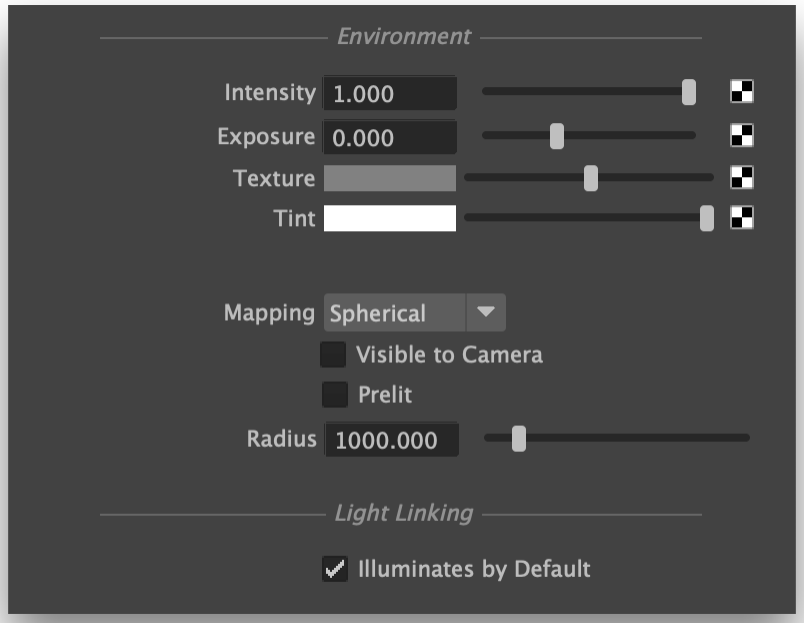
Environment Light



An environment light. The radius parameter controls the size of the sphere in the viewport.

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 = intensity * pow(2, 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.