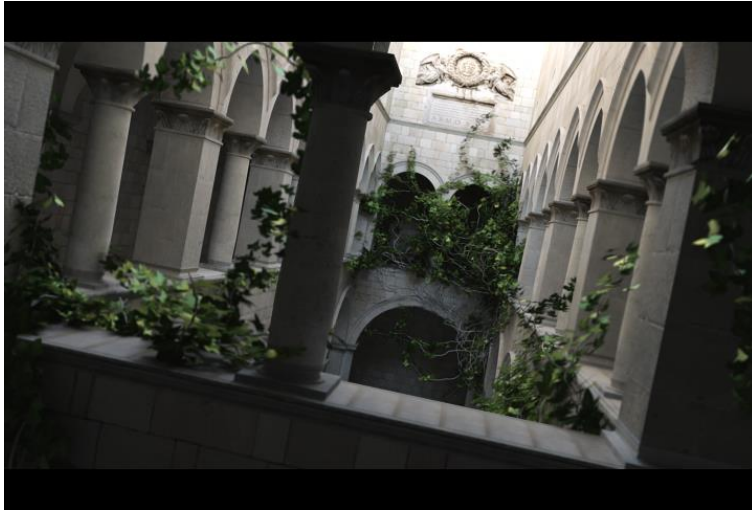


## Sponza model



Sponza model by Ivan Ivanov, 2011

The Atrium Sponza Palace, Dubrovnik, is an elegant and improved model created by Frank Meinel. The original Sponza model was created by Marko Dabrovic in early 2002. Over the years, the Sponza Atrium scene has become one of the most popular 3D scenes for testing global illumination and radiosity due to its specific architectural structure, which is particularly complex for global illumination light.

The model can be accessed via Crtek.

## Additional links

Crytek: [www.crytek.com/cryengine/cryengine3/downloads](http://www.crytek.com/cryengine/cryengine3/downloads)