

# Environment Node

This page discusses the render settings in the V-Ray Environment node.

## Overview

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The V-Ray Environment (env) node allows you to access environment settings for the scene. It plugs into the **Environment Network** in the Global parameters of the [V-Ray Renderer](#).

## Parameters

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**Use Background** – When enabled, V-Ray uses the above specified Bg settings for the scene background.

**Background Color** – Sets a color to act as a background during rendering.

**Background Texture Multiplier** – Specifies a multiplier for the background color or texture.

**Use GI** – When enabled, V-Ray uses the above specified Gi settings for the calculating Indirect Illumination (GI).

**GI Color** – Sets a color to be used during Indirect Illumination(GI) calculation. The effect of changing the GI texture is similar to skylight.

**GI Texture Multiplier** – Specifies a multiplier for the GI color or texture.

**Use Reflection** – When enabled, V-Ray uses the above specified Reflect settings for calculating reflections.

**Reflection Color** – Sets a color to be used during calculations of reflections.

**Reflection Texture Multiplier** – Specifies a multiplier for the refraction color or texture.

**Use Refraction** – When enabled, V-Ray uses the above specified Reflect settings for calculating reflections.

**Refraction Color** – Sets a color to be used during calculations of refractions.

**Refract Texture Multiplier** – Specifies a multiplier for the refraction color or texture.

**Global Light Level** – Specifies a global light level multiplier for all lights.

**Use Secondary Matte** – When enabled, V-Ray overrides the reflection /refraction environment for matte objects and uses the above specified Secondary Matte settings.

**Secondary Matte Color** – Sets a color to be used during calculations of reflections/refractions of matte objects.

**Secondary Matte Texture Mult** – Specifies a multiplier for the Secondary Matte color or texture.

☒ Use Background

Background Color

0

0

0

Background Texture M...1

☐ Use GI

GI Color

0

0

0

GI Texture Mult1

☐ Use Reflection

Reflection Color

0

0

0

Reflection Texture Mult1

☐ Use Refraction

Refraction Color

0

0

0

Refraction Texture Mult1

▼ Advanced

Global Light Level

1

1

1

☐ Use Secondary Matte

Secondary Matte Color

0

0

0

Secondary Matte Text...1