

Environment

You can create these **shaders** in the SHOP. *Environment* includes *atmosphere* nodes and *background* nodes.

- Fog
- Atmosphere Volume
- Physical Sky

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



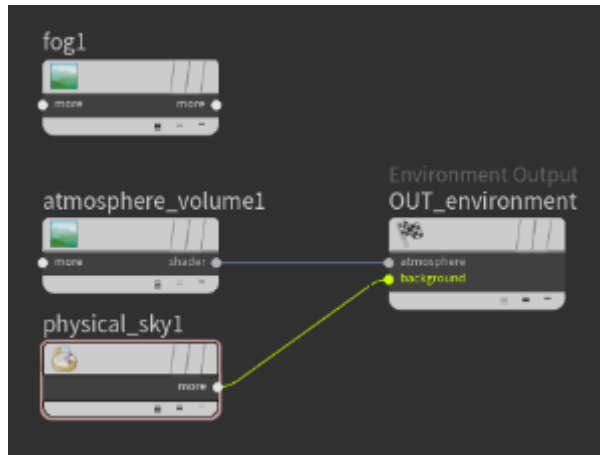
atmosphere_volume used to simulate rays of sunlight

Background

Background nodes include the *sky* shader, but a *flat* could also be assigned here.

Adding An Environment to a Scene

To add some atmosphere or background to a scene, first, create a *shader* in the SHOP. Double click to enter the VEX Builder and Tab-type (*Custom* > *Fog* / *Atmosphere Volume* / *Sky*). Connect the output of the atmosphere nodes to the *atmosphere* parameter of the *environment* output node and the sky node to the background parameter.



atmosphere_volume & background -> OUT_environment inside an Arnold Shader Network

In the *Main* tab of a *Render Output*, connect the required *shaders* to the *environment* parameter.

