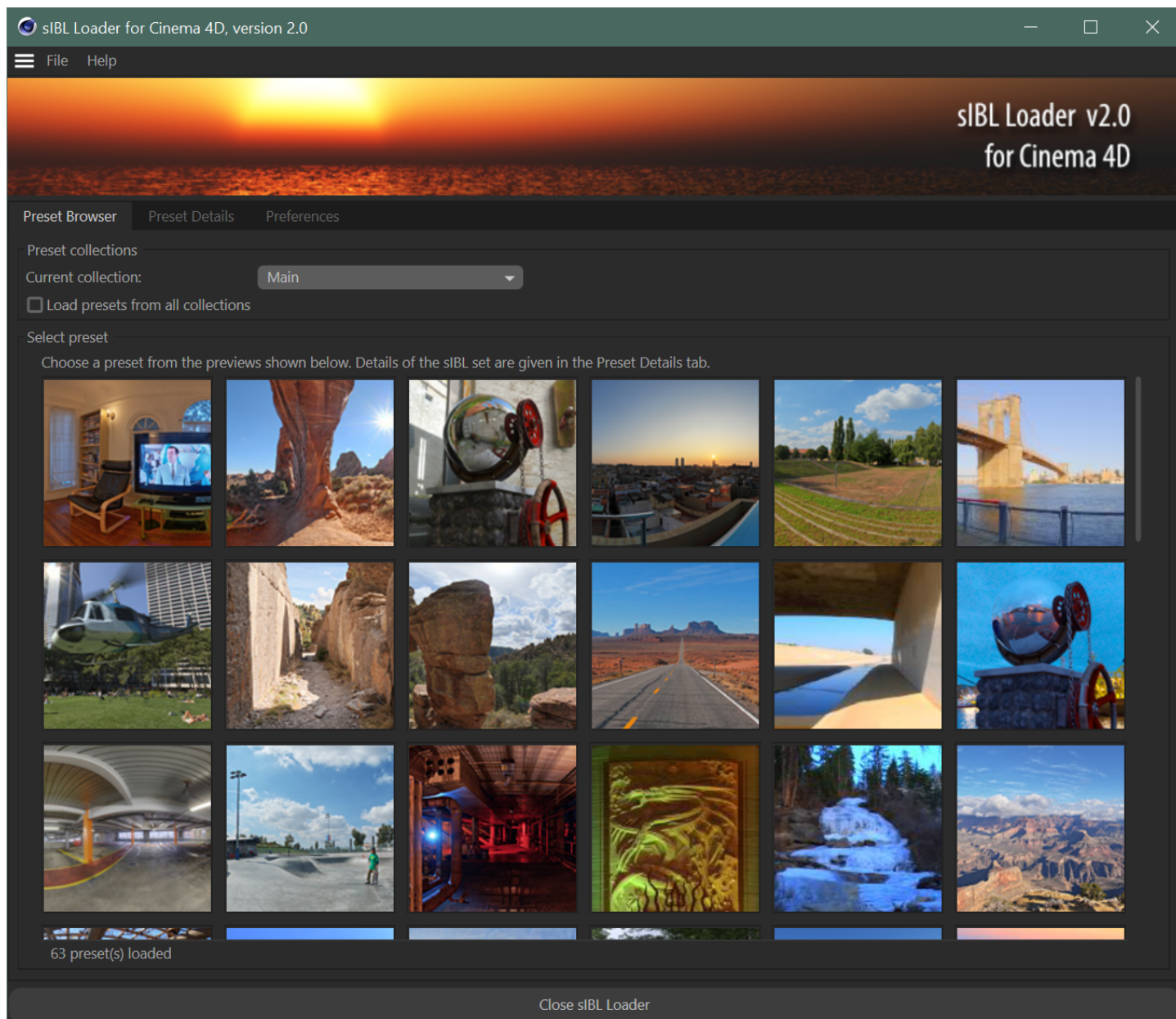


sIBL Loader 2.0 for Cinema 4D

sIBL (Smart IBL) Loader is a plugin for Cinema 4D.



Plugin main dialog

Manual for version 2.0 of the plugin, for Cinema 4D version R26.1 or later.

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The Smart IBL Loader plugin for Cinema 4D provides a graphical browser for the smart IBL presets on your system and allows you to apply them easily to a scene.

Introduction

Image-based lighting (IBL) is a highly realistic way of lighting a computer graphic scene. However, it can be tedious and time-consuming to set up a scene with good IBL. The Smart IBL system (sIBL), developed by the folks at HDRLabs.com, is a method for making it very easy to apply IBL lighting rigs to a scene.

For full details of sIBL, please refer to the HDRLabs website (<http://www.hdrlabs.com/sibl/index.html>). In brief, the system provides for:

- image files for background, lighting, and reflection
- creation of the necessary skydomes to hold these images
- creation of sun objects for outside scenes, including alignment, colour, and brightness
- creation of multiple lights for interior scenes, again including alignment, colour, and brightness
- inclusion of GPS data so the user can see exactly where an image set was shot
- easy (often one-click) insertion of all images, lights, and objects into a scene

These parameters are controlled by a text file with the extension 'IBL'. This file, plus the associated image files, makes up an sIBL 'set'. A user may have multiple sets and from the loader choose which one to apply to the scene.

Freeware loader scripts or plugins exist for several high-end 3D graphics applications (Max, Maya, XSI, Modo and Lightwave), and of course for Cinema 4D.

Changes since version 1.5

Version 2.0 is a complete revision of the loader for Cinema 4D R26.1 and C4D 2023. It requires one of those versions of Cinema since the SDK changes needed for Redshift support only appeared from R26.1 onwards.

The other main change is that support for Vray has been dropped and that for Redshift added. This is because Vray seems to be hardly used by Cinema 4D users now that Redshift is available, at least in the CPU version, for all users from R26.1 onwards.

System requirements

The main requirement is for Cinema 4D R26.1 or Cinema 4D 2023. It will not run in R25 or earlier. It may run in R26 (as opposed to R26.1) but will not have full Redshift support.

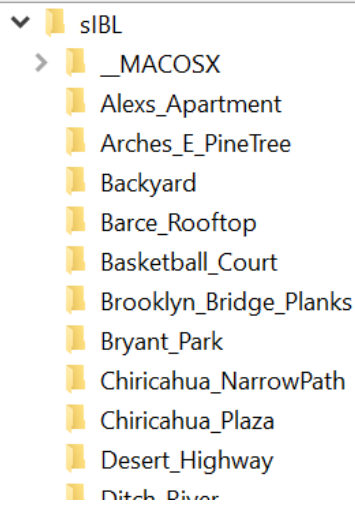
In addition, you will of course need some sIBL sets to use this plugin. Head over to the sIBL archive (<http://www.hdrlabs.com/sibl/archive.html>) and you will find numerous sIBL sets with high-quality HDR images. Download a few of these.

You can also find excellent HDRI images, already arranged into Smart IBL sets, at Bob Groothuis' web site, <http://www.bobgroothuis.com/>. I recommend taking a look at Bob's site and what he has to offer.

Installation

Unzip the plugin archive file into your C4D plugins folder. This can be in the main C4D application folder, or more properly into the plugins folder in the user data folder. You can find where the user data folder is located within C4D by choosing Preferences... from the Edit menu and in the Interface tab, the folder is shown at the bottom of the dialog box.

Now create a folder somewhere on disk. It can be named whatever you like and the location is not important. This is your sIBL collection folder. Unzip all the sIBL sets you downloaded into the folder you just created. The final structure should have the collection folder with each set in its own folder as a sub-folder of the collections folder, like this:



sIBL folder tree

Important: do not nest the sIBL folders! The browser will not be able to find them if you do that. Also, do not simply unzip all the files into one folder. Each sIBL set **MUST** be contained in its own folder. For information, each sIBL set usually consists of the following files:

- a file with the extension .ibl, this is a text file giving information about the set (the format of this file can be found at the HDRI Labs web site)
- a small HDRI file, in .hdr or .exr format, which is used for the global illumination environment lighting
- a larger HDRI file used for reflections
- a very large panoramic file, usually in .jpg format, used for the backdrop
- a small thumbnail of part of the backdrop, used in the loader's preset browser
- and a larger preview version of the full backdrop

To repeat, for each set all the above files **MUST** be in a folder which is a sub-folder of the collection folder. Different sets cannot share the same folder.

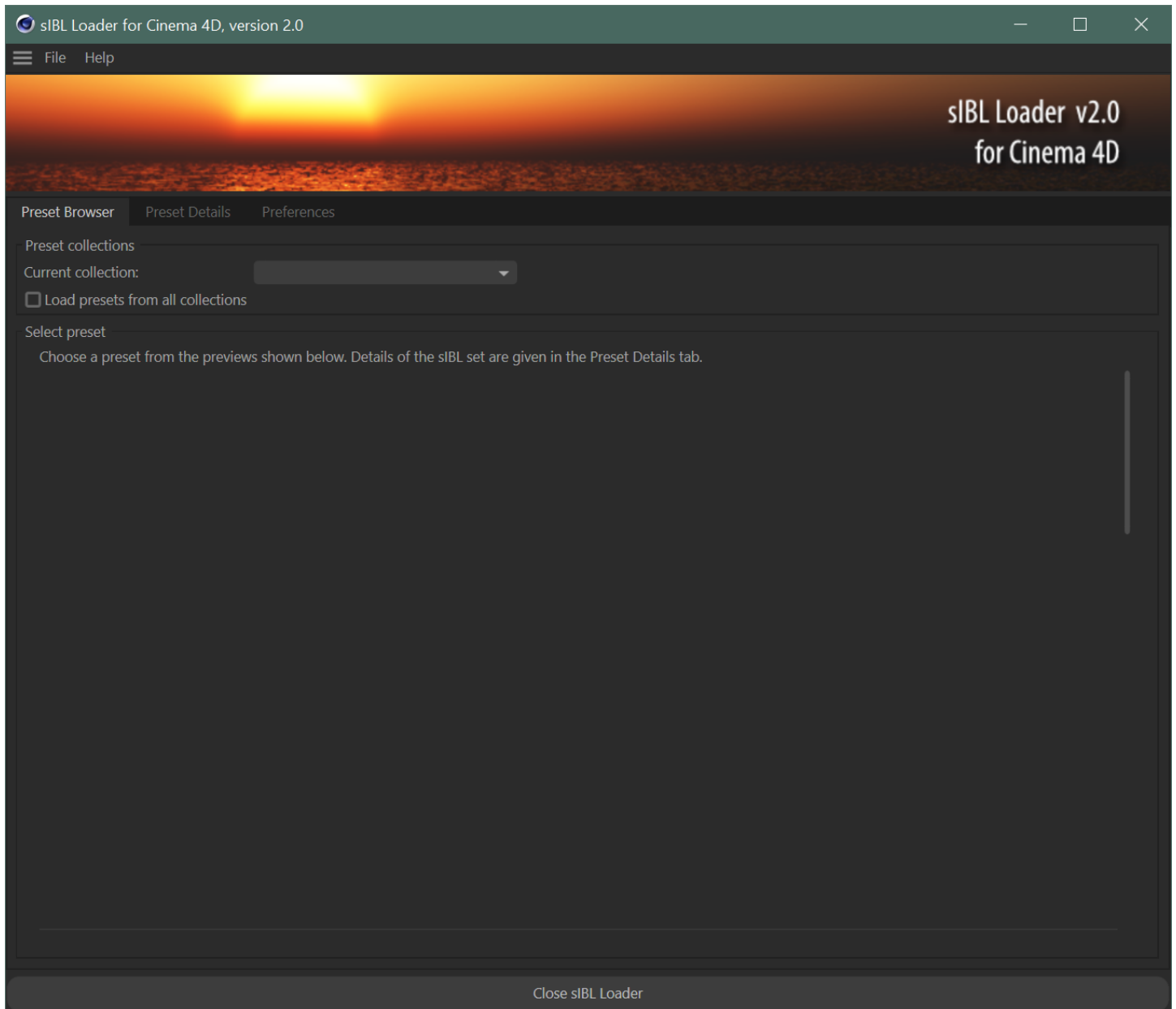
That completes the installation.

Using the sIBL Loader

The Preset Browser tab

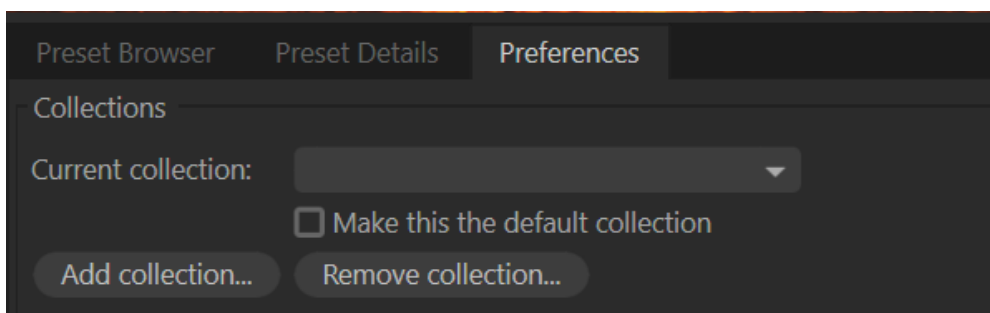
Run Cinema 4D and from the Extensions menu choose 'sIBL Loader'. The first time you open the plugin, you see a large, empty dialog box as shown on the next page.

This is an empty dialog because you haven't told the loader where to find your collection(s) of sIBL sets yet, so the first thing to do is to remedy that.



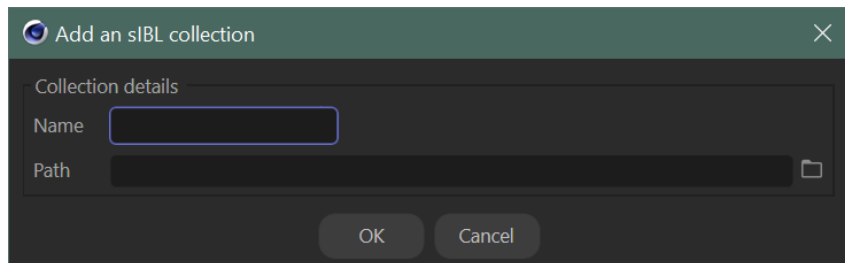
Empty browser on first opening

Switch to the Preferences tab and find the 'Collections' section:



Collections section

To add an sIBL collection, click the button 'Add collection...'. A small dialog appears which looks like this:

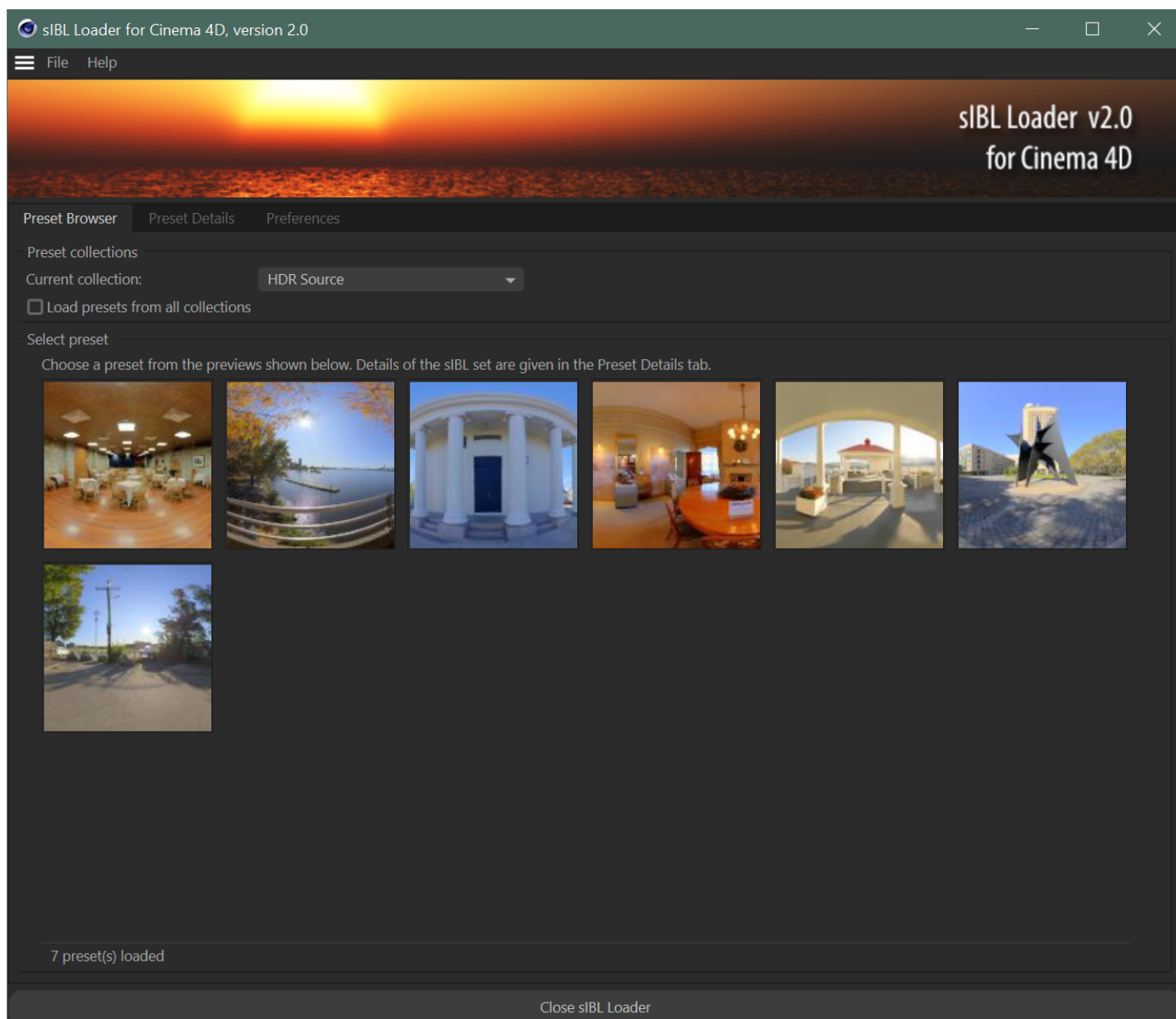


Adding a collection

Type in a name for this collection. It can be whatever you like, but you cannot leave this field blank as this name appears in the drop-down menus which allow you to switch between collections. Then either type the full path to the collection folder you created during installation, or click the little button looking like a miniature folder to bring up a directory browser. When you have typed in or navigated to a folder, click the 'OK' button.

The loader will then scan the selected folder looking for sIBL sets. It will then switch to the Preset Browser tab where, assuming it found some sIBL sets, it will show thumbnails of the sets it found.

In the example below a sampler collection of sIBL sets from HDR Source (<https://www.hdrsource.com/>) was selected. These free files can be found on the HDR Labs site, not directly from HDR Source. This contains seven sIBL sets:



New collection added and displayed

Browse through the available sets. As you hover over each one, its name is displayed in a pop-up tooltip. When you find one you like, click on it and the loader will switch to the Preset Details tab, where some information about the set is displayed.

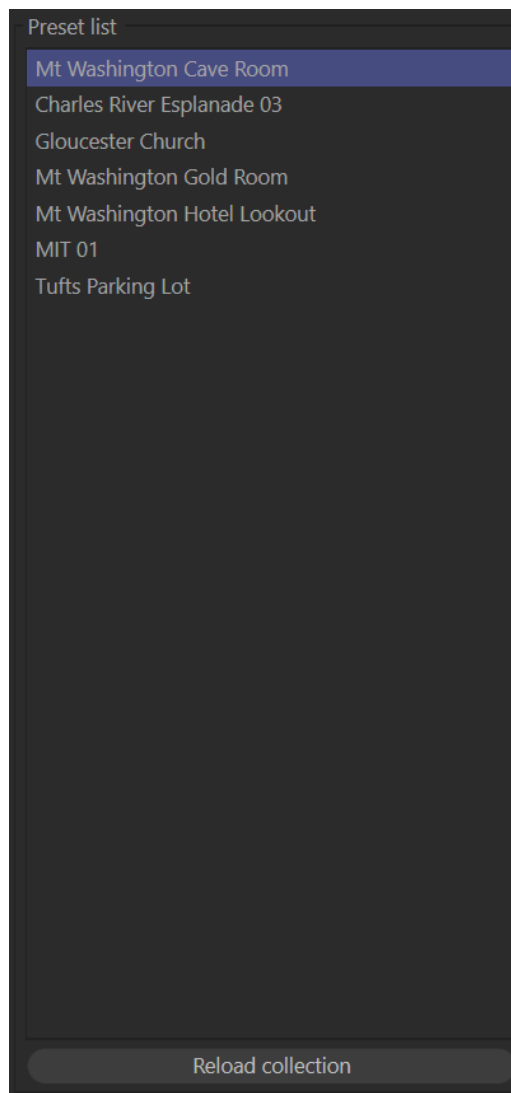
Also note that you can add multiple collections and switch between them quickly. For more on this, see ‘Using multiple collections’ below.

Note: when you save your preferences, the loader will save the collection folders you entered and automatically load sIBL sets from those folders in the future.

The Preset Details tab

Some or all of the following information about the currently selected set will be shown in this tab.

Preset list



Firstly, note that the list of sIBL sets is displayed in a list on the left of the dialog box.

You can choose a different set from this list if you like, but all you see in the list is the name of the set – to see the full range of thumbnails, switch back to the Preset Browser tab.

A discussion of the details of each sIBL set can be found on the next page.

Preset details

Not all sets contain all the information that can be included in the .ibl file. If some details are missing, the loader ignores them and a blank field is shown. The available fields are:

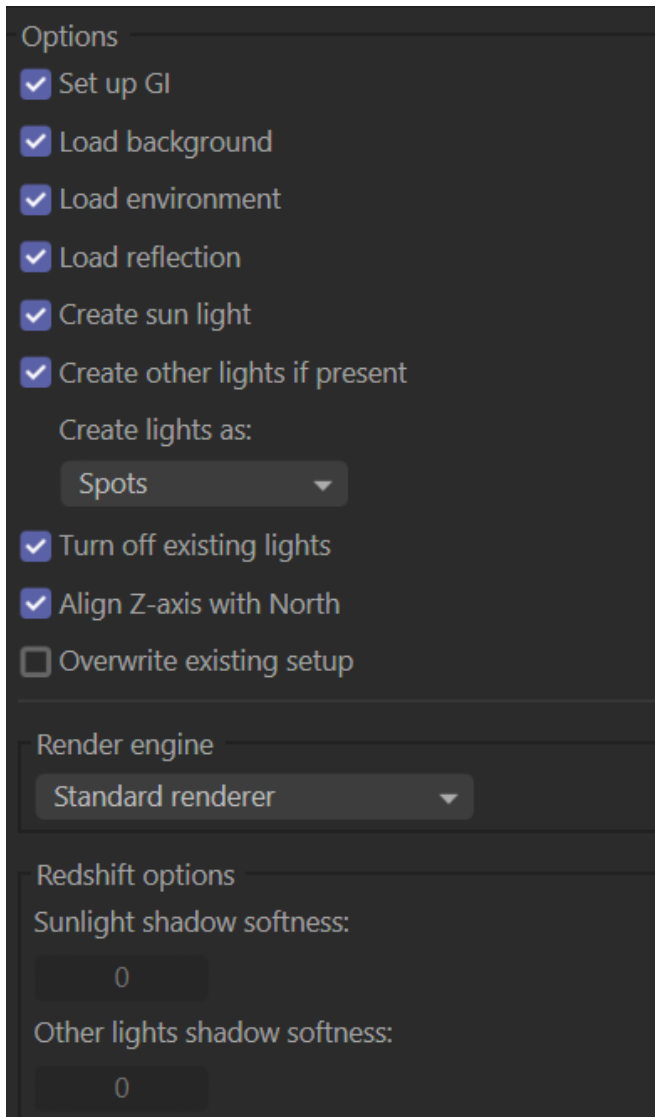
| Field | Information |
|-------------------|--|
| Preview | A thumbnail of the images used in the set. This is the same thumbnail shown in the Preset Browser. To see a reduced-size view of the complete background image, click the 'Show preview...' button, which opens a new window to show the preview image. (Note: not all sIBL sets include a preview image. If a set does not have one, the 'Show preview...' button is disabled.) |
| Name | The name of the set, as it appears in the list to the left of the dialog box. |
| Author | The set's author. |
| Location | The location of the shoot. |
| Source | A link to the source of the sIBL set. This can be a web link but could also be an email link, for example. Clicking a web link will send your web browser to the specified location. |
| Comment | A comment added by the author with some more information about the set. |
| Latitude | The latitude of the shoot location. |
| Longitude | The longitude of the shoot location. |
| Date | The date of the shoot. |
| Time | The time of the shoot. |
| Additional lights | The number of lights in the set (in addition to the Sun light, if there is one). |
| Sun color | The colour of the Sun light, if there is one. |
| Lightsmiths | The number of Lightsmiths in the set, if any. |

Preset options

There are several options that you can change. Note that these are not specific to a set; if you change any of the options, they will apply to all sets you might subsequently add until you change the options again.

Also, note that once you have added an sIBL set to the scene, changing any of these options will not affect the set(s) that has already been added, only new one which are subsequently added.

The available options are shown on the next page.



Available options for the sIBL set

The options have the effects shown in the table on the next page.

| Option | Effect | Default setting |
|---|---|-----------------------|
| General options applicable to all render engines | | |
| Setup GI | If this option is checked, the loader will add global illumination to the scene with the default parameters. If GI has already been enabled for the renderer, and this option is unchecked, GI will be turned off. See the 'Implementation notes' below for more details. | On |
| Load background | If checked, the high-resolution .jpg file used as the background image will be loaded when the set is applied to the scene. Usually, you will want to leave this enabled, but you can turn it off, in which case the background won't be loaded. | On |
| Load environment | As for 'Load background' except that it refers to the .HDR file used for lighting the scene. | On |
| Load reflection | As for 'Load background' except that it refers to the .HDR file used for reflections in the scene. | On |
| Create sun light | If the set specifies a sun light, checking this option will cause a light to be added to the scene to act as a sun. If there is no sun light in the set, this option has no effect. | On |
| Create other lights | As for the sun light, except that it refers to any other lights in the set. If there are none, this option has no effect. | On |
| Create lights as | If there are other lights in the scene, they can be created either as spot lights or as omni lights. The sIBL standard does not specify the light type. | Spots |
| Turn off existing lights | If the scene already has lights in place before adding the preset, checking this option will turn them all off, so that the only active lights are those specified by the sIBL set. | On |
| Align Z-axis with north | This option will rotate the entire lighting setup so that the Z-axis of the 3D world is aligned with north in the image files. This requires that the sIBL set specifies a 'north' value; not all do so. | On |
| Overwrite existing set | This is useful if you have already applied an sIBL set to a scene and now want to change to another one. If this option is checked, the new set will replace the existing ones. If it is unchecked, a new set will be added to the scene, which can be convenient if you want several sets loaded simultaneously. In that case you can switch between them fairly easily by clicking the editor and render dots in Cinema's object manager. Important – see the 'Implementation notes' section below for more information about this option. | Off |
| Render options | | |
| Render engine | Choose between the C4D Standard renderer or Redshift for C4D. The Redshift option is not available if Redshift is not installed on your system. | Standard renderer |
| Redshift-specific options | | |
| Sunlight shadow softness | Sets the softness of shadows cast by the sun light, if any. Does not affect any other lights in the scene. | 0 (i.e. hard shadows) |
| Other lights shadow softness | Sets the softness of shadows cast by additional lights in the scene, if any. Does not affect the sun light if there is one. | 0 (i.e. hard shadows) |

Buttons

Finally, this tab contains six buttons. These are:

1. Reload collection

Suppose you have the plugin dialog open and then you want to add a new set to a collection. You download the set and unzip it into the collection's folder, but of course the set doesn't appear in the preset list. To show it, you could close the plugin dialog and reopen it, which forces the plugin to re-scan the collection, but a quicker way is simply to click this button, located at the bottom of the preset list. The loader will re-scan the collection and refresh the list (it will also make the first set in the list the active one). The same button can be used if you remove a set from the collection while the dialog is open – simply click the button to show the updated list.

This function is also available from the dialog File menu, which is convenient if you are in the Preset Browser tab – you can use the menu to update the browser without switching to the Preset Details tab.

2. Apply preset to scene

This is the *raison d'être* of the plugin. Click this button to apply the sIBL set to your scene with the options you selected. Note that it may take a few moments – this is due to the very high resolution background images, which take a noticeable time to load.

Once the scene is applied, the dialog box automatically closes.

This function is also available from the dialog File menu.

3. Reload preset

This button reloads the current preset from disk. Not the entire collection, just the current preset details.

Why would you want to do this? You might want to edit the preset file (the .ibl file) while the loader is displayed. You can't do that within Cinema, but you can using a text editor or (on a PC) the sIBL-Edit software (see below). Once you edit the file, you need to reload it to show the updated details.

This function is also available from the dialog File menu.

4. Edit with sIBL-Edit (PC only)

Although the .ibl file is a simple text file, it's more convenient to edit these files using the sIBL-Edit standalone software, which you can download from <http://www.hdrilabs.com/sibl/sibl-edit.html>. Click this button and sIBL-Edit will run and load the current preset file, ready for editing. Once you finish your edits, use the 'Reload preset' button to show the updated preset details. For this to work, you must have told the sIBL Loader where sIBL-Edit is located on your system, which you can do in the Preferences tab (see below).

This function is also available from the dialog File menu. Sadly, sIBL-Edit is not available for the Mac, so if you are using a Mac, this button and menu entry are disabled.

5. Clear sIBL preset from scene

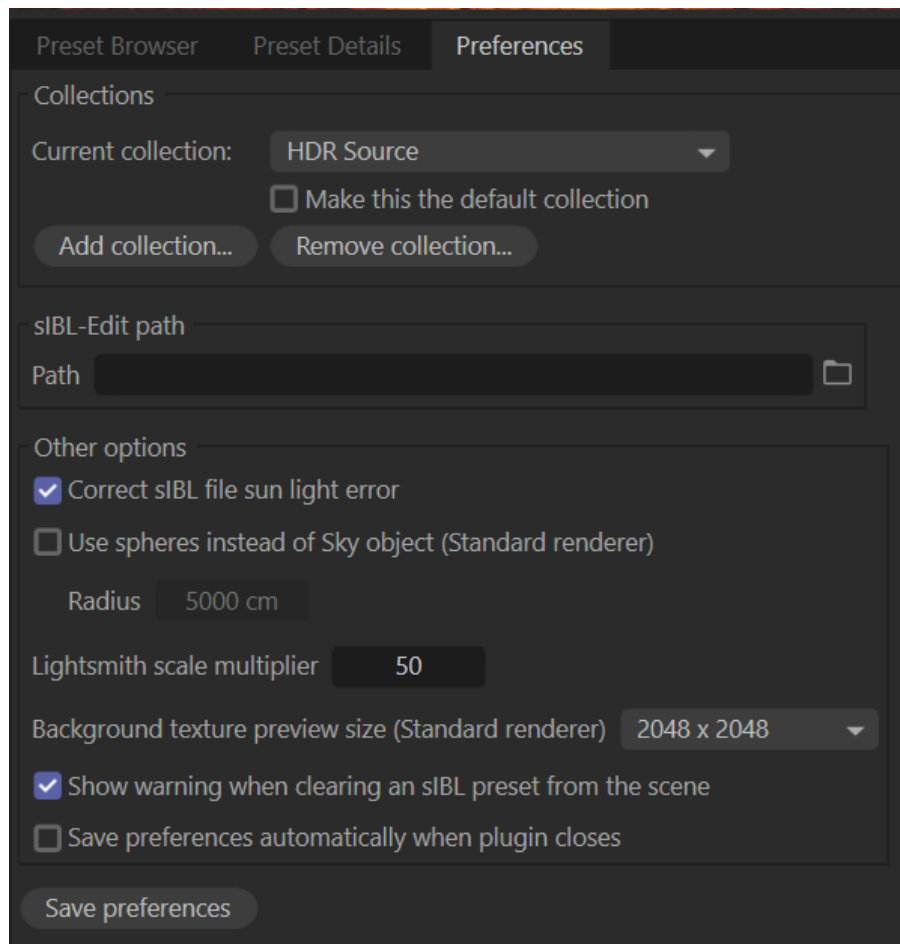
Removes the entire sIBL set from the scene. You are asked to confirm this before the set is removed.

6. Show preview...

Some sIBL sets contain a small preview of the HDRI file. If so, you can see the preview by clicking this button.

The Preferences tab

These are the plugin preferences. They apply to all sIBL sets, and cannot be changed on a per-set basis. You can save the preferences which will then automatically be reloaded whenever you open the sIBL Loader plugin. The preferences are shown here:



sIBL Loader preferences

1. Collections

The 'Current collection' drop-down menu holds a list of all the sIBL collections you have told the loader about (see 'Using multiple collections' below for more information). Use this menu to switch between your collections of sIBL sets. This menu is the same as the one on the Preset Browser tab; it is reproduced here for convenience, so that you can see which collection is active, which can be useful if you add or remove a collection.

Note that if you activated the 'Load presets from all collections' box on the Preset Browser tab, all sIBL sets from all collections are loaded and this menu is then disabled, since it is no longer relevant.

To add a new collection, click the 'Add collection...' button. To remove the currently-displayed collection, click the 'Remove collection...' button. These buttons are active whether or not the 'Load presets from all collections' box in the Preset Browser is active.

Important: if you add or remove collections, these changes take effect immediately and will be retained when you close the loader but only while the current Cinema 4D session remains open. To make the changes in the collections permanent, so that they are reloaded whenever you open the plugin, click the 'Save preferences' button.

2. sIBL-Edit path (PC only)

Here you specify the path to the sIBL-Edit program. Either type the full path to the sIBL-Edit folder, or more

conveniently, click the little button that looks like a miniature folder to bring up a directory browser.

Because sIBL-Edit is not available for the Mac, this field is disabled in the Mac version.

3. Other options

3.1 Correct sIBL file sun light error

The sIBL format standard specifies that sun lights are identified in the .ibl file in their own section. Unfortunately not all sIBL set creators followed this standard, so that in some sets the sun is identified as an ordinary light with the name 'Sun'. This causes the loader to implement the sun light incorrectly, as a spot or omni light. If this option is on, the loader will create any light named 'Sun' as a sun light. It is recommended that this option is left on unless you have a good reason to turn it off.

3.2 Use spheres instead of Sky object

(This option is not applicable if you are using Redshift.) For each image to be loaded (background, environment, and reflection) then if this switch is unchecked a separate Sky object will be created with a compositing tag added. If you would prefer that sphere primitives are used instead of Sky objects, check this option. Once checked, you can change the desired radius of the sphere, which by default is set to 5000 scene units.

3.3 Lightsmith scale multiplier

The objects in the Lightsmith sets are very small, as they were created in software other than C4D. This is a scale-up factor for those objects, which is applied automatically on loading the set. In most cases it makes the Lightsmith objects a similar size to the C4D primitive objects.

Some objects are larger and some smaller, depending on the sIBL set, so if an object comes in too large or too small, you will have to re-scale it manually.

3.4 Background texture preview size

(This option is not applicable if you are using Redshift since Redshift always produces a high-resolution viewport image for bitmaps.) By default Cinema shows bitmaps in the editor at low resolution, to save memory. This results in a very blurred image in the editor. You can increase this in the material editor, and this plugin preference is a workflow convenience so that you don't have to do that manually.

Select the preferred preview size from the drop down menu. These are the same preview sizes as are used in the C4D material editor. For a background image of, say, 8000x4000 a preview size of 2048x2048 is a good compromise, but note that this uses 16Mb of RAM.

Note that only the background image is affected by this setting and of course, it has no effect on render quality, just the appearance of the bitmap in the editor.

3.5 Show warning when clearing an sIBL preset from the scene

If this option is on, a warning is displayed before an sIBL preset is removed from the scene. If you don't want this warning to appear, turn this option off and if desired save your preferences to make it permanent.

3.6 Save preferences automatically when plugin closes

If this box is checked, all the preferences (but not the options on the Preset Details tab) are saved and will be reloaded when the plugin is next used. By default this setting is off. You can save your preferences manually at any time by clicking the 'Save preferences' button or by choosing 'Save preferences' from the dialog's File menu.

Using multiple collections

The loader can utilise multiple collections. This means that you don't have to keep all your sIBL sets in one folder. You simply tell the plugin where the various collections are, and you can move between them with a simple drop-down list. Also, once you save your preferences the list of collections is saved permanently until you remove them.

Adding a new collection is explained in the 'Preset browser tab' section above. Once a new collection has been added, the loader will scan the selected folder looking for sIBL sets. It will then switch to the Preset Browser tab where, assuming it found some sIBL sets, it will show thumbnails of the sets it found.

Your new collection appears in the drop-down list on the Preferences tab and for convenience this is replicated on the Preset Browser tab. To use a particular collection, just click on its name in the list. The Preset Browser tab will be displayed with thumbnails of the presets from that collection.

If you have multiple collections, you might want one of them to be the collection which is displayed by default when you open the plugin. To do this, turn on the option 'Make this the default collection' and save your preferences. From now on, that collection will be the one which is shown when you next open the plugin. You can change it at any time by repeating the above steps.

Important: your list of collections is saved automatically when you close the plugin. You can also save them at any time by saving your preferences manually

What if you want to see all the sIBL sets from all the collections you have? Go to the Preset Browser tab and select the option 'Load presets from all collections'. Now all the presets are loaded and you can select any of them. When you activate this option, the drop-down lists of the collections is disabled – because it is no longer relevant. When you deactivate the 'Load presets from all collections' option again, the collection which was the active one before you chose that option will become the current collection again.

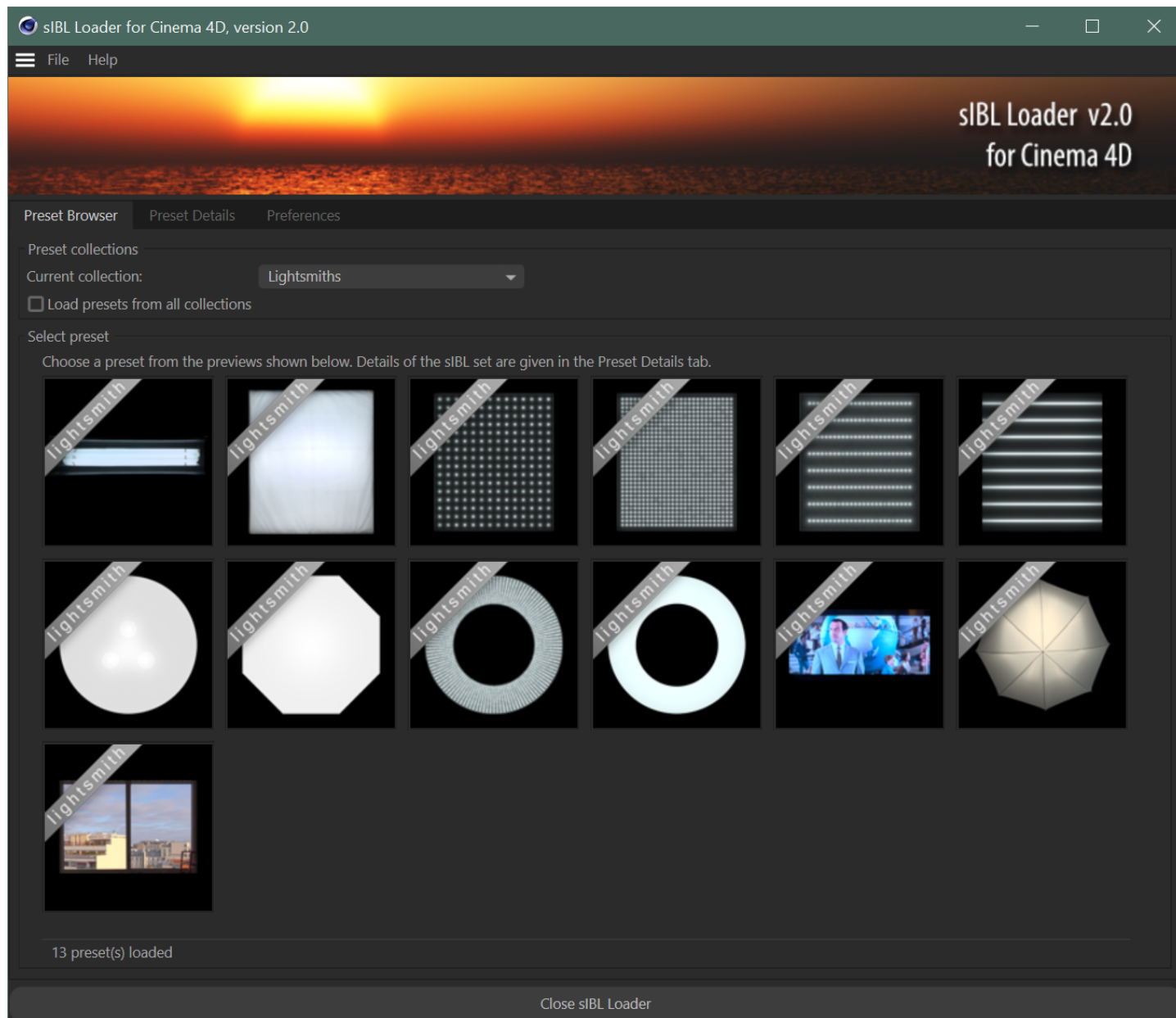
To remove a collection from the list of collections, click the 'Remove collection...' button on the Preferences tab. You will be asked if you really want to do this. Once you confirm the action, the collection is removed. Be sure to save your preferences if you want to make this change permanent.

Important: note that the 'Add collection...' and 'Remove collection...' buttons are still active even if you are displaying presets from all the collections.

Lightsmith

Lightsmith is a new type of sIBL set. Instead of using panoramic images to produce lighting, a Lightsmith set contains at least one object plus an HDRI file. There may be other objects as well. Lighting is then generated from a material applied to the Lightsmith illumination object.

Lightsmiths can be downloaded from the HDRI Labs web site sIBL archive. They show up in the browser in the same way as any other sIBL set and are applied in the same way. Here are some Lightsmiths sets in the browser:



Lightsmith sets in the preset browser

When a Lightsmith preset is applied, the following actions take place:

- the Lightsmith object(s) are loaded into the scene and grouped under a null object named 'Lightsmith objects';
- the objects are scaled up by the factor given in the 'Lightsmith scale multiplier' setting in the Preferences tab (this is because most of these objects have a very small size, having been modelled in another program rather than in Cinema 4D) - you may still need to re-scale the objects up or down manually after they are loaded;
- a material is created for the Lightsmith object which is to provide the illumination; if using the Standard renderer, the HDRI file is placed in the Luminance channel of that material and in the material's Illumination tab, the 'Generate GI' strength setting is set to the value given in the Lightsmith .ibl file;
- in some cases a masking bitmap is applied to the Alpha channel of this material;
- another material is created for each Lightsmith object which does not provide illumination.

If you are using Redshift things are slightly different. A Redshift standard material is created. This contains two texture nodes which are linked to the standard material node. The HDRI image is linked to the emission in-port and the masking bitmap, if there is one, is linked to the opacity in-port of the material node. The emission weight parameter of the standard material node is set to the value in the .ibl file and finally the 'Polygon Light' switch in the material is enabled. A second Redshift material is also added for the mask bitmap, if present.

Important: please note that one of the Lightsmith sets available from the HDR Labs web site has a fault which you may need to correct. This is the set named 'Umbrella A'. The illumination object in this set has reversed normals so that it may not work correctly in that it may not generate light. To fix this, reverse the normals in that object before rendering. You can modify the object yourself and save it back to disk so that you don't have to do this again.

Additional notes

1. The GPS data in the .ibl file is displayed in the preset details, but no further use is made of it. It should be possible to use this data to set up physical sky systems, rather like using Cinema's Sun expression tag. Unfortunately it isn't possible to do that, so the SUNu and SUNv parameters are used to align the sun light correctly.
2. The Sun is implemented as a Cinema 4D infinite light when using the Standard renderer, or as a Redshift infinite light when using Redshift. It is set to cast hard shadows (in the Standard renderer, or a shadow softness of zero when using Redshift), on the basis that this is the most likely setting for a sun object. When using Redshift you also have the option to change the shadow softness if required.

However, other lights are not so simple to define. Should they be spotlights, omnis, area lights or what? Should they cast shadows or not? These factors are probably scene-dependent and are not included in the .ibl file, so in this implementation all lights other than the sun are set up as spotlights or omnis, which cast hard shadows. Of course, you can edit these after they are created and change the light type if required.

3. Overwriting existing setups. If you have added an sIBL set to a scene, and then want to add another one, should the new one replace the old one or be added to the scene as a second set? Overwriting the old set would be advantageous if you are just changing your mind about which set to use; adding multiple sets would be useful if you want to switch between different sets without having to load them over and over again.

For this reason, you have the option to overwrite an existing set or not, which you can find in the preset details options section. Please bear in mind the following:

- if you turn on 'Overwrite existing setup' all the objects and materials in the existing set will be deleted and any required new ones added. *Important:* this action cannot be undone! If you overwrite an existing setup, then try to undo the action, the entire sIBL setup will be removed (you go back to the state before you applied a preset).
- if this option is not turned on, the existing objects and materials are left but any existing sIBL sets in the scene are hidden from the editor and the renderer.
- the reason that you are advised not to rename any of the objects and materials created by the loader is that if you opt not to overwrite an existing set, the loader looks for objects with these names and disables them if it finds them. If you rename them, it won't find them so won't be able to disable them – which may leave unwanted but 'active' objects in the scene. So it's probably best not to rename anything unless you must and you know that you won't have to disable the set to use another one.
- regardless of the overwrite setting, if GI was set up in the old scene it will be disabled in the new one if you turn 'Setup GI' off. Any changes to the GI settings that you may have made are preserved, however, so if you enable GI again the previous settings are still there. Note that this is a change in behaviour from version 1.5.

4. The objects created by the sIBL Loader. When you click 'Apply preset' the plugin will create some or all of the following objects:

| Object | Name | When created |
|--|---|--|
| All sets | | |
| A null object which contains all other objects | sIBL_Set | always |
| A second null object | a warning not to rename any of the objects in the set | always |
| A third null object | The name of the renderer being used, Standard or Redshift | always |
| A fourth null object | the set name, so you can distinguish between sets in case you have multiple sets in the scene at once | always |
| Sets with no Lightsmith components | | |
| Up to three Sky objects, one for each image in the set; these may be replaced by sphere primitives if you selected that option | sIBL_BGSKY, sIBL_ENSKY, and sIBL_RESKY | depends on .ibl file and user options; not applicable when using Redshift |
| An infinite light to act as the sun, if the .ibl file included one | sIBL_Sun | depends on .ibl file and user options |
| Any number of additional lights if the .ibl file included them | the name of the light as given in the .ibl file | depends on .ibl file and user options |
| Up to three materials, one for each Sky object/sphere | same as the Sky/sphere objects | depends on .ibl file and user options; not applicable when using Redshift |
| Up to three Redshift dome lights, one for each image in the set | sIBL_BGSKY, sIBL_ENSKY, and sIBL_RESKY | depends on .ibl file and user options; not applicable when using the Standard renderer |
| Lightsmith sets | | |
| A fifth null object | named 'Lightsmith objects', this null contains the objects specified in the .ibl file | always |
| One or more polygon objects as child objects of the fifth null | name depends on the .ibl file | at least one object is always created, often more than one |
| At least one material | sIBL illum or frame | at least one must be created |

Known limitations

The main known issue is with the Lightsmith sets when using Redshift in C4D 2023. For some reason, creating two Redshift materials in code one after the other can cause that version of Redshift to crash. This is especially so when using Redshift CPU (that is, it isn't using the GPU) and it seems to be due to the length of time taken by Redshift to create a preview material. It may happen less, or not at all, if Redshift uses the GPU, but if you don't have a separate Redshift licence then the version which is installed with C4D R26.1 or 2023 will be CPU-only.

You can mitigate this in the following ways:

- When installing the Lightsmith preset, don't do anything in the scene, including moving anything or rotating the viewport, until the Redshift material preview appears in the material manager for that material
- If that doesn't fix the problem, you can turn off the material previews for Redshift in the Cinema 4D preferences in the Renderer→Redshift section, or at least set the previews to 'When Renderer is idle'

Menu and button reference

Most of these have already been covered in this file. This is a complete list:

Buttons

1. Close sIBL Loader

This is the large button at the bottom of the dialog box and which is available in all tabs. It simply closes the plugin without applying an sIBL set.

2. Reload collection

Covered in 'The Preset Details tab' above.

3. Show preview, Apply preset, Reload preset, Edit with sIBL-Edit, Reload preset, and Clear sIBL preset from scene

All of these are covered in 'The Preset Details tab' above.

4. Add collection..., Remove collection... and Save preferences

Covered in the 'Using multiple collections' section above.

Menus

1. File menu

All but one of the entries in the File menu do the same as the button of the same name. The only other entry is 'Close Manager' which does the same as the Close sIBL Loader button.

2. Help menu

2.1 Show help file (PDF)

Shows the help file (the one you're reading!) in your default application for viewing PDFs.

2.2 About...

Displays a dialog box with version information.

Contact details and latest version

I hope you enjoy sIBL Loader for Cinema 4D. If you have any comments, feature requests, or (especially) bug reports, please let me know. You can contact me using the web form at <https://microbion.co.uk/html/contact.htm>.

The latest version can be found at <https://microbion.co.uk/html/siblloader.htm>.

Steve Pedler
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