

# V-RaySettingsEnvironment

This page provides details on the Environment settings in V-Ray for Unreal.

## Overview

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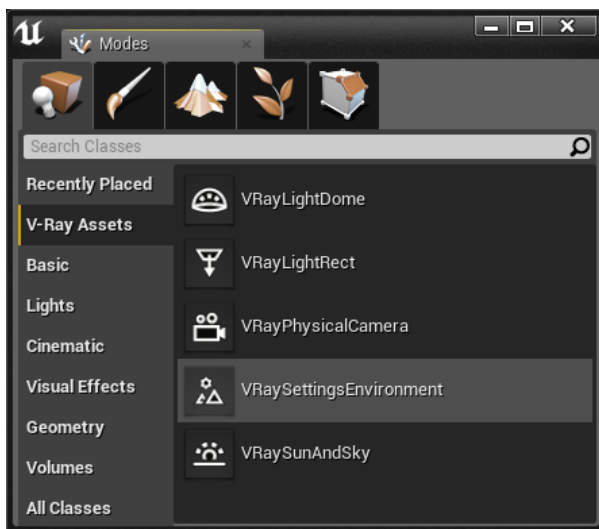
The **V-RaySettingsEnvironment** blueprint is where you can specify a color and a texture map to be used for background in the viewport and also a color and a texture map to be used during GI and reflection/refraction calculations at render time.

## UI Path

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The **V-RaySettingsEnvironment** Blueprint Actor is accessible through **Modes > V-Ray Assets > V-RaySettingsEnvironment**. Select the Blueprint and drag and drop it in the level.

||Modes Tab|| > **V-Ray Assets > V-RaySettingsEnvironment**



## V-Ray Environment Settings

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**Override Background** - Turns on and off the background override.

**Background Color** - Specifies the environment background color.

**Background Texture** - Lets you choose an environment background texture that will be visible in the viewport. Note that if present, the texture overrides the specified **Background Color**.

**Override GI** - Turns on and off the GI override (No effect in viewport).

**GI Color** - Specifies the environment (skylight) color (No effect in viewport).

**GI Texture** - Lets you choose a GI environment texture. Note that if present, the texture overrides the specified **GI** (No effect in viewport).

**Override Reflection** - Turns on and off the reflection override (No effect in viewport).

**Reflection Color** - Specifies the environment color for reflections (No effect in viewport).

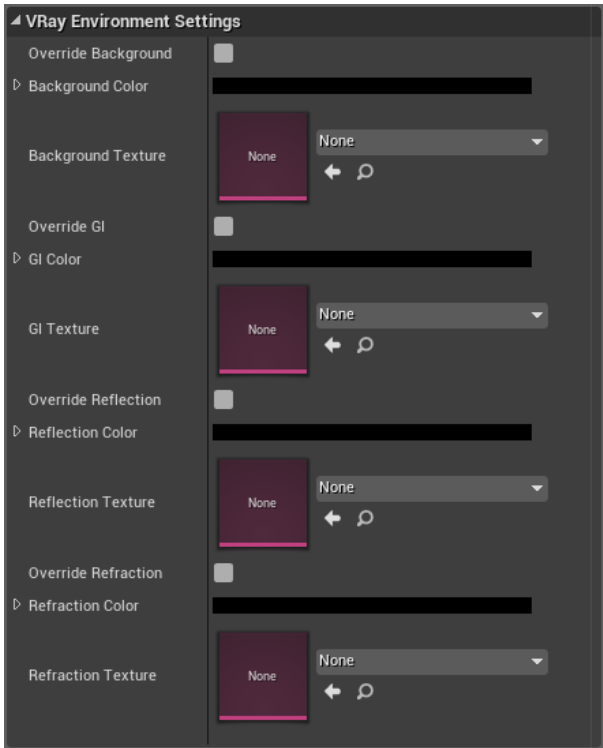
**Reflection Texture** - Lets you choose an environment texture for reflections. Note that if present, the texture overrides the specified **Reflection Color** (No effect in viewport).

**Override Refraction** - Turns on and off the refraction override (No effect in viewport).

**Refraction Color** - Specifies the environment color for refractions (No effect in viewport).

**Refraction Texture** - Lets you choose an environment texture for refractions. Note that if present, the texture overrides the specified **Refraction Color** (No effect in viewport).

Only the input for **Background Color** and **Background Texture** will be represented in the viewport. All other inputs will be applied at render time.



## Misc

**Preview Scale** - Specifies the sorting priority of the SkySphere in the viewport. Values smaller than 1 will make the SkySphere render in front of other Actors that use Environment Spheres (e.g. VRayLightDome)

