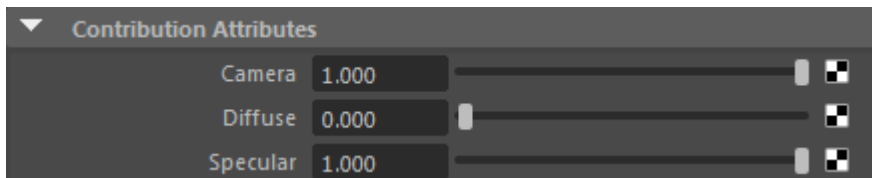


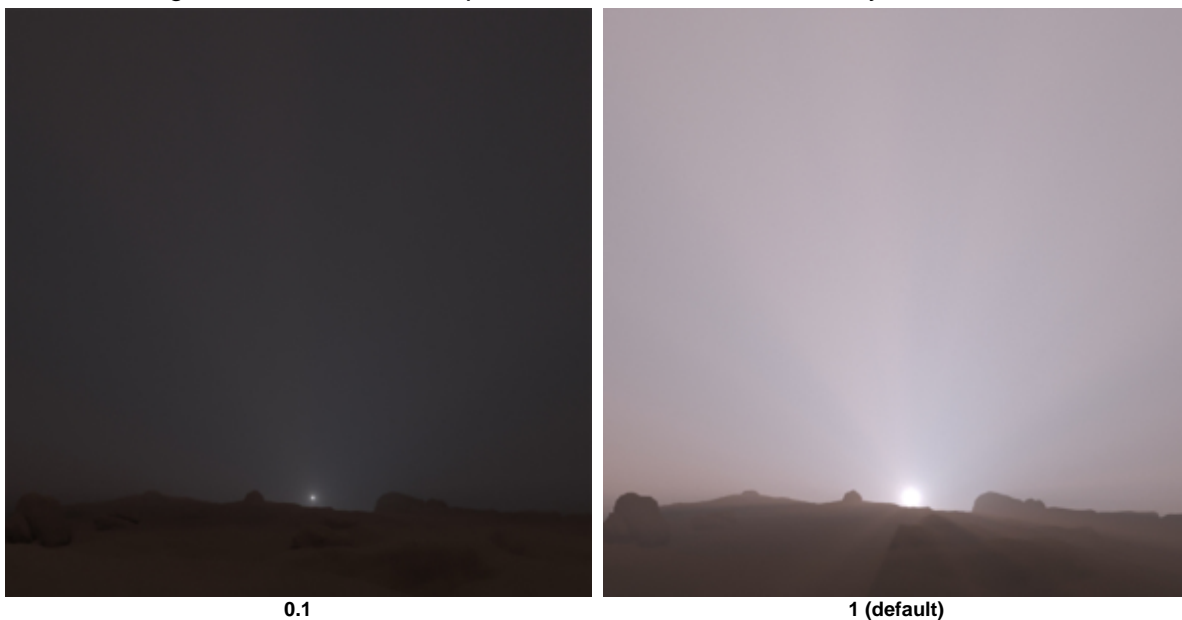
Contribution Attributes

The following attributes allow you to control the contribution that the atmosphere makes to different types of rays in Arnold - camera rays, diffuse GI rays, and specular rays.



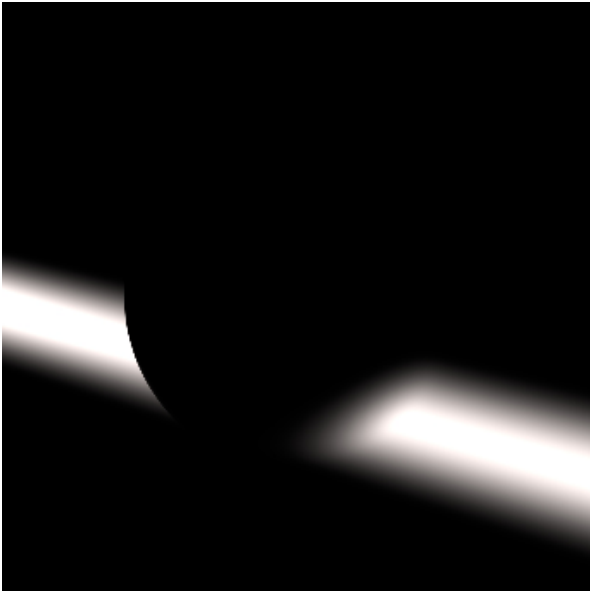
Camera

Controls the degree to which the *atmosphere_volume* affects camera rays.

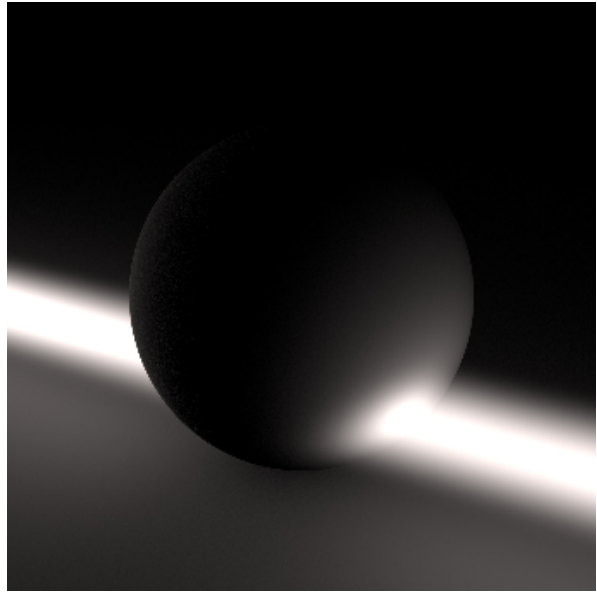


Diffuse

Controls the degree to which *atmosphere_volume* affects *GI_diffuse_rays*.



0 (default)

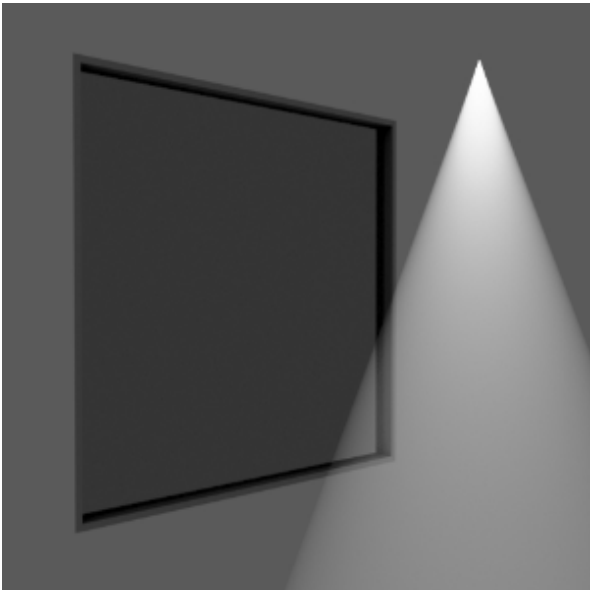


1

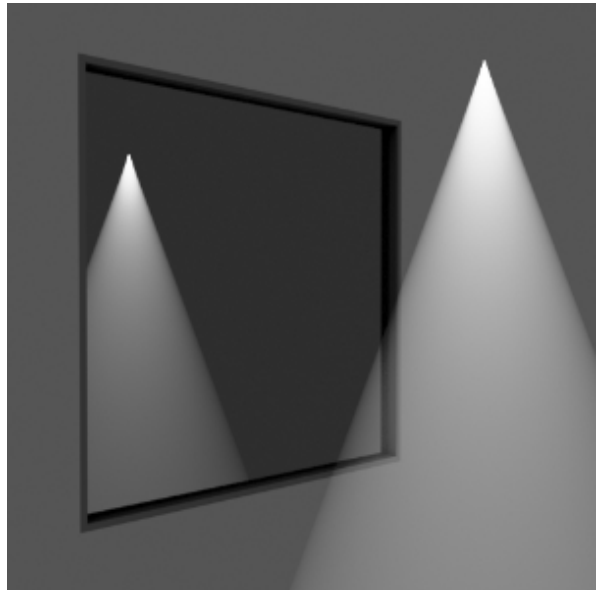
Thin volumetric spotlight with a small cone angle

Specular

Controls the degree to which atmosphere volume affects specular rays.



0



1 (default)