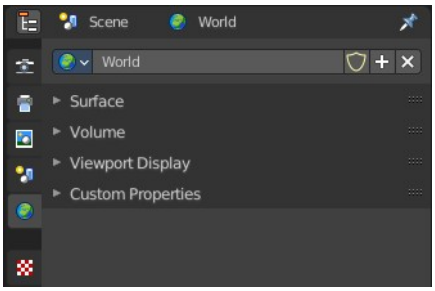
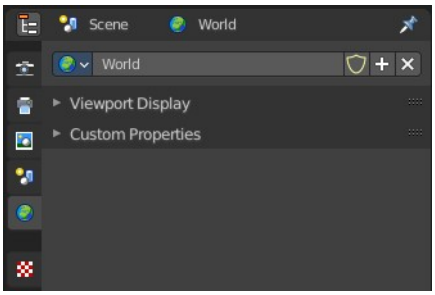
26.6 Editors - Properties Editor - World Properties Tab

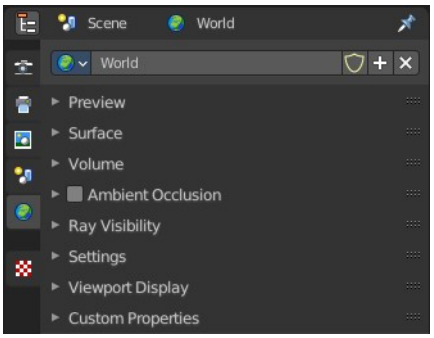
Table of content

World Tab

The world tab provides you with world settings. Like Viewport Display color.



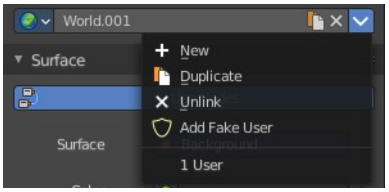




The content vary, dependent of the chosen renderer. From left to right: Eevee, OpenGL, Cycles.

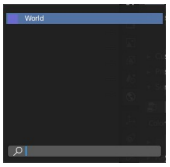
World Data Prop

Here you can manage and change your world settings. There can be more than one World.



World Browser

Here you can see and choose your world files.



World Edit Box

Here you can see and change the name of the current world file.

Fake User

When enabled then this world file will be stored internally. And will remain in the scene.

New

Create a new world file.

Remove

Note that this just sets the World file inactive. It is still in the list. You can delete the world file when it has no user anymore by saving the scene, closing and reopening Bforartists.

Viewport Display - All Renderers

Color

The color that you can choose here is the background color for rendering the image.

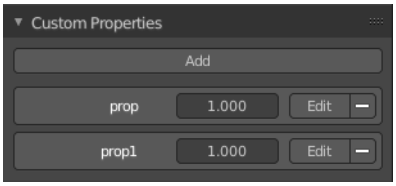
Animate Property

This property can be animated. Activating this button sets a keyframe.

Custom Properties Panel - All Renderers

Here you can define custom properties that can be used for scripting.

Here you might also find custom properties from addons or scripts.

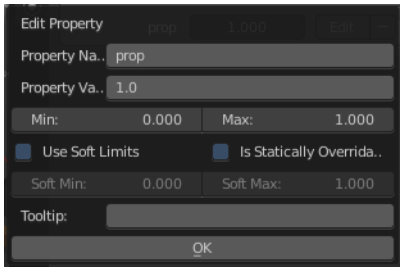


Add

Adds a new property.

Edit

A panel where you can adjust the settings for the custom property.

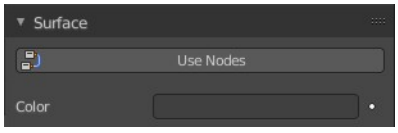


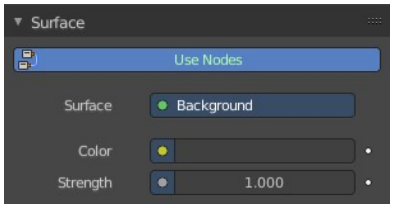
Remove

Removes the property.

Surface Panel - Eevee and Cycles

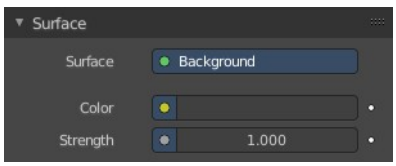
Use Nodes





Use Nodes or simple background color.

When you use Nodes then you will reveal further options.



Note that Cycles misses the Use Nodes button once you have activated the nodes.

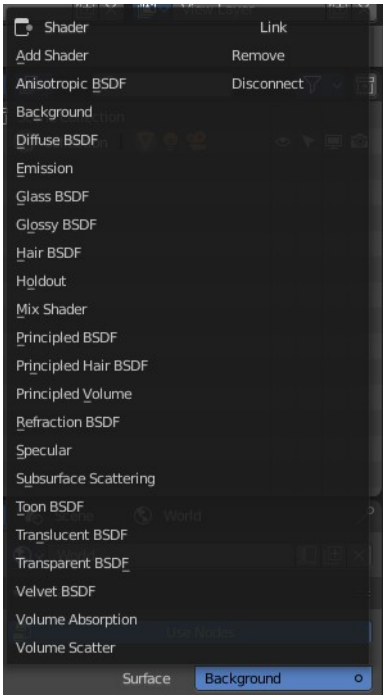
Color without nodes

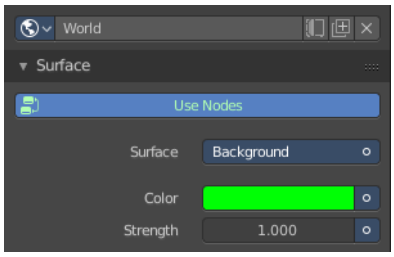
The color that you can choose here is the background color for rendering the image.

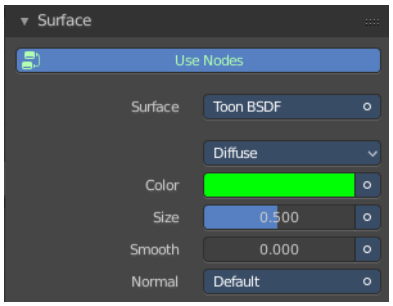
Surface

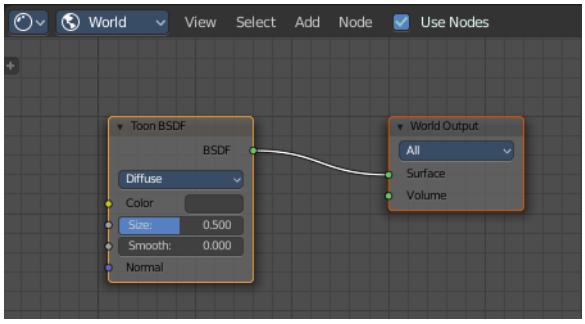
Here you can choose what shader you want to use for the background. Usually the Background shader. But you can use any shader in the list here too.

The options below changes dependent of the shader that you choose. They are explained in the shader editor chapter.





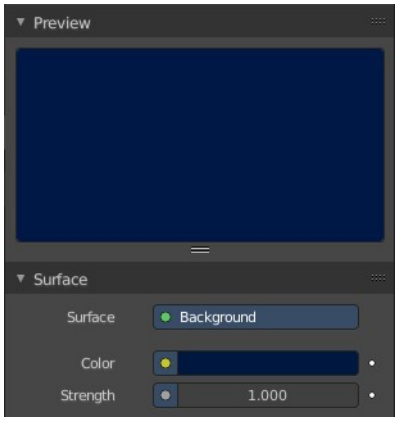


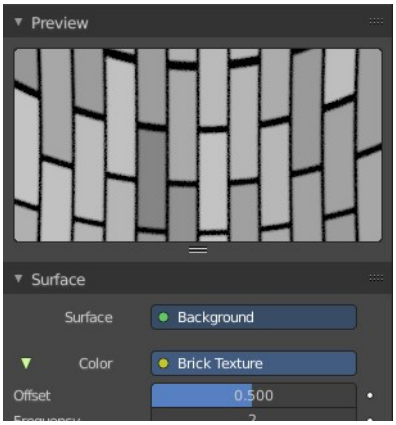


Cycles - Preview Panel

The Preview panel gives you a preview of the background color.

The color can also be an image. This depends of what you have chosen for the color method in the surface panel.

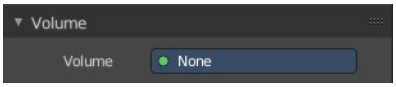




Eevee and Cycles - Volume Panel

This panel just appears when you tick Use Nodes.

Volume rendering is a method to render light as it passes through a media within a 3D region. Here you can choose a shader for volume rendering.



Cycles - Ambient Occlusion Panel

Ambient Occlusion is a method to self shadow surfaces in corners. The closer the faces to each other, the darker they get.

Enable

In the header is a checkbox to enable Ambient Occlusion.

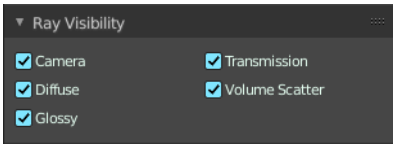
Factor

The factor for ambient occlusion blending.

Distance

The maximum distance at which Ambient Occlusion gets calculated.

Cycles - Ray Visibility Panel



Here you can adjust the ray visibility.

Camera

Object Visibility for Camera rays.

Diffuse

Object Visibility for Diffuse Reflection rays.

Glossy

Object Visibility for Glossy Reflection rays.

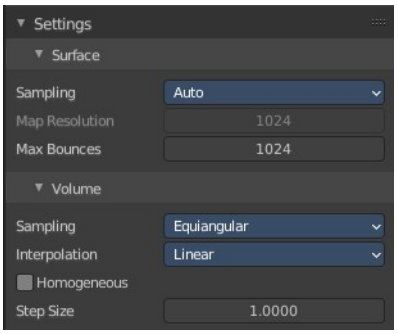
Transmission

Object Visibility for Transmission rays.

Volume Scatter

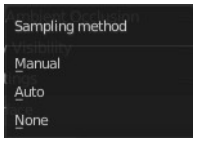
Object Visibility for Volume Scatter rays.

Cycles - Settings Panel



Surface

Sampling



Here you can choose the method for the surface sampling.

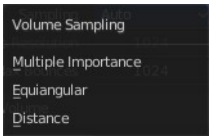
Map Resolution

When you choose sampling method manual, then you can adjust the map resolution here.

Max Bounces

Maximum number of bounces the background light will contribute to the render.

Volume



Sampling

Here you can choose the volume sampling method.

Interpolation

Here you can choose between cubic and linear interpolation.

Homogeneous

When using volume rendering, assume that the volume has the same density everywhere.

Step Size

Distance between volume shader samples when rendering the volume. Lower values increases accuracy and render time.