

# 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](#).