# Zombie Parking Lot - Complete HDRI Environment



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| **Product Name:** | Zombie Parking Lot - Complete HDRI Environment |
| **Product ID:** | 74209 |
| **Published Artist(s):** | Greybro |
| **Created By:** | N/A |
| **Release Date:** | 2020-10-31 |

## Product Information

- Required Products: *None*

Zombie Parking Lot - Complete HDRI Environment

Greybro's Complete HDRI Environment & Zombie Parking Lot is a set of eleven high dynamic range panoramas providing a complete scene covered from various locations around the area for lighting your Iray renders.

This environment features a massive, decrepit tarmac where once two large conjoined parking lots provided a haven to the cars of textile workers as they worked around the clock in a long-demolished textile mill complex.

Since the world of man has moved on, nature has begun to creep back into dominance, breaking through the cracks of crumbling pavement everywhere. In places, small gardens of vegetation or stagnant pools of rainwater cover the ground entirely. Long disused, overgrown power line towers and a dead railway track border the lots to the west.

Each HDR is saved at a fast loading and rendering 6K (6078 x3038). Included with the set are easy to access presets for common functions when setting up your scenes for HDRI rendering.

Need a place to host your apocalypse? Get the Zombie Parking Lot - Complete HDRI Environment today.

# Product Notes

## Installation Packages

Below is a list of the installation package types provided by this product. The name of each package contains a Package Qualifier, which is used as a key to indicate something about the contents of that package.

- 1 Core [1)]

Not all installation packages provide files that are displayed to the user within the interface of an application. The packages listed below, do. The application(s), and the location(s) within each application, are shown below.

## Zombie Parking Lot - Complete HDRI Environment (Core)

- You can find new icons for loading this product in the following DAZ Studio Folders:
    - "Render Settings:Greybro"
    - "Render Settings:Greybro:Cameras"
    - "Render Settings:Greybro:Utilities:Bloom"
    - "Render Settings:Greybro:Utilities:Intensity"
    - "Render Settings:Greybro:Utilities:Rotation"
    - "Render Settings:Greybro:Utilities:Shadow Depth"
    - "Render Settings:Greybro:Utilities:Simulated Time"
    - "Render Settings:Greybro:Utilities:Vignetting"

- You can find new icons for this product in the following DAZ Studio Categories:
    - "Cameras"

○ "Render-Settings:Iray"

## Additional Details

Below is a list of files provided by the Zombie Parking Lot - Complete HDRI Environment product.

# Core

## Zombie Parking Lot - Complete HDRI Environment

- **Content :**
    - /Render Settings/Greybro/Cameras/Cam 01.duf
    - /Render Settings/Greybro/Cameras/Cam 01.png
    - /Render Settings/Greybro/Cameras/Cam 01.tip.png
    - /Render Settings/Greybro/Cameras/Cam 02.duf
    - /Render Settings/Greybro/Cameras/Cam 02.png
    - /Render Settings/Greybro/Cameras/Cam 02.tip.png
    - /Render Settings/Greybro/Cameras/Cam 03.duf
    - /Render Settings/Greybro/Cameras/Cam 03.png
    - /Render Settings/Greybro/Cameras/Cam 03.tip.png
    - /Render Settings/Greybro/Cameras/Cam 04.duf
    - /Render Settings/Greybro/Cameras/Cam 04.png
    - /Render Settings/Greybro/Cameras/Cam 04.tip.png
    - /Render Settings/Greybro/Cameras/Cam 05.duf
    - /Render Settings/Greybro/Cameras/Cam 05.png
    - /Render Settings/Greybro/Cameras/Cam 05.tip.png
    - /Render Settings/Greybro/Cameras/Cam 06.duf
    - /Render Settings/Greybro/Cameras/Cam 06.png
    - /Render Settings/Greybro/Cameras/Cam 06.tip.png
    - /Render Settings/Greybro/Utilities/Bloom/Bloom Off.duf
    - /Render Settings/Greybro/Utilities/Bloom/Bloom Off.png
    - /Render Settings/Greybro/Utilities/Bloom/Bloom Off.tip.png
    - /Render Settings/Greybro/Utilities/Bloom/Bloom On 02K Default.duf
    - /Render Settings/Greybro/Utilities/Bloom/Bloom On 02K Default.png
    - /Render Settings/Greybro/Utilities/Bloom/Bloom On 02K Default.tip.png
    - /Render Settings/Greybro/Utilities/Bloom/Bloom On 05K.duf
    - /Render Settings/Greybro/Utilities/Bloom/Bloom On 05K.png
    - /Render Settings/Greybro/Utilities/Bloom/Bloom On 05K.tip.png
    - /Render Settings/Greybro/Utilities/Bloom/Bloom On 10K.duf
    - /Render Settings/Greybro/Utilities/Bloom/Bloom On 10K.png
    - /Render Settings/Greybro/Utilities/Bloom/Bloom On 10K.tip.png
    - /Render Settings/Greybro/Utilities/Bloom/Bloom On 15K.duf
    - /Render Settings/Greybro/Utilities/Bloom/Bloom On 15K.png
    - /Render Settings/Greybro/Utilities/Bloom/Bloom On 15K.tip.png

- /Render Settings/Greybro/Utilities/Intensity/Intensity 10%.duf
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- /Render Settings/Greybro/Utilities/Intensity/Intensity 10%.tip.png
- /Render Settings/Greybro/Utilities/Intensity/intensity 100 reset.duf
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- /Runtime/Textures/Greybro/ZombieParking08.hdr
- /Runtime/Textures/Greybro/ZombieParking09.hdr

## Resolved Issues

- *None*

## Known Issues

- *None*

# Support

Visit our site for [technical support](#) questions or concerns.

[1)](#)
The contents of this package are in DAZ Studio Native formats

From:
[http://docs.daz3d.com/](http://docs.daz3d.com/) - **Documentation Center**

Permanent link:
**[http://docs.daz3d.com/doku.php/public/read_me/index/74209/start](http://docs.daz3d.com/doku.php/public/read_me/index/74209/start)**

Last update: **2020/10/20 14:00**