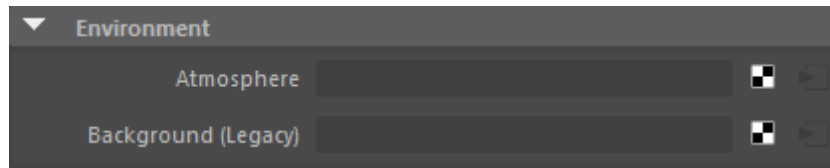



Environment



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.



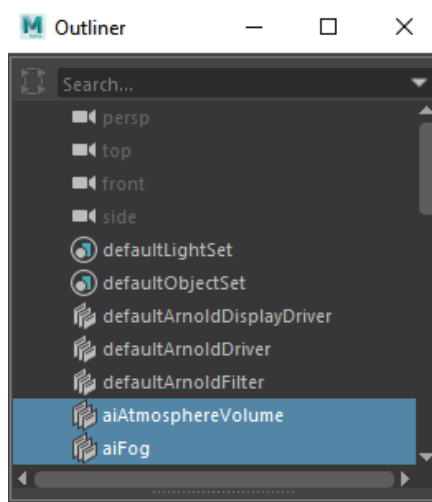
Fog used for under water effect



atmosphere_volume used to simulate rays of sunlight


You can choose *None* (no atmospheric effects), *fog*, or *atmosphere_volume*. If you select *fog* or *atmosphere_volume*, 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*).

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.