# **VRaySettingsEnvironment**

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

## Overview

The VRaySettingsEnvironment 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 VRaySettingsEnvironment Blueprint Actor is accessible through Mode s > V-Ray Assets > VRaySettingsEnvironment. Select the Blueprint and drag and drop it in the level.

#### ||Modes Tab|| > V-Ray Assets > VRaySettingsEnvironment



#### VRay 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 **Refractio n 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.

| ✓ VRay Environment Set | tings       |
|------------------------|-------------|
| Override Background    | •           |
| Background Color       |             |
| Background Texture     | None 🗸      |
| Override Gl            | •           |
| D GI Color             |             |
| GI Texture             | None 🗸      |
| Override Reflection    |             |
| Reflection Color       |             |
| Reflection Texture     | None -      |
| Override Refraction    |             |
| P Refraction Color     |             |
| Refraction Texture     | None   None |
| isc                    |             |

**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)

| ⊿ Misc        |     |   |
|---------------|-----|---|
| Preview Scale | 1,0 | 2 |
|               |     |   |