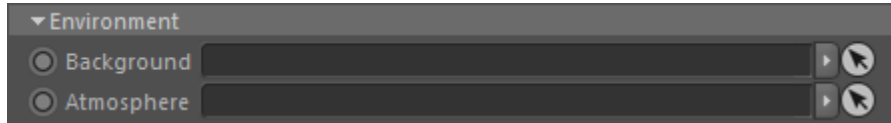


Environment - settings





These settings provide control over the background and atmosphere (*Fog* or *Atmosphere Volume*).

- [Atmosphere Volume](#)
- [Fog](#)

Background


Use this field to define a background shader for the scene. Create an [Arnold material](#) with a background shader (e.g., [Physical Sky](#) or [Ray Switch shader](#)) and drag and drop it onto the **Background** shader slot. Once connected you can double click the shader ball icon to the right of the slot, in order to select the shader and show its parameters in the attribute manager.

 *Background* is considered deprecated and will be removed in a future release. Please use an [Arnold Sky](#) or [Background Object](#) object instead.

 Note that C4DtoA first checks the object tree and exports this Background shader only if no active environment type object (e.g. [Arnold Sky](#), [Background Object](#), etc.) is defined.

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