

# Environment Light

## Environment Light Texture

### *Image Name*

Specifies the texture file to use as an environment map.

### *Mapping*

Defines how the texture will be mapped on the environment sphere. The available options are:

Value	Description
Spherical (latlong)	Specifies a spherical mapping, generally used with regular environment maps.
Angular	Specifies an angular mapping, generally used with light probe images.

## Light Intensity and Color Controls

### *Color*

Defines the light color.

### *Intensity*

Species the light intensity.

### *Exposure*

This is an additional control over the standard light intensity. Exposure is in many cases a preferred control due to its likeness to photography. Final light intensity is thus computed by:

$$I = \text{intensity} * \text{pow}(2, \text{exposure})$$

## Fine Tuning the Light Contribution to the Shading Components

It is sometimes useful to have a fine and direct control on how the light intensity affects various shading components. The following controls allows for that:

### *Diffuse Contribution*

Specifies a multiplier for the light contribution to diffuse shading.

### *Specular Contribution*

Specifies a multiplier for the light contribution to specular shading.

### *Hair Contribution*

Specifies a multiplier for the light contribution to hair shading.

### *Volume Contribution*

Specifies a multiplier for the light contribution to volumetric effects in atmosphere and OpenVDB volumes.

### *Background Contribution*

A multiplier applied on the environment appearing in the rendered image background. This parameter has not effect unless the *Visible to Camera* parameter in the *Object* tab is turned on.

### *Prelit*

The effect of the environment will be considered as already baked into objects with the "Prelit" compositing mode. This is used to implement Prelit Materials as described in [Prelit materials: light transport for live-action elements in production rendering](#).