

# VRayPlaceEnvTex

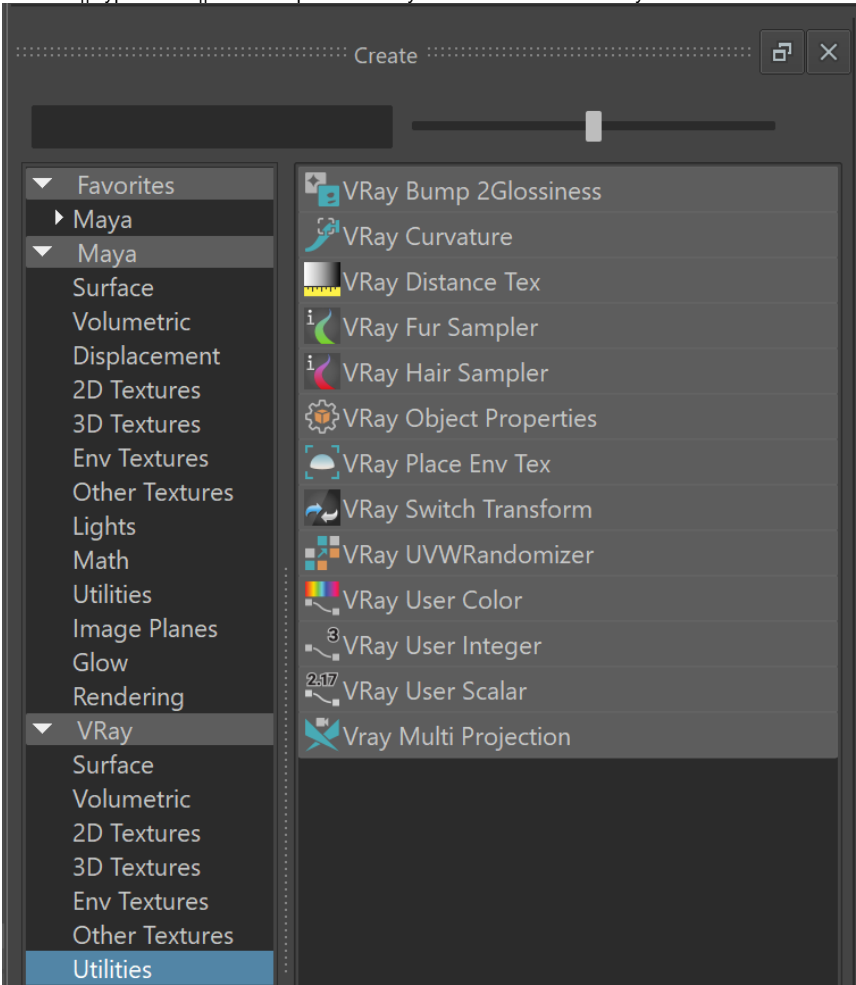
This page provides information on V-Ray Place Environment.

## Overview

The V-RayPlaceEnvTex is a placement node that controls the placement of environment maps. It is automatically created when a texture is assigned to a V-RayLightDome.

The example on the right shows an HDRI connected to a V-RayDomeLight using a V-RayPlaceEnvTex node to control the image's rotation.

UI Path: ||Hypershade|| > Create panel > V-Ray section > Utilities > V-Ray Place Env Tex







## Parameters

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**Mapping Type** – Allows the user to select the environment mapping type.

**Use transform** – When enabled, the **Transform** parameters can be used to rotate the map horizontally and vertically and to move the texture in the UV space.

**Horizontal Flip** – Flips the environment horizontally.

**Vertical Flip** – Flips the environment vertically.

**Horizontal Rotation** – Allows the rotation of the environment map left and right.

**Vertical Rotation** – Allows the rotation of the environment map up and down.

**Ground On** – Allows the user to flatten the bottom part of an environment map onto a virtual plane. This is useful for rendering CG objects when you only have an environment map.

**Ground Position** – Specifies the X, Y and Z coordinates of a point in 3D space where the center of the environment map is projected.

**Ground Radius** – Specifies a projection radius. Can be used to control the scale of the projection.

Mapping type

Angular

Use transform

Horizontal flip

Vertical flip

Horizontal rotation

0.000

Vertical rotation

0.000

Transform

1.000

0.000

0.000

0.000

0.000

1.000

0.000

0.000

0.000

0.000

1.000

0.000

0.000

0.000

0.000

1.000

Ground On

Ground Position

0.000

0.000

0.000

Ground Radius

1000.000