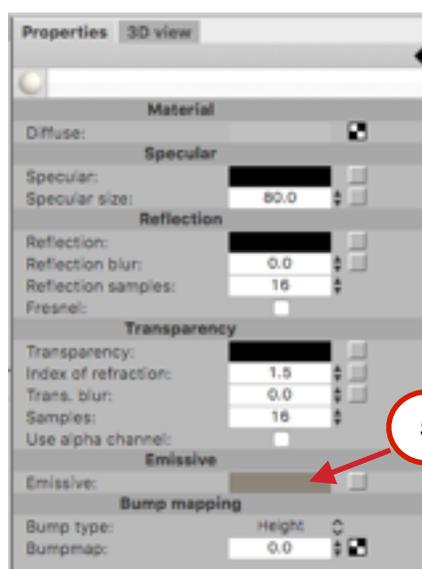
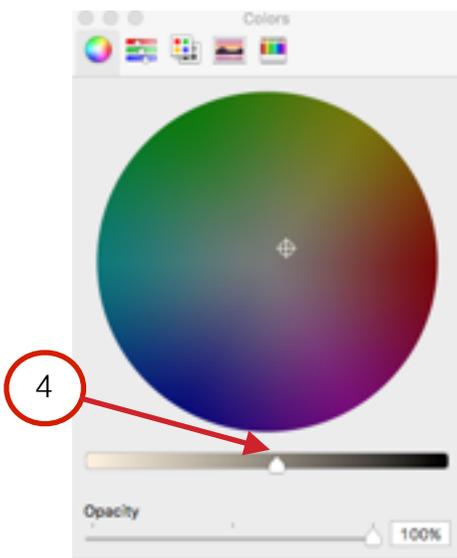
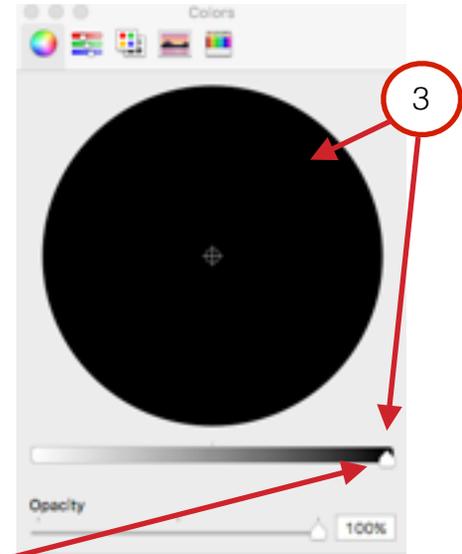
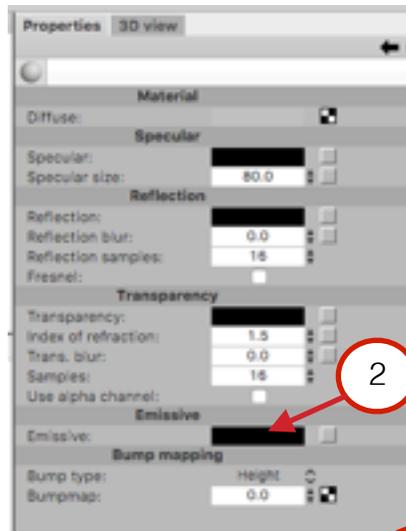
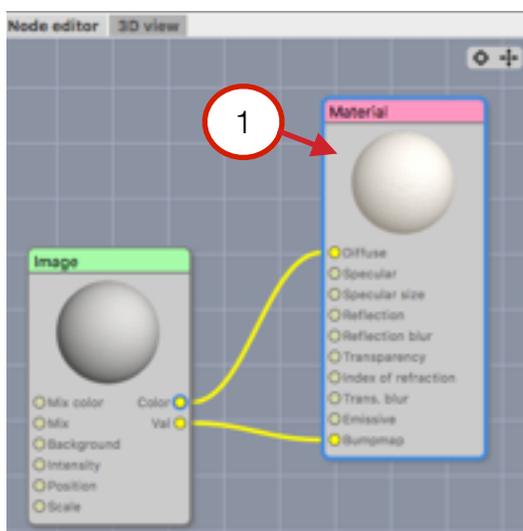


With your Image and HDRI loaded:

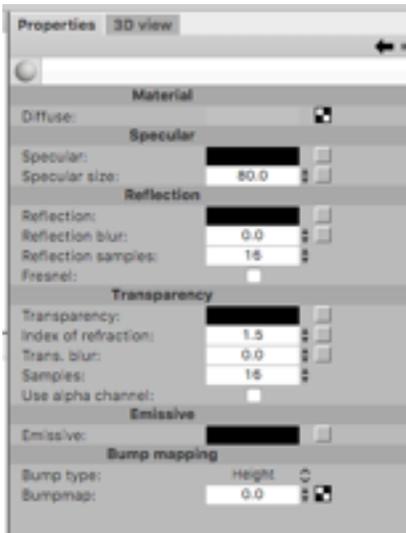
II If you are using an image as "oldtown\_pano\_sm" Do the following:

- 1 Click on the Material Node
- 2 Click on the Emissive property's Color loader (Rectangle)
- 3 The default color is Black
- 4 Slide the color slider to about halfway between White & Black
- 5 Play with the position of the color wheel's cross hair until you achieve the rendered color you want.
- 6 Make sure the Opacity on your color selector is 100%



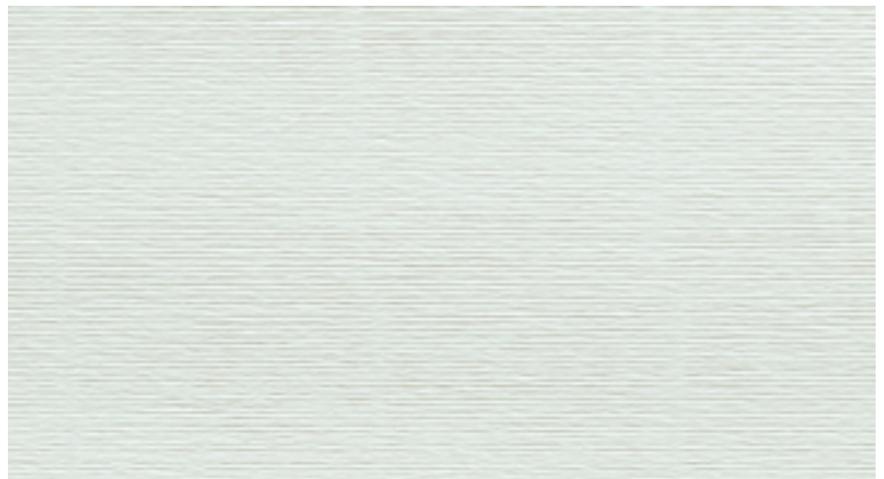
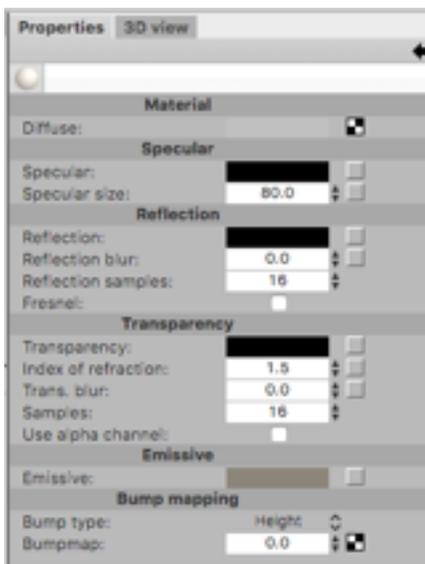
The Emissive's color loader will change color to match that of the color wheel.

Note how the color of the **Render** changes as you change the Emissive's color loader.



See Examples on next page:

Black Emissive = Blue Render



Yellowish Grey Emissive = Eggshell White Render

II For truer colors on a plane object follow the above but make the following changes:

1. For truer colors I used the same image for the HDRI as I did for the Matt image. I Don't know how this will work for other images however using the white textured image helped keep the color tints the same.
2. The only difference in color is I had to use a bit darker color than the color I was trying to achieve.
3. For the color to show don't have your HDRI property Intensity set too high However If you need a brighter white image then set the intensity higher
4. Set the color of Shadow: Raytrace to a lighter grey if you want a whiter white and black for colors (experiment for your individual needs)
5. The lighter the Specular the lighter the color & the darker the Specular the darker the color.
6. In this case it doesn't seem to matter if the Image node Val is connected to the Bumpmap or not