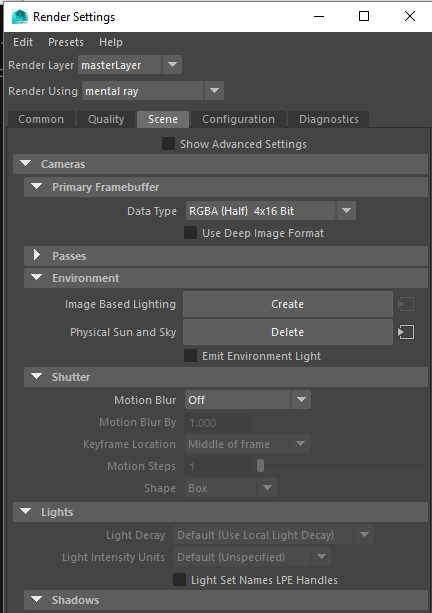
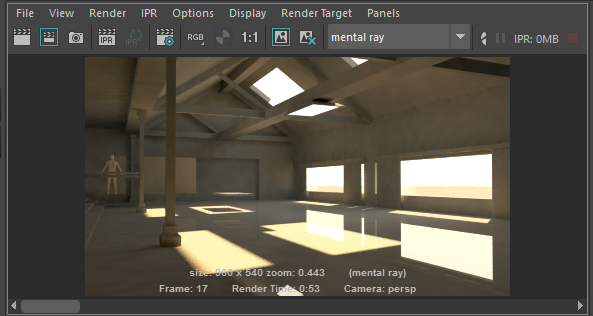
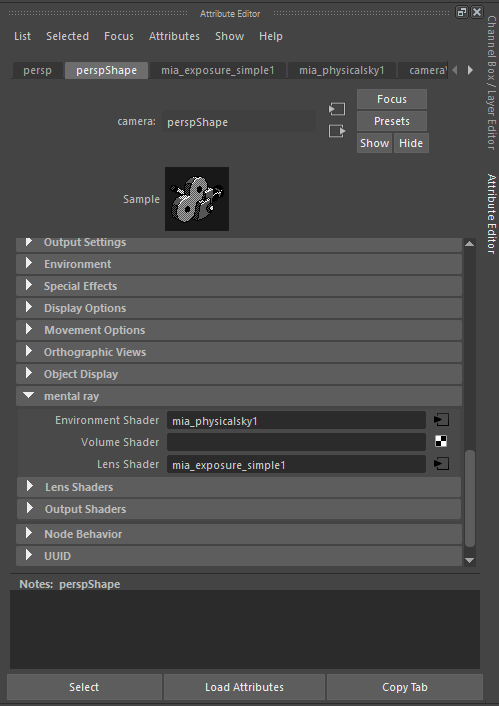
**Physical Sun and Sky**

**Go to the Render Setting button to access the page to create Physical Sun and Sky. MAKE SURE RENDERER is set to Mental Ray.**



Click Create in the render settings menu under the Tab: Scene/Cameras/Environment. Once you do, it will now say Delete

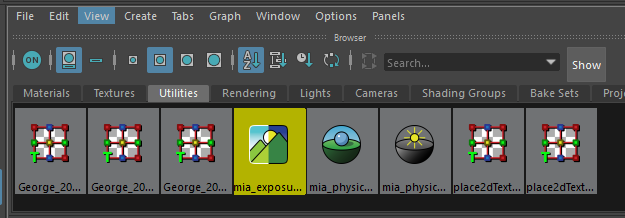


Select the Perspective Camera and in the perspShape settings in the attribute editor go to Mental Ray and in the Lens Shader attribute, click on the checkerboard to the right and select: **mia\_exposure\_simple** in the create node menu.



**MIA\_Exposure\_Simple (Plugged into the camera: Mental Ray/Lens Shader)**

**In the Hypershade view, pick the Utilities tab and you will see the utility nodes that control the Physical Sun and Sky.**



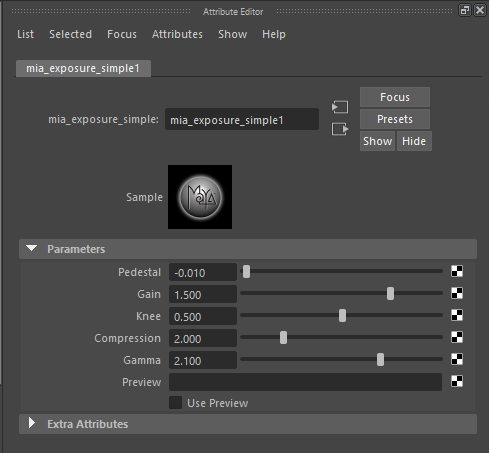
**MIA\_Exposure\_Simple**

**Pedestal**: Affects the darks/blacks in the scene. Lowering the Pedestal makes the blacks in the scene darker

**Gain**: Overall brightness (raise for brighter, lower for less bright\_

**Knee and Compression:**  control the Highlights

Change the angle of the sun to change the color of the sky relative to sunset or afternoon light



**CONTROLS FOR SUN & SKY:**

**MIA\_physicalsky**

**Multiplier**: overall brightness

**Haze**: overcast sky (0 to 10)

**Red/Blue Shift**: warms or cools scene (-1 =Blue, 1 = Red)

**Saturation**: adds or removes saturation

**Horizon Height & Blur**: controls the horizon created by Physical Sun and Sky

**Ground Color:** changes color of horizon

**Night Color**: changes color of sky opposite of setting sun

**Sun Disk Intensity & Size**: controls sun

**Sun Glow Intensity**: adjusts post-process glow effect on the sun

