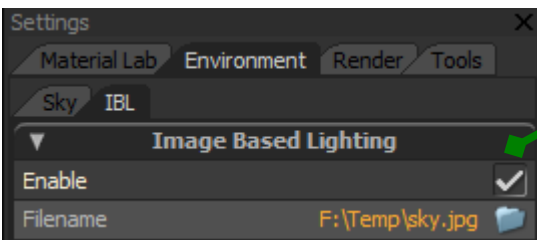
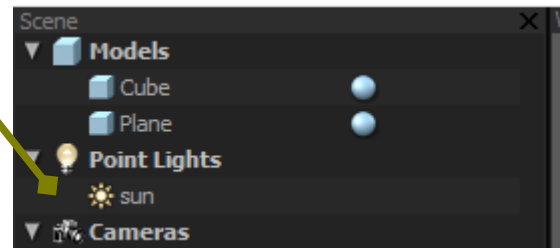


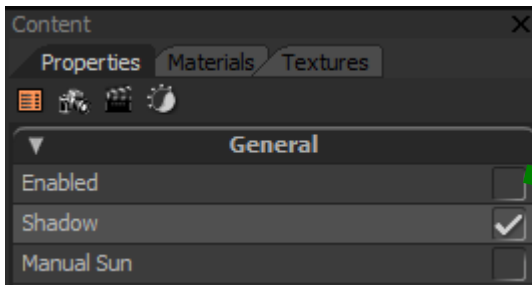
**Step 1**  
Enable Physical Sky.

Notice that sun point is also created along with sky.

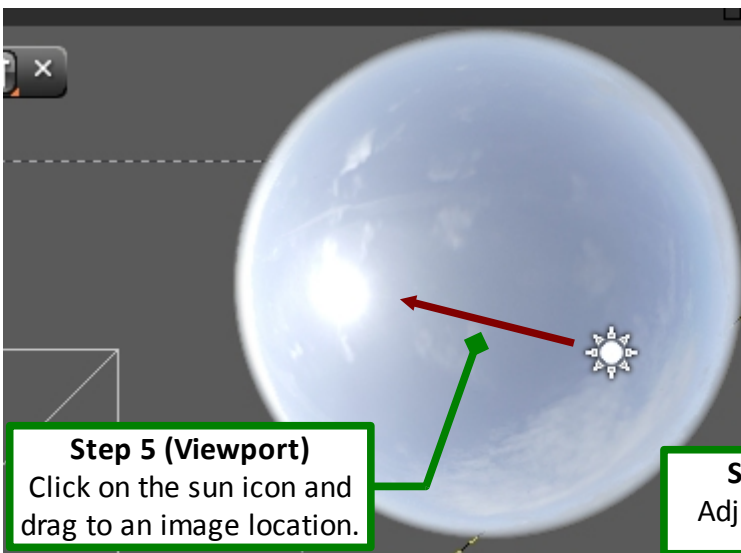


**Step 2**  
Switch to IBL Settings, open the image file and Enable it.

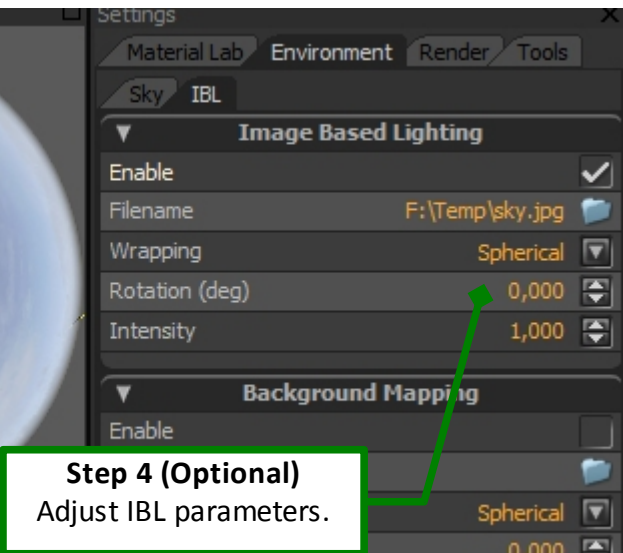
Notice that sun point light becomes disabled, but remains in the scene.



**Step 3**  
Select the sun and check Enabled to have sun emitting at the same time with IBL.



**Step 5 (Viewport)**  
Click on the sun icon and drag to an image location.



**Step 4 (Optional)**  
Adjust IBL parameters.