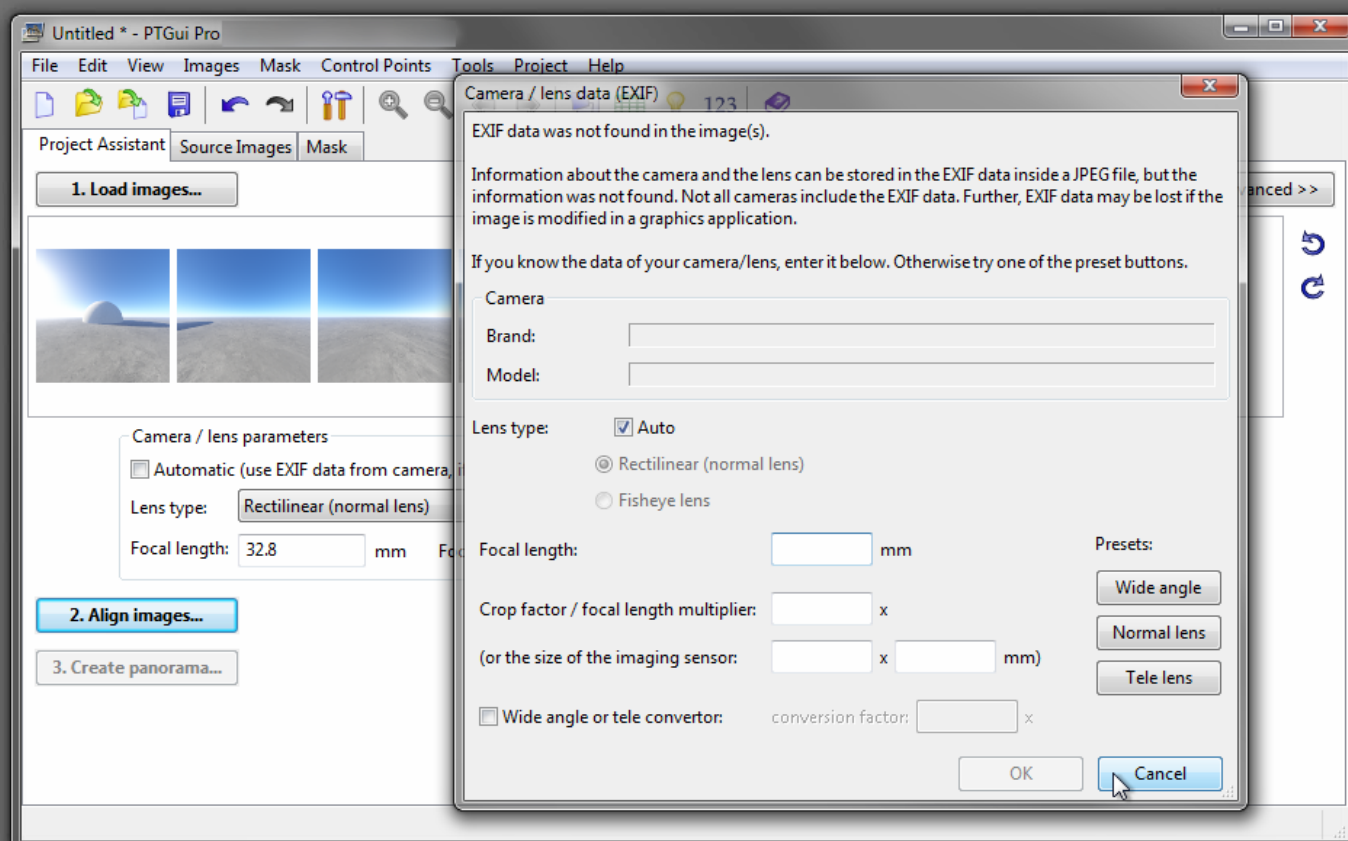


Render the images to disk. Depending on your scene, this could take a while!

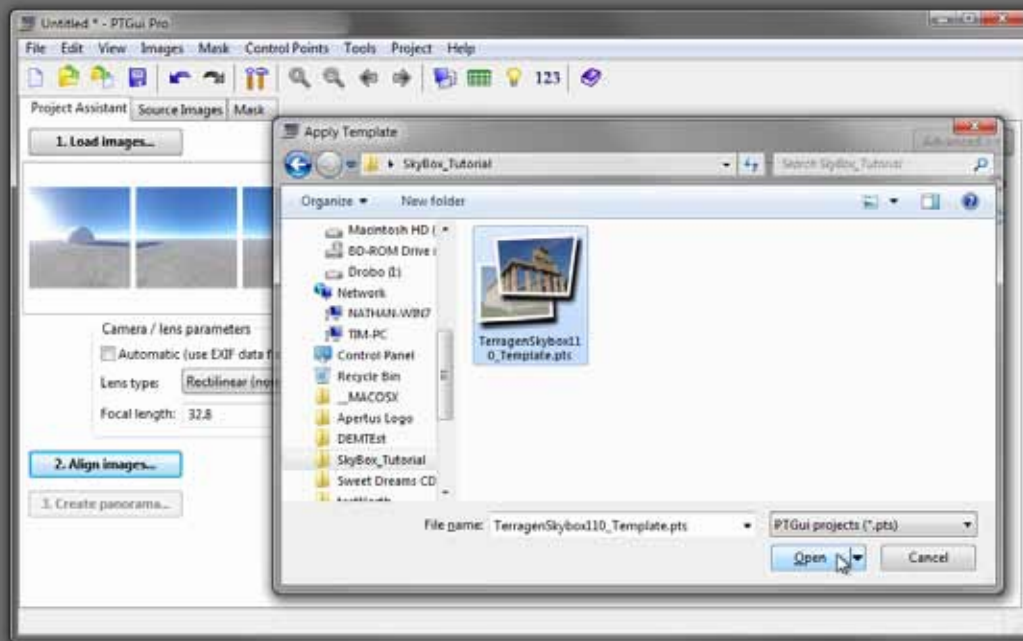
Once your images have rendered, jump across to PTGui Pro and start a new project. Click the Load images button and navigate to your renders. Highlight all of them and click open.



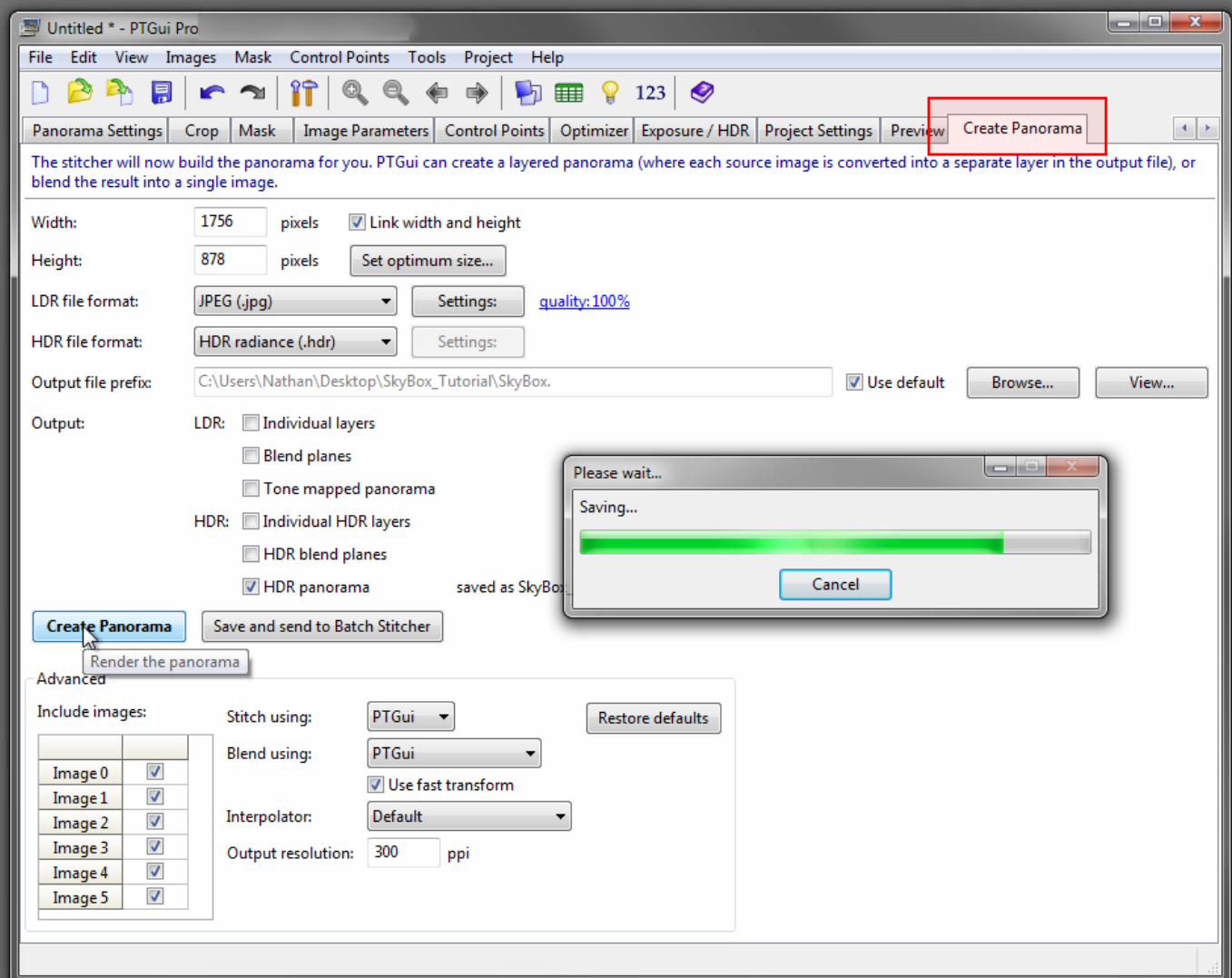
Click Cancel when the EXIF dialogue pops up.



Once your images have loaded into PTGui Pro, Click [File] -> [Apply Template] -> [Other] Navigate to the TerragenSkybox110_Template.pts file

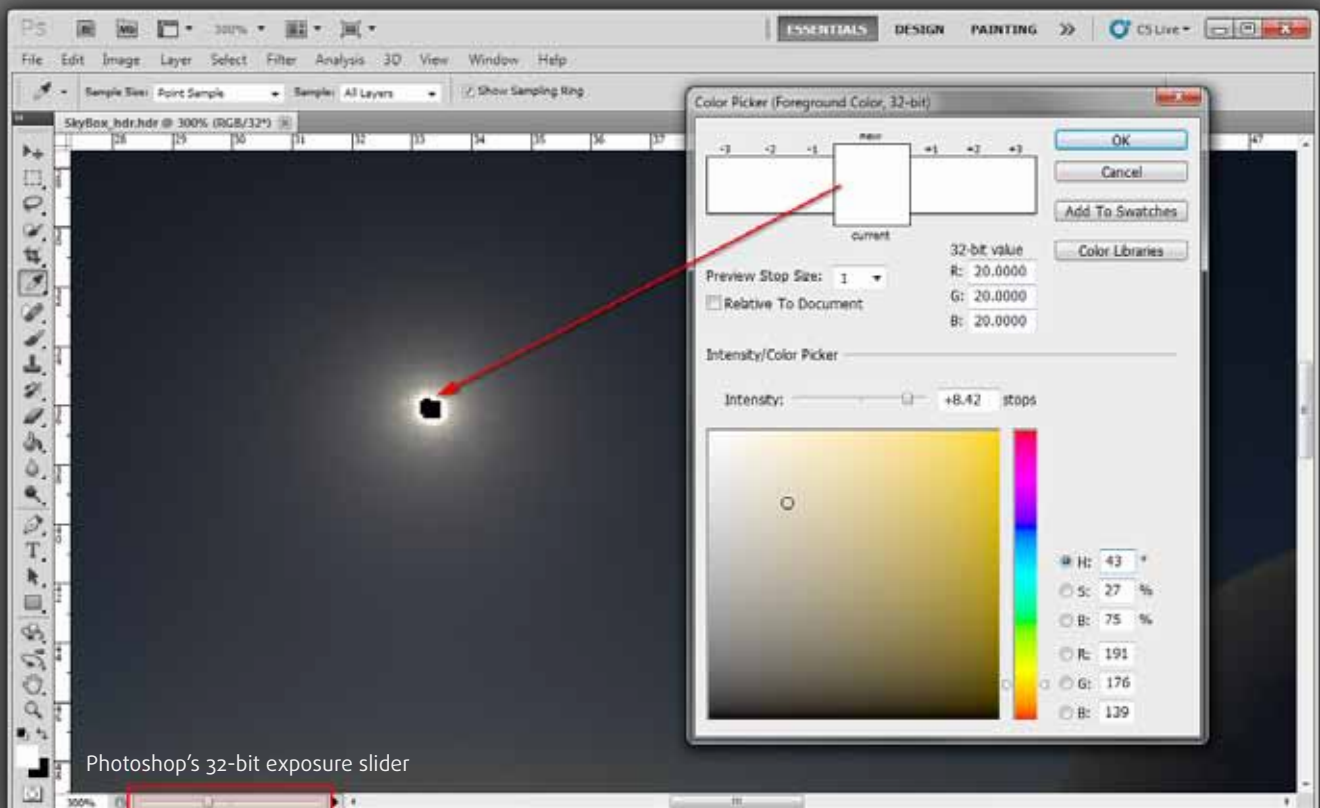


Move over to the Create Panorama tab and click the Create Panorama button.



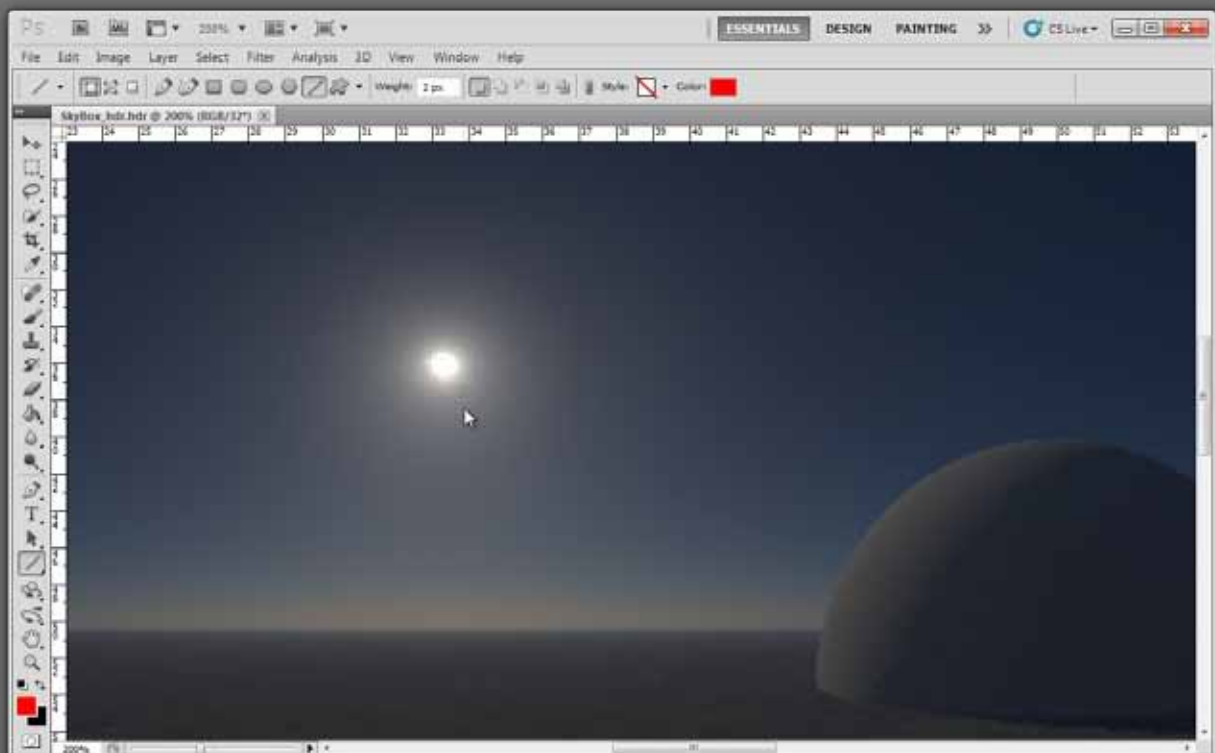
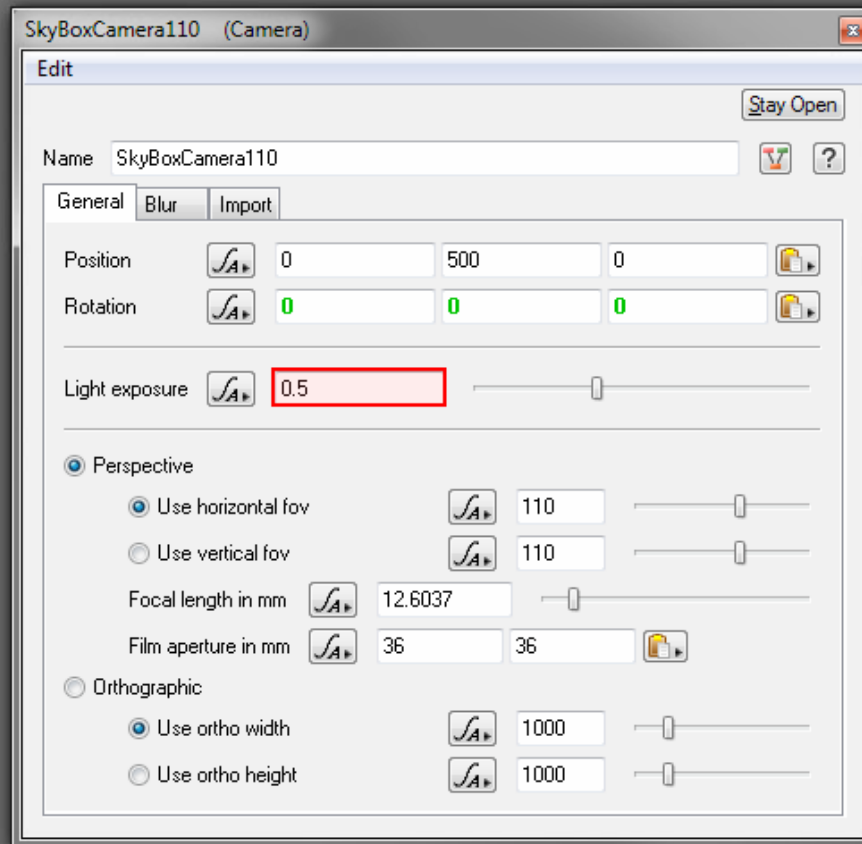


If you find you have an ugly black artefact in the superbrights of your image, this is because the values are too high for PTGui Pro's interpolation (I think)



Opening up the file in Photoshop shows that the pixels surrounding the black spot have reached the maximum 32-bit value of 20. Which indicates that the affected area goes beyond that value- and has somehow been corrupted. I do not understand the math involved so I cannot say for sure what's going on. I can however offer a simple solution!

Simply go back into your Terragen project and change the Light Exposure value of your camera. I set mine to 0.5 percent and suddenly the HDR values were within the range and PTGui Pro did not introduce the dreaded artefacts!



Thanks for reading! Any questions, post them in the Terragen forum!

<http://forums.planetside.co.uk/index.php?topic=11608.0>