

V-RaySettingsEnvironment

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

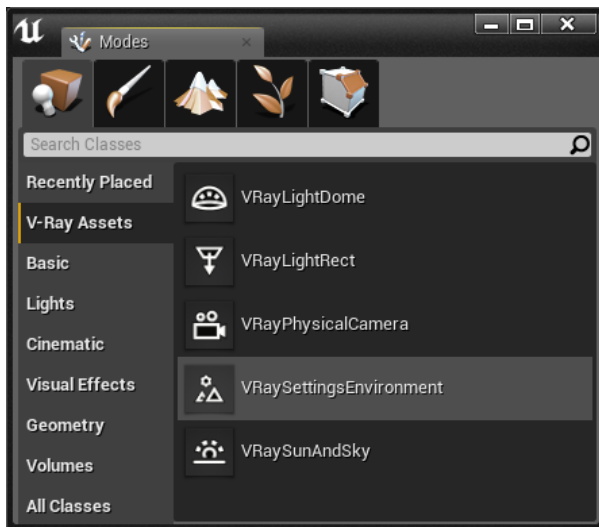
Overview

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

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

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).

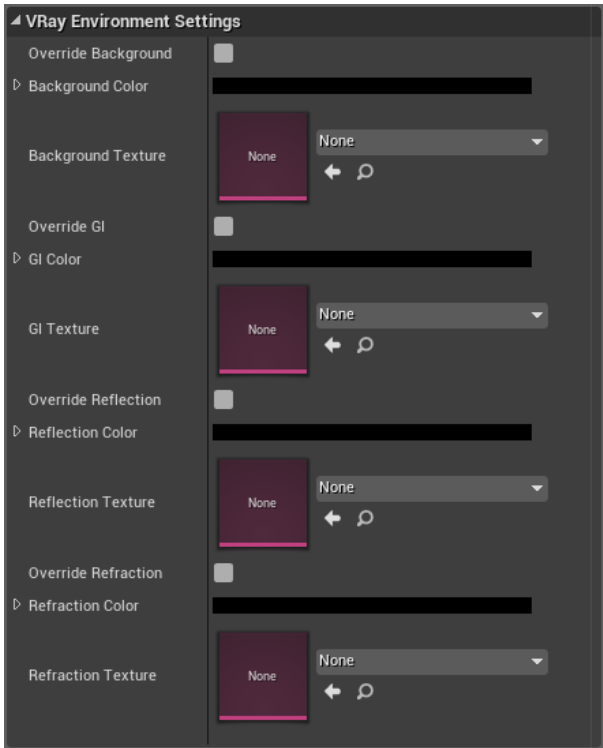
Reflection Texture - Lets you choose an environment texture for reflections. Note that if present, the texture overrides the specified **Reflection Color** (No effect in viewport).

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)

