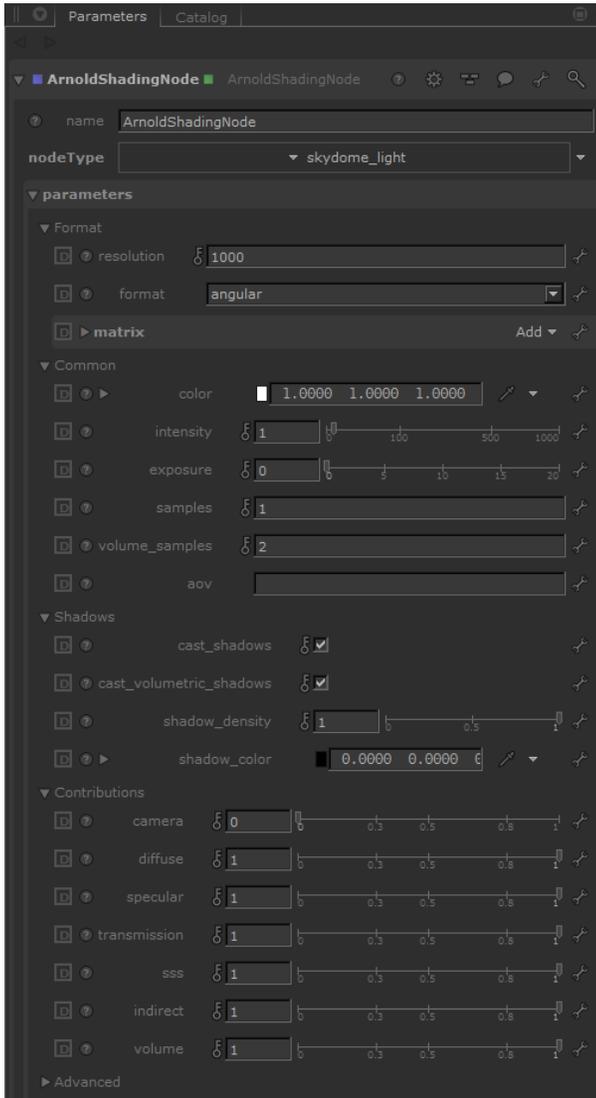# Skydome Light

This simulates light from a sphere or dome above the scene, representing the sky. It can also be used with high dynamic range (HDR) images to perform image-based environment lighting. This is the node which is typically used for lighting exterior scenes.

> This light is designed for outdoor scenes and is represented by a spherical dome in the background. Importance sampling will trace rays to specific directions of this dome. However, in an interior scene, most of these rays will hit an object, getting no contribution from the light at all and thus creating noise. In this situation, adding *light_portals* to the windows will help to reduce noise in an interior scene when using the *skydome_light.*

As well as the settings that are common to all lights (except for Decay), the Skydome also has:

Resolution

The resolution controls the detail of reflections of the skydome. For most accurate results the Skydome light resolution must be set to match the HDRI image resolution, however, in many cases it can be set lower without a noticeable loss of detail in reflections. By default, the parameter is set to 1000. The higher the resolution parameter, the longer the skydome_light will take to precompute the importance tables for the light, which increases scene startup time.

Format

The type of map being connected. It can be set to *Lat-long* (most common), *Mirrored Ball* or *Angular.*

Lat-long

Mirrored Ball

Angular

Contributions

Transmission

Per-light scaling for *transmission*. Should be left at 1 to produce physically accurate results.

Diffuse / Specular / SSS / Volume

Per-light scaling for *Camera, Transmission, Diffuse, Specular*, *SSS, Indirect* and *Volume.* Weights scaling the light contribution to each of those components independently. Should be left at 1 to produce physically accurate results.

> Only *Area* lights and *Point* lights (non-0 radius) are visible to the camera. *Camera* and *Transmission* values default to 0 with *Area* lights.

> KtoA defaults to camera=0 so that a background can be composited afterwards (this preserves traditional Katana workflows).

Portal Mode

Defines how the skydome light interacts with light portals.
- **off**: turns off portals.
- **interior_only**: blocks any light outside portals for interior only scenes.
- **interior_exterior**: lets light outside portals through for mixed interior and exterior scenes.

Blocking light outside portals more predictably reduces noise for interior only scenes.

Shader

An additional shader slot for background rays.