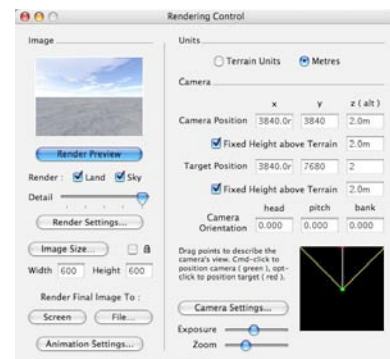1. Fire up Terragen and create a landscape that suits your needs.
I just used the standard plane and sky.

   Now make sure you are in the middle of your landscape.
   Standard Camera Position X,Y,Z co-ordinates are 3840, 3840 and I used 2m for height.
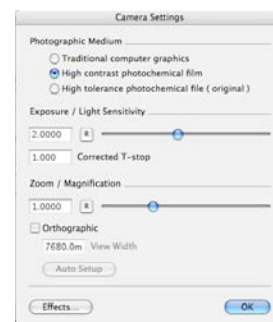   The target is set to 3840, 7680 and again 2m for height.

2. You can now set the zoom to 1.0, so you have a 90 degree Field of View.
Also set the exposure to your likings. In this example I used 3 exposures (.1250 , 1.0 and 2.0)
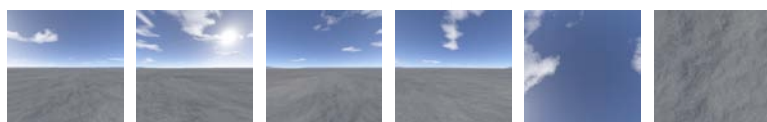Now render 6 views. The different settings for the camera are :

Head	Pitch	Bank
0	0	0
-90	0	0
180	0	0
90	0	0
0	90	0
0	-90	0

3. Export every render with a different name (I used 01 - 06.tiff).

   You have to do this for every different exposure, so you'll end up with , in my case, 18 tiffs. Make sure you know which render has which exposure.
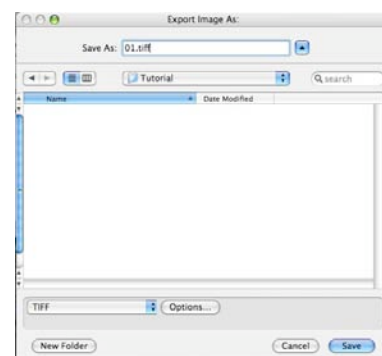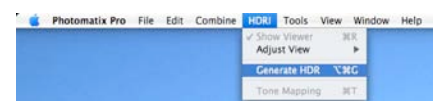
4. Next you can use your favourite program to make a cross out of it. Make sure all edges have the correct neighbour. I used guidelines in Photoshop to make sure all sided line up correctly.

   Make a cross for every exposure setting.

   exposure 0.125   exposure 1.0   exposure 2.0
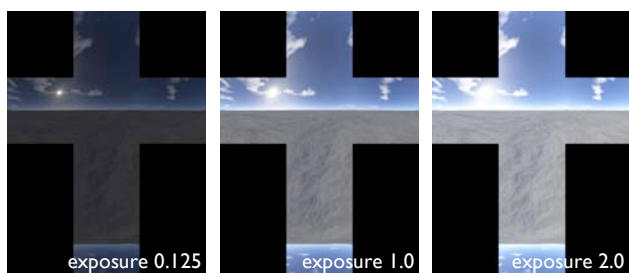
5. Start up Photomatrix (trial from http://www.hdrsoft.com/download/download20.php)

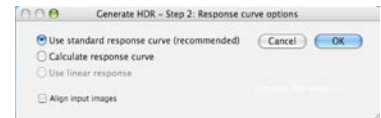   And use the Generate HDR command.

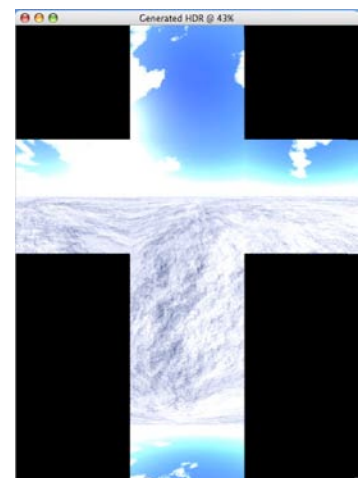6. Load your three images and press OK.

7. Next you can set the exposures. I used the same settings as in Terragen. Again press OK.
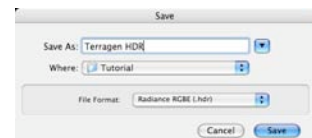

8. I haven't tried the other settings and just pressed OK here.

9. After a little calculation this is the result. Your very own HDR !!

10. Now just save it as an Radiance file (.hdr) and take the HDR into Cheetah 3d.

11. Use the HDR tag and use your HDR image as the reference. Also important, set the type to "cross".

12. And the final result!