Engine : NVIDIA Iray ▼ | Defaults

All
Favorites
Currently Used
▶ G General
G Render Mode
▶ G Progressive Rendering
G Alpha
G Optimization
▶ G Filtering
G Tone Mapping
▶ G Environment

🔍 Enter text to filter by...

Environment Mode ⚙
Dome and Scene ▼

Dome Mode ⚙
Infinite Sphere ▼

Draw Dome ⚙
Off

Environment Intensity ⚙
− ◉ + 0.00

Environment Map ⚙
▼ Choose Map

Environment Lighting Resolution ⚙
− ◉ + 512

Environment Lighting Blur ⚙
Off

Dome Orientation X ⚙
− ◉ + 0.00

Dome Orientation Y ⚙
− ◉ + 0.00

Dome Orientation Z ⚙
− ◉ + 0.00

Dome Rotation ⚙
− ◉ + 0.00

SS Sun Node ⚙
None...

SS Latitude ⚙
− ◉ + 40.76

SS Longitude ⚙
− ◉ + -111.90

SS Day ⚙
3/10/15

SS Time ⚙
6:00 PM

SS UTC Offset (hrs) ⚙
− ◉ + -6.00

SS Sun Disk Intensity ⚙
− ◉ + 1.00

SS Sun Disk Scale ⚙
− ◉ + 4.00

SS Sun Glow Intensity ⚙
− ◉ + 1.00

SS Physically Scaled Sun ⚙
On

SS Haze ⚙

☑ Show Sub Items

Tips