

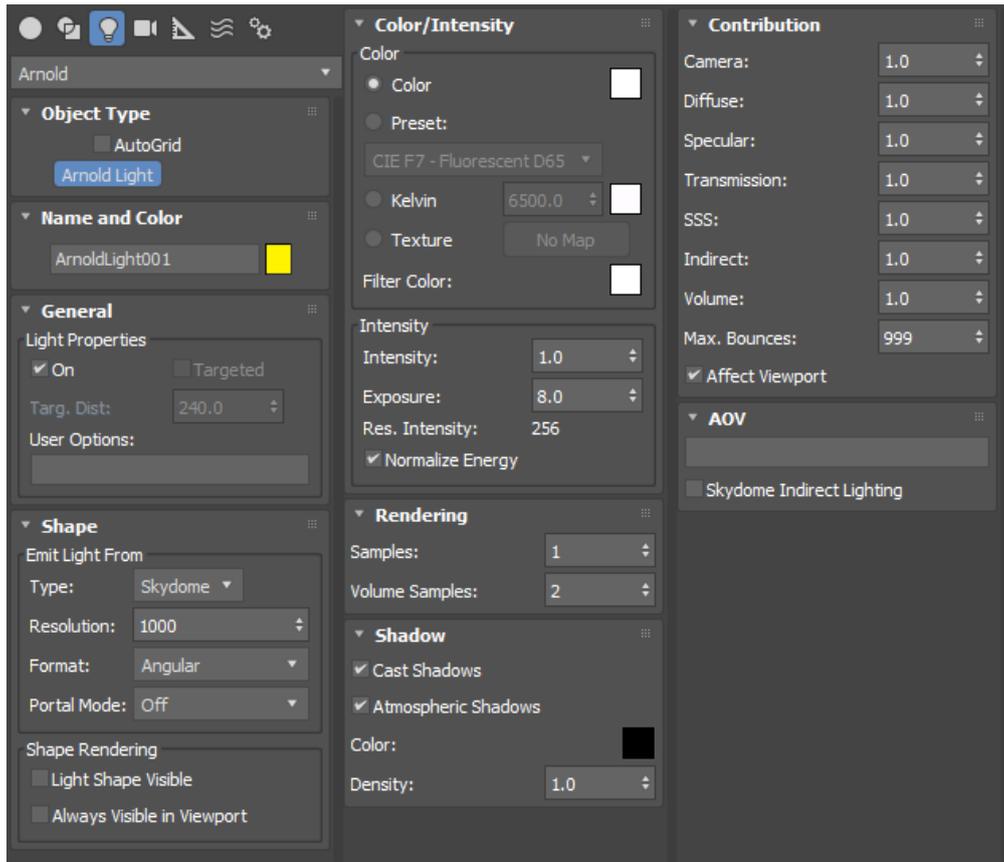
Skydome Light



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*.

 Simply adding an [Environment Map](#) automatically enables a skydome_light with no other input required. The 'skydome_light' and background shader is constructed under the hood, and no extra light creation is required.



The **lights** page has more detail about the controls. The only additional parameters are:

Color

The color of the light. The *skydome_light* has a texturable color slot so that you can map a texture to be used for IBL.

Intensity

Intensity controls the brightness of light emitted by the light source by multiplying the color.

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 HDR 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.



The resolution attribute should be used with care. The higher the resolution value, the longer the *skydome_light* will take to precompute the importance tables for that light. For high-resolution maps, this can be very slow.

Format

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



Lat-long



Mirrored Ball



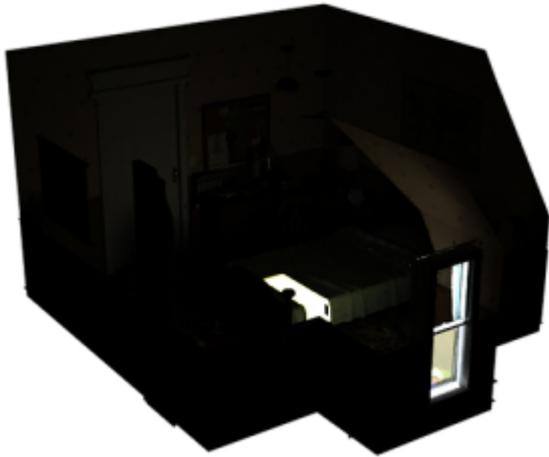
Angular

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.



interior_only (default)



interior_exterior

Contribution

Camera

By default, skydome lights are directly visible as a background. Lowering the influence of the light of camera rays makes them invisible to the camera, and makes the background transparent.

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.

AOV Indirect

Outputs an indirect light AOV (the *skydome_light* outputs to direct light AOVs by default).



The *atmosphere_volume* will not work with *atmosphere_volume*. You must use regular lights that have a precise location and size, and inverse-square decay.

