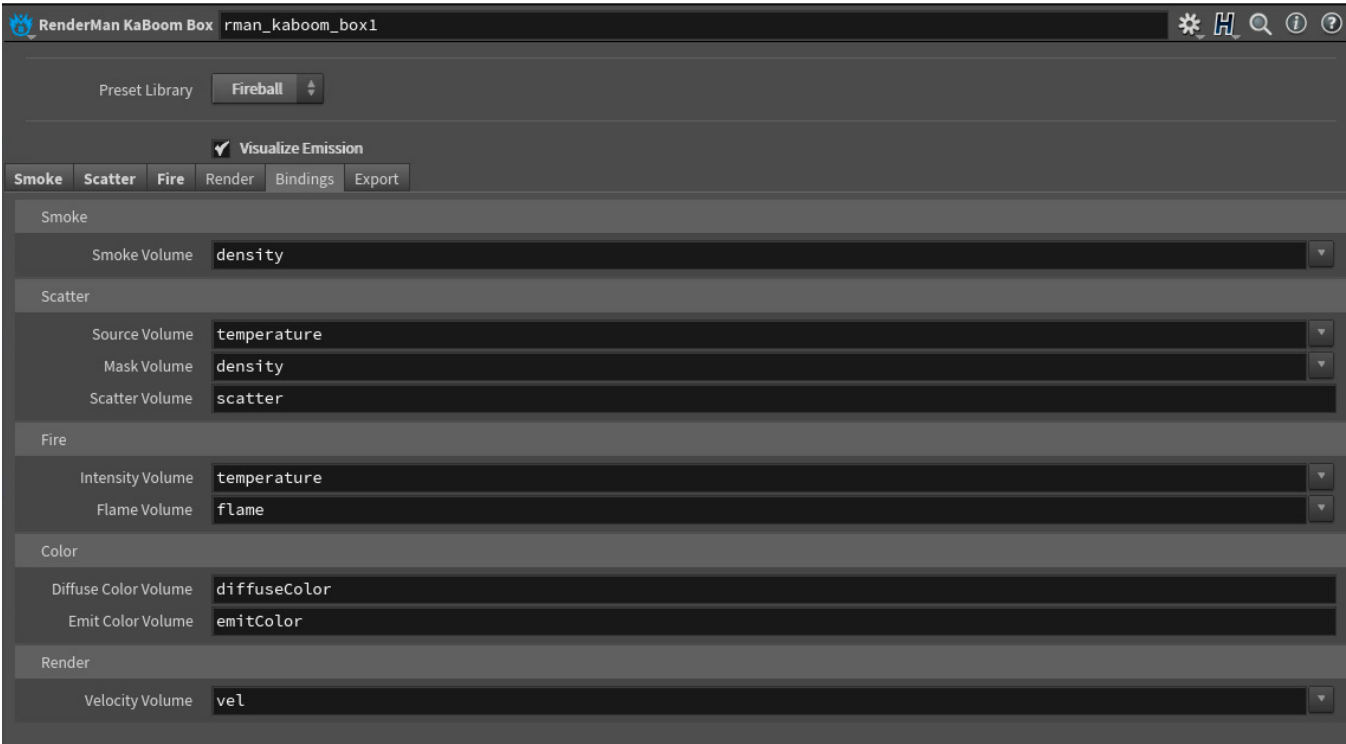


Bindings



Smoke

Smoke Volume

Required string field to render expected density. Should always have a specified float field. The field is used in the Density Float parameter of PxrVolume shader

Scatter

Source Volume

Field used to generate scatter data from.

Mask Volume

Field used to generate a multiplier to control the area of effect for the scatter data generated from the Scatter Source Volume.

Scatter Volume

Required string field to write scatter results to.

Fire

Intensity Volume

Field used to generate base color and intensity values for the Diffuse Color Volume and Emit Color Volume.

Flame Volume

Field used to define the area of application of color and intensity data from the Intensity Volume using the Fire Mask options in the Fire tab. Also is used to replace the density float value when Smoke is disabled

Color

Diffuse Color Volume

Required string field to have pyro render with user-designed color instead of the non-default color of (1,1,1). Field is used in Diffuse Color parameter of PxrVolume shader

Emit Color Volume

Required string field to have pyro render with user-designed color instead of the non-default color of (0,0,0). Field is used in Emission Color parameter of PxrVolume shader.

Render

Velocity Volume

Required string field to use velocities generated from simulation for motion instead of the default value (0,0,0) or uniform direction specified by the user in the Render tab. An empty string field will reveal uniform direction velocity parameters in the Render tab.

The field is used in the Velocity parameter of PxrVolume shader.