In this video, we explore the HDR lighting of your scenes and the World shading menu.

****Notes:****

* Blender 4.2.2

****Timestamps:****

* 00:00 - Intro
* 00:21 - HDRIs at Polyhaven
* 01:19 - World Surface menu
* 02:22 - World Shading menu
* 03:03 - Activating Shadows

****Links:****

* [Polyhaven HDRIs](https://polyhaven.com/hdris" \t "https://academy.cgboost.com/courses/master-cinematic-storytelling-in-blender/lectures/_blank)

<https://polyhaven.com/hdris>