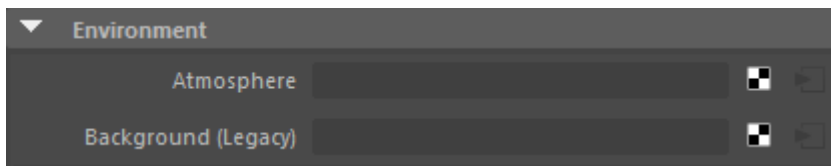


Environment



These settings provide control over the background and atmosphere (*fog* or *atmosphere_volume*).

Atmosphere

There are two types of Atmosphere in Arnold, *Fog* and *Atmosphere Volume*. *Fog* simulates the effect of light scattering, which causes more distant objects to appear lower in contrast, especially in outdoor environments. *Atmosphere Volume* simulates light scattered by a thin, uniform atmosphere. It produces shafts of light and volumetric shadows cast from geometric objects.

It is not possible to render both *Fog* and *Atmosphere Volume* in the same scene.



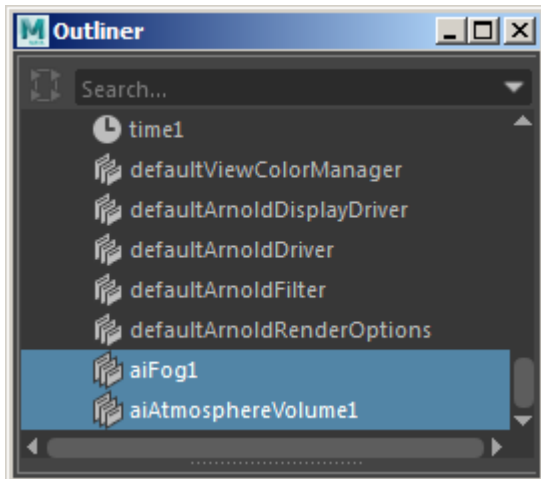
Fog used for under water effect



atmosphere_volume used to simulate rays of sunlight

You can choose *None* (no atmospheric effects), *fog*, or *Aatmosphere_volume*. If you select fog or volume scattering, the Attribute Editor will display the controls for each node.

The *aiFog* and *aiAtmosphereVolume* nodes can also be found in the Outliner by switching to 'Show Dag Objects Only':



Fog and Atmosphere Volume selected in the Outliner (*Show Dag Objects Only*).

It is not possible to render both fog and *Atmosphere Volume* in the same scene.

Background

Use this setting to create a *Background* shader. Click and hold on the create button



to create an *Environment* shader.

Background is considered deprecated and will be removed in a future release.