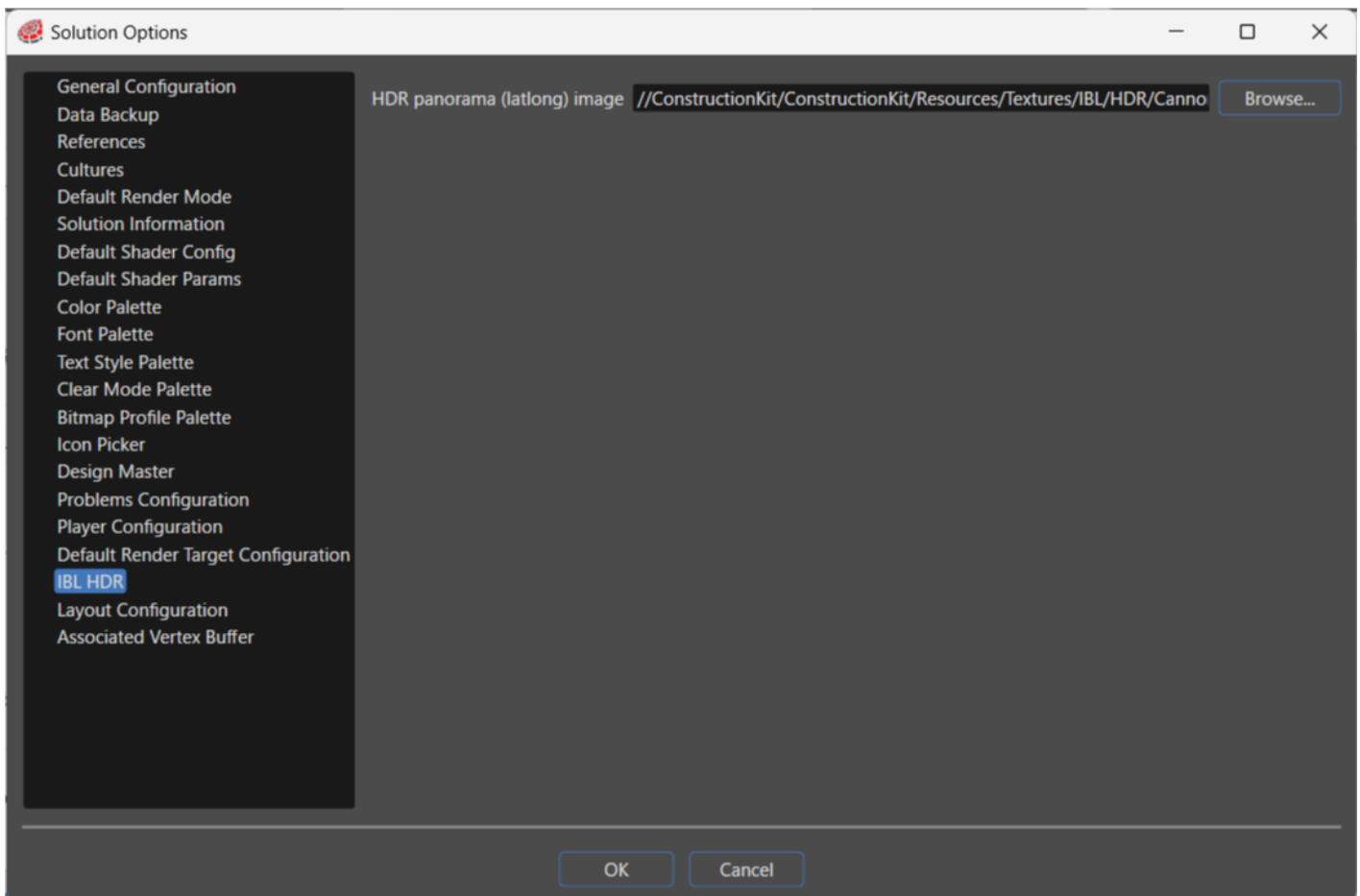


IBL HDR

Simply specify a single **HDR panorama (latlong) image**, and the Engine will automatically generate the required IBL textures. Here, you can configure the target image. The generated IBL will be used as a shared resource within the project. You can also configure the **HDR panorama (latlong) image** settings during [importing a glTF file](#).



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