

# World Output Node

The *World Output* node is used to output color information to the scene's [World](#).



To access this node, change the *Shader Type* in the header of the Shader Editor to *World*.

## Inputs

### Surface

The appearance of the environment. Usually connected to a [Background](#) shader.

### Volume

Used to add volumetric effects to the world. See the shaders [Principled Volume](#), [Volume Absorption](#), and [Volume Scatter](#) for more information.

#### Note

It's not possible to have a Surface and a Volume at the same time: surfaces are assumed to be at an infinite distance from the camera, so they will always be fully occluded by the volume.

## Properties

### Target

Render engine the input shaders are used for. By default, shaders are shared between Cycles and EEVEE – with multiple output nodes, a specialized shader setup can be created for each.

## Outputs

This node has no outputs.

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