



26.6 Editors - Properties Editor - World Properties Tab

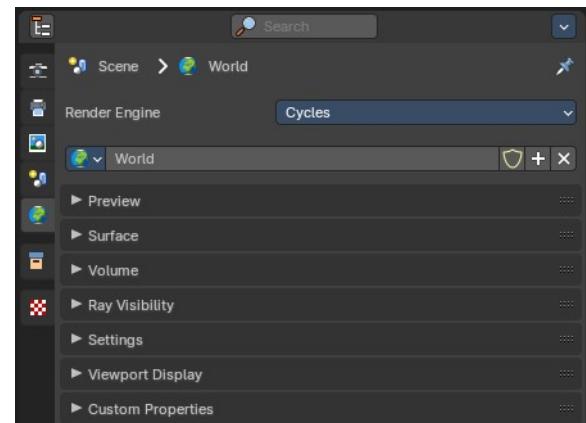
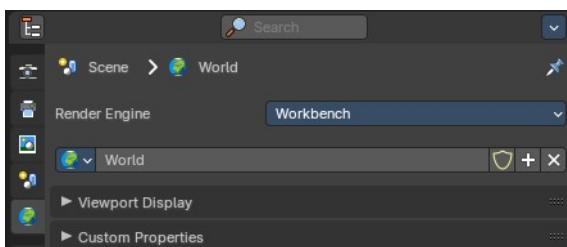
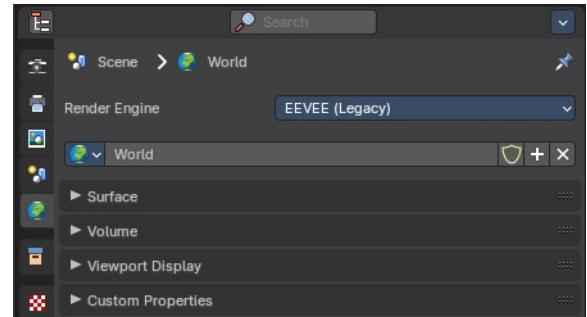
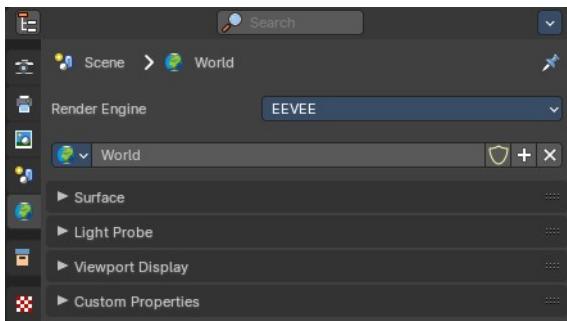
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World Tab

The world tab provides you with world settings. Like Viewport Display color. The content vary, dependent of the chosen renderer.

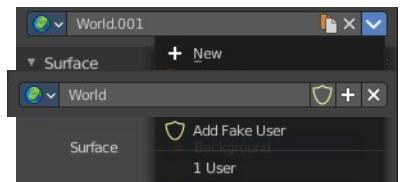


Render Engine

Shows the active render engine. Specific renderer does have other settings. And you can also switch to another renderer. But note that this is more a visual guide. It misses the Cycles render settings.

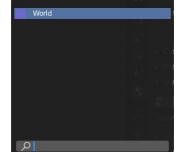
World Data Prop

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.

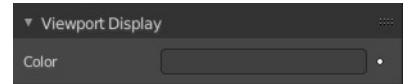
Remove

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 - Cycles, Workbench

Color

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



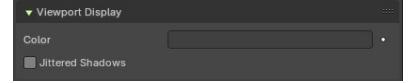
Animate Property

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

Viewport Display - Eevee

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.

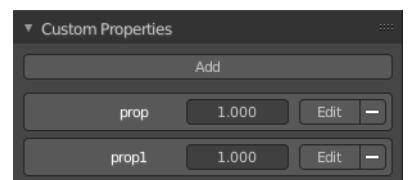
Jittered Shadows

Enable jittered soft shadows to increase precision in the viewport. Note that this feature has a big performance impact.

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.

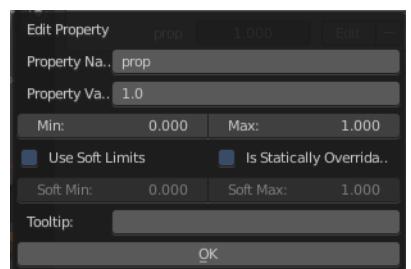


Add

Adds a new property.

Edit

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



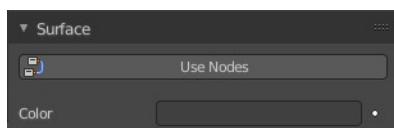
Remove

Removes the property.

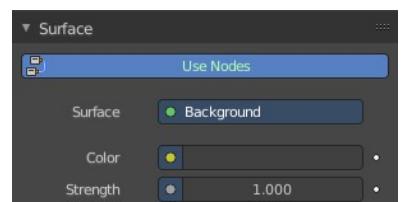
Surface Panel - Eevee and Cycles

Use Nodes

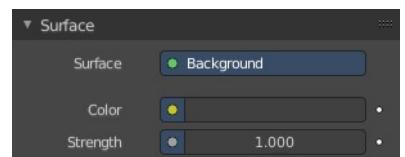
Use Nodes or simple background color.



When you use Nodes then you will reveal further options.



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



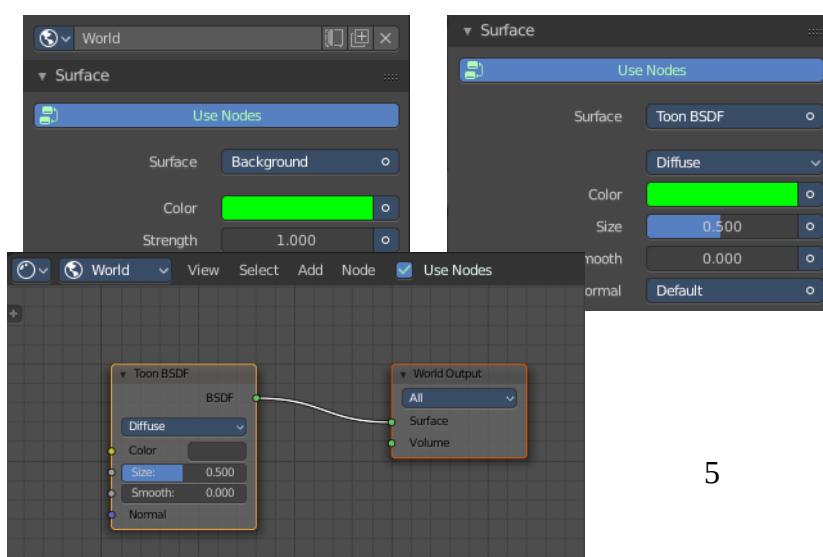
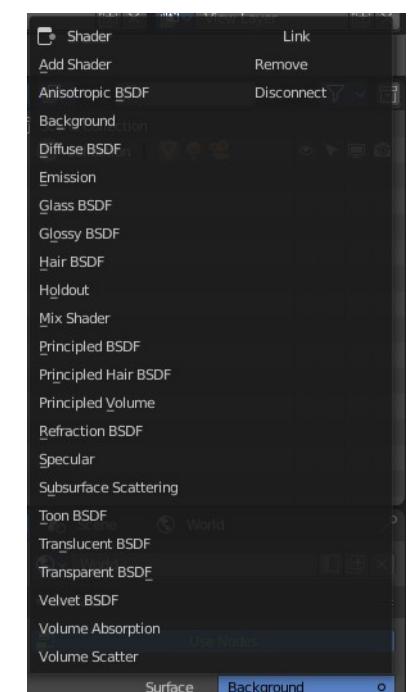
Color without nodes

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.

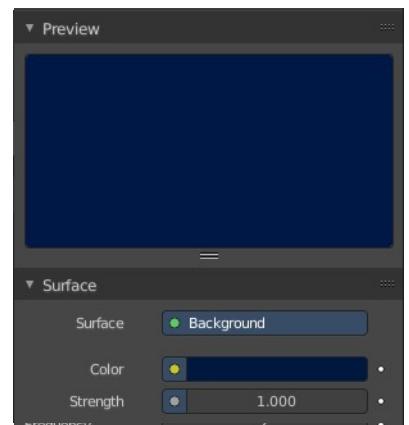
The options below changes dependent of the shader that you choose. They are explained in the shader editor chapter.



Cycles - Preview Panel

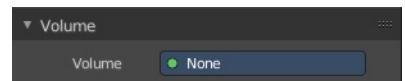
The Preview panel gives you a preview of the background color.

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

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 - Ray Visibility Panel

Adjust the ray visibility.

Camera

Object Visibility for Camera rays.



Diffuse

Object Visibility for Diffuse Reflection rays.

Glossy

Object Visibility for Glossy Reflection rays.

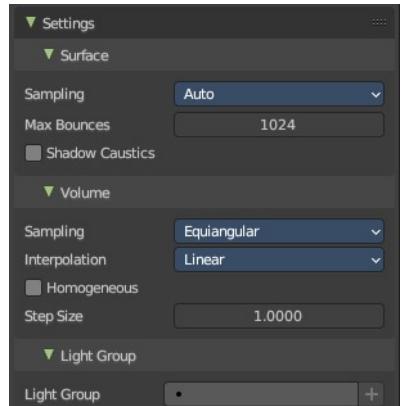
Transmission

Object Visibility for Transmission rays.

Volume Scatter

Object Visibility for Volume Scatter rays.

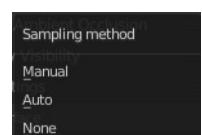
Cycles - Settings Panel



Surface

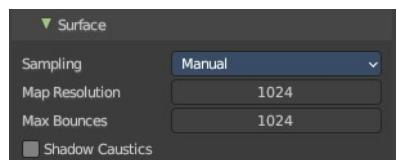
Sampling

Here you can choose the method for the surface sampling.



Map Resolution

Just with method manual. Adjust the map resolution manually.



Max Bounces

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

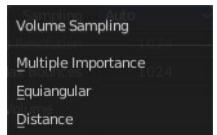
Shadow Caustics

Generate caustics in the shadows of refractive surfaces.

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

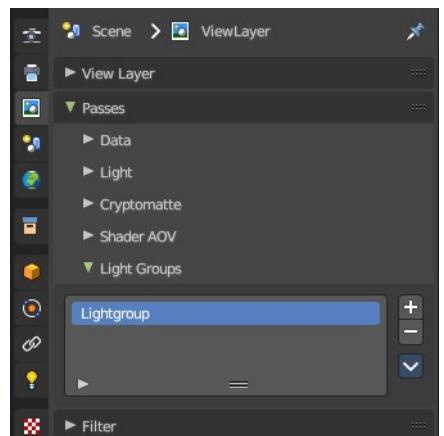
Distance between volume shader samples when rendering the volume. Lower values increases accuracy and render time.

Light Group subpanel

Manage the light groups that you want to use in the world settings.

Light group allows you to save light settings into layers. This enables you to adjust the lighting afterwards in compositing for example.

You need to have a lightgroup in the scene. You create them in the View Layer Properties tab in the Passes panel in the Light Groups sub panel.



Cycles - Ray Visibility Panel

Adjust the ray visibility.



Camera

Object Visibility for Camera rays.

Diffuse

Object Visibility for Diffuse Reflection rays.

Glossy

Object Visibility for Glossy Reflection rays.

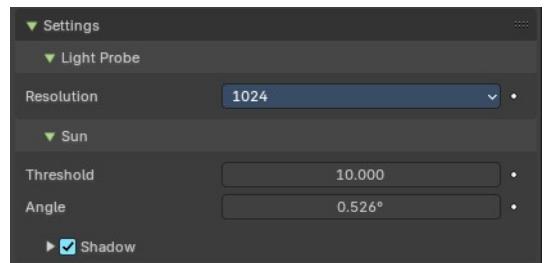
Transmission

Object Visibility for Transmission rays.

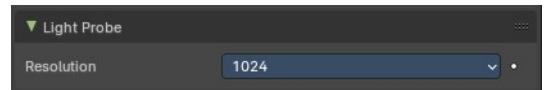
Volume Scatter

Object Visibility for Volume Scatter rays.

Eevee - Settings Panel



Light Probe subpanel



Resolution

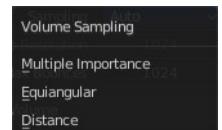
The resolution when baked to a texture.



Sun subpanel

Threshold

The maximum value of the world contribution that will be recorded inside the light probe.



The excess contribution is converted to a sunlight. A value of zero disables the feature.

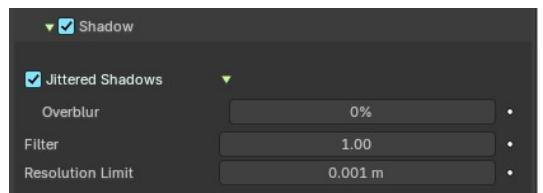
Angle

Angular diameter of the sun as seen from the earth.

Shadow subpanel

Shadow

Enable sun shadow casting.



Jittered Shadows

Enable jittered soft shadows to increase precision in the final rendering. Note that this feature has a big performance impact.

Overblur

Apply shadow tracing to each jittered sample to reduce under-sampling artifacts.

Filter

Blur shadow antialiasing.

Resolution Limit

Maximum size of a shadow map pixel. Lower values give higher resolution and better quality.