IRONFRAME STUDIOS

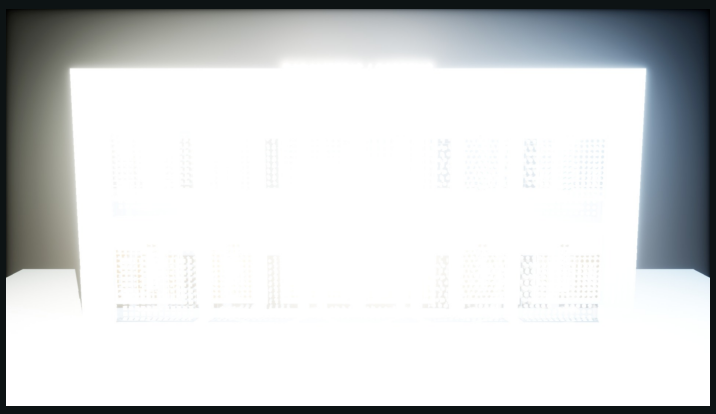
One exposure correction. Consistent views.

Parametric Screens / Unreal Engine 5.7.4

The original demo applied exposure correction only through cinematic cameras.
Moving it to an unbound map-level volume made the normal map view consistent.
Geometry, materials and lights were preserved.

Overview

BEFORE / original map exposure

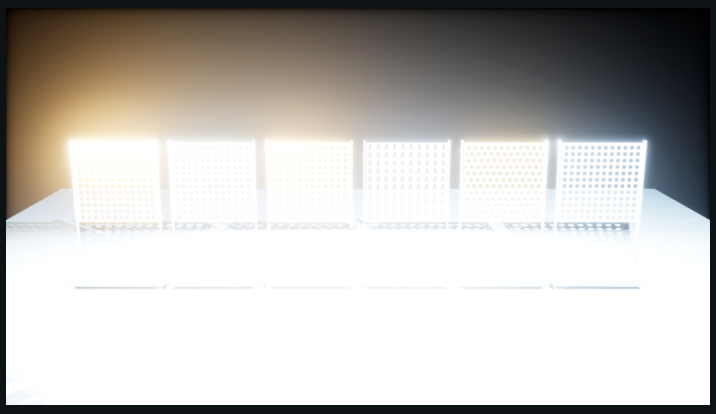


AFTER / map-level correction

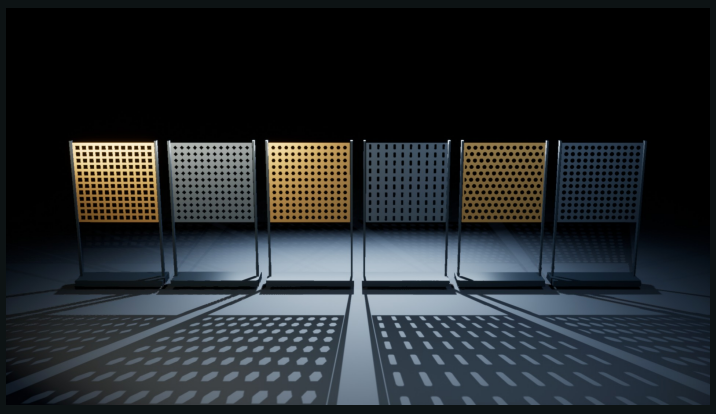


Angle laboratory

BEFORE / original map exposure



AFTER / map-level correction



Matched cameras and lenses. Camera exposure overrides disabled in both captures.
The original camera-only workaround is deliberately bypassed to show the map-view defect.

A focused Unreal relighting pilot

USD 500 / one supplied map / one agreed look / one revision

Updated map + comparison clip. USD 250 deposit, USD 250 before editable-map handover.

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