In this lesson, we focus on using High Dynamic Range images in your lighting process.

****Notes:****

* Blender 4.2.0

****Timestamps:****

* 00:00 - Intro
* 00:15 - Using HDRIs
* 00:56 - HDR Haven
* 01:39 - Using HDRIs
* 02:15 - Using HDRIs as Key Light
* 03:08 - Nishita sky
* 03:22 - Lighting large environments

****Links:****

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

<https://polyhaven.com/hdris>