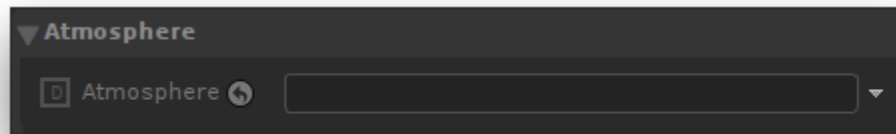# Atmosphere - DISettings Super Tool

Overview

The *Atmosphere* render setting allows specification of a shader that will be used to shade the volume outside geometric objects of the scene.

The Atmosphere *Render Settings.*

Atmosphere

Specifies the scene graph location of a volume shader to be used as the atmosphere shader.

The object scene graph location can be specified by a few different means:

- middle-clicking the object in the scene graph and dragging it to the *location* text field;
- clicking the down arrow to the right of the *location* text field and choosing the relevant item to adopt the current selection of the *node graph* or the *scene graph;*
- typing in a scene graph location or an expression designating one in the *location* text field.

Note that the assigned object should have its scene graph location defined by node placed **upstream** in the node graph.