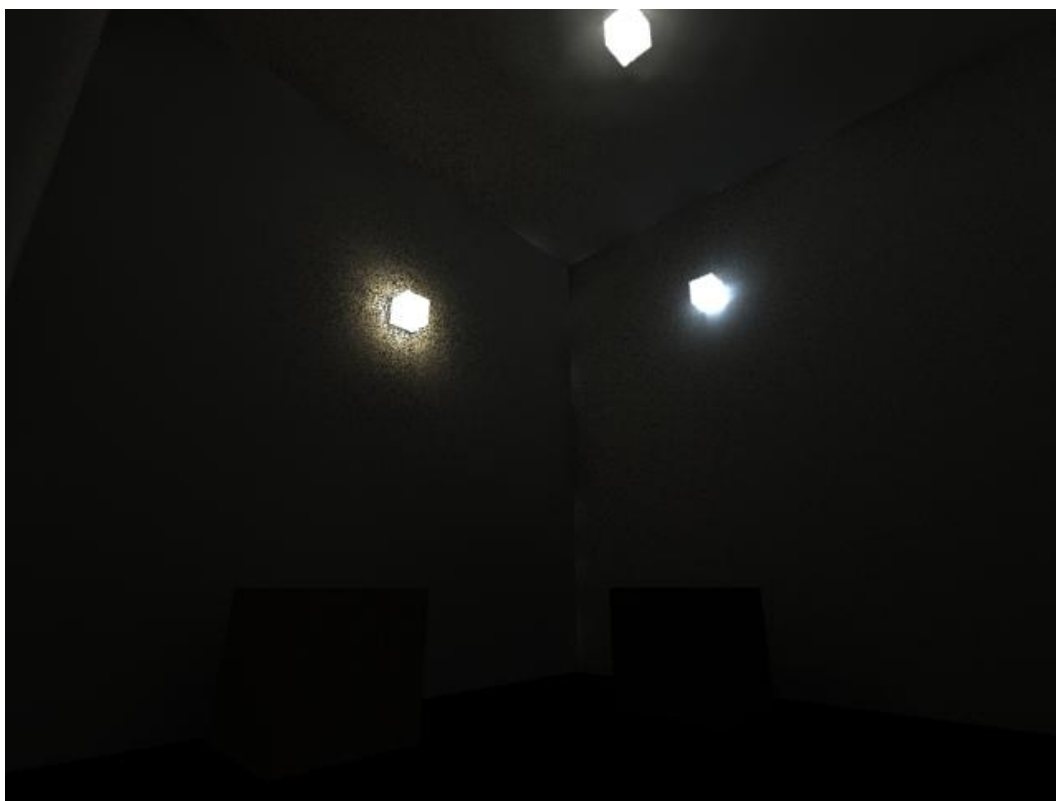


a) Default setup - gamma 1.0 exp. 1.0



b) gamma 2.2 exp. 1.0 + 4 LUMIPANEL ON CEILING - no LW Lighting
photons 2000000 - power 1.0



c) gamma 2.2 exp. 1.0 + 4 LUMIPANEL ON CEILING - no LW Lighting
photons 2000000 - power 1.0 - GI resolution 500mm - fg min 600 max 1200 - pass 2



d) gamma 2.2 exp. 1.0 + 4 LUMIPANEL ON CEILING + SPHERICAL LIGHT
photons 2000000 - power 1.0 - GI resolution 500mm - fg min 600 max 1200 - pass 2



e) gamma 2.2 exp. 1.0 + 4 LUMIPANEL ON CEILING + SPHERICAL LIGHT
photons 2000000 - power 1.0 - GI resolution 500mm - fg min 600 max 1200 - pass 2 + QLWF



f) photons 2000000 - power 1.0 + 4 LUMIPANEL ON CEILING + SPHERICAL LIGHT
GI resolution 500mm - fg min 600 max 1200 - pass 2 + QLWF + Tonemap gamma 2.2 - exponential 4.0 - blending 50%



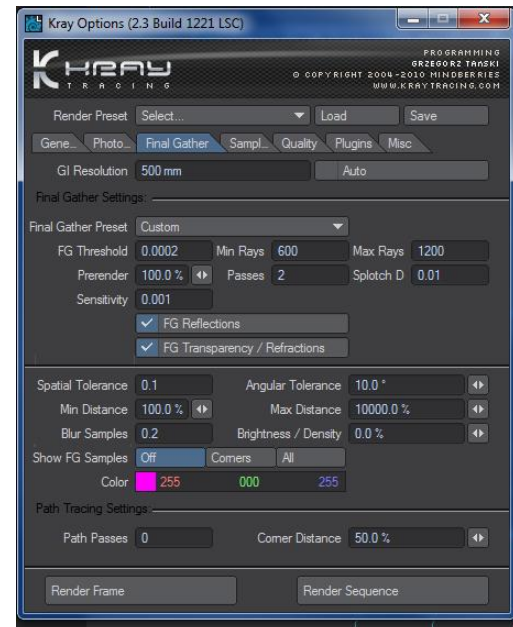
f) gamma 2.2 exp. 1.0 + 4 LUMIPANEL ON CEILING + SPHERICAL LIGHT

GI resolution 500mm - fg min 600 max 1200 - pass 2 + QLWF + Tonemap gamma 2.2 - exponential 3.0 - blending 30%



g) gamma 2.2 exp. 1.0 + 4 LUMIPANEL ON CEILING + SPHERICAL LIGHT

GI resolution 500mm - fg min 600 max 1200 - pass 2 + QLWF + Tonemap gamma 2.2 - exponential 3.0 - blending 30%



h) gamma 2.2 exp. 1.0 + 4 LUMIPANEL ON CEILING + SPHERICAL LIGHT

GI resolution 500mm - fg min 600 max 1200 - pass 2 + QLWF + Tonemap gamma 2.2 - exponential 3.0 - blending 30%
footers cmd = recurse 24;importancegammamultiplier 1.4;lwo2unseenbyrays_affectsgi 0;



i) gamma 2.2 exp. 1.0 + 4 LUMIPANEL ON CEILING + SPHERICAL LIGHT

GI resolution 500mm - fg min 600 max 1200 - pass 2 + QLWF + Tonemap gamma 2.2 - exponential 2.0 - blending 10%
footers cmd = recurse 24;importancegammamultiplier 1.4;lwo2unseenbyrays_affectsgi 0;



l) gamma 2.2 exp. 1.0 + 4 LUMIPANEL ON CEILING + SPHERICAL LIGHT

GI resolution 500mm - fg min 600 max 1200 - pass 2 + QLWF + Tonemap gamma 2.2 - exponential 2.0 - blending 30%
footers cmd = recurse 24;importancegammamultiplier 1.4;lwo2unseenbyrays_affectsgi 0;
in QLWF no affect background no affect texture no affect light



m) linear + 4 LUMIPANEL ON CEILING + SPHERICAL LIGHT

GI resolution 500mm - fg min 600 max 1200 - pass 2 + QLWF + Tonemap gamma 2.2 - exponential 3.0 - blending 30%
footers cmd = recurse 24;importancegammamultiplier 1.4;lwo2unseenbyrays_affectsgi 0;

