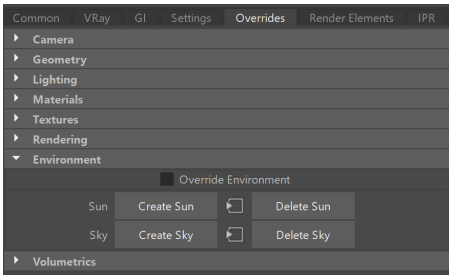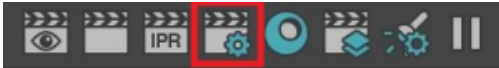# Environment Overrides

This page provides information on the Environment overrides rollout in the Render Settings.

Overview

The Environment rollout specifies colors or texture maps to be used during GI and reflection /refraction calculations. If a color/map is not specified, the background color specified in the Environment rollout of the current camera is used.

UI Path: ||Render Settings window|| > **Overrides tab** > **Environment** rollout

Parameters

Override Environment – When enabled, V-Ray overrides the default Maya environment and renders with the options selected below. Many options on this rollout appear only after this option is enabled.

Override Secondary Matte Environment – When enabled, V-Ray overrides the reflection /refraction environment for matte objects.

Background texture – Sets a color or a map to act as a background during rendering. Press the checkerboard button to select a texture. If a texture is selected, it will override the selected color.

GI texture – Sets a color or a map to be used during Indirect Illumination(GI) calculation. The effect of changing the GI texture is similar to skylight. Press the checkerboard button to select a texture. If a texture is selected, it will override the selected color.

Reflection texture – Sets a color or a texture to be used during calculations of reflections. Press the checkerboard button to select a texture. If a texture is selected, it will override the selected color. Starting with V-Ray 3.6, environment reflections can be previewed in V-Ray Material (VRayMtl) reflections with Viewport 2.0.

Refraction texture – Sets a color or a texture to be used during calculations of refractions. Press the checkerboard button to select a texture. If a texture is selected, it will override the selected color.

Secondary Matte texture – Sets a color or a texture to be used during calculations of reflections/refractions of matte objects. This option is available only when **Override Secondary Matte Environment** is enabled.

Show in viewport – When enabled, Maya displays one of the textures used to override the environment.

Use texture for – Sets exactly which texture will be displayed for the following options:

Background
GI
Reflection
Refraction
Secondary Matte

Options – Creates and/or selects the VRayEnvironmentPreview node, which allows more control over the viewport texture.

Create Sun – Creates a V-Ray Sun object in the scene. *For more information, please see the V-Ray Sun and Sky System page under V-Ray Lights in this documentation.*

Delete Sun – Deletes the V-Ray Sun object currently in the scene.

Create Sky – Creates a V-Ray Sky object in the scene. *For more information, please see the V-Ray Sky Map page under V-Ray Textures   in this documentation.*

Delete Sky – Deletes the V-Ray Sky object currently in the scene.