

# Volume Material

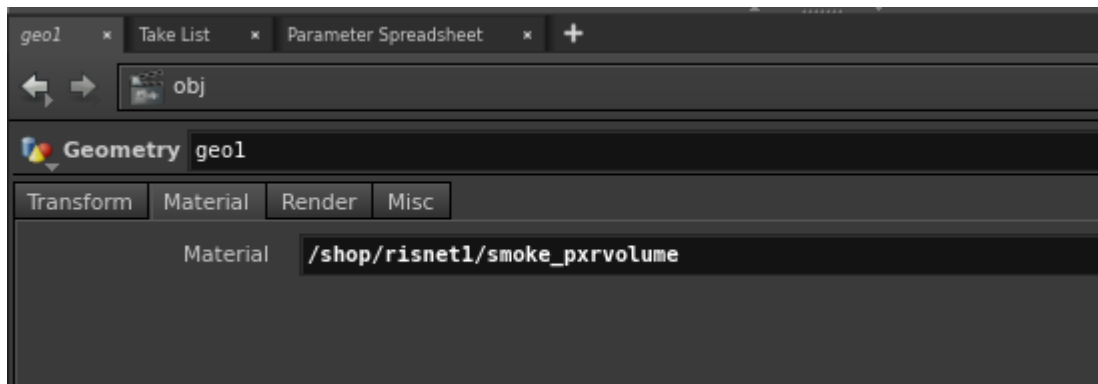


## Adding Material

In the MAT pane, create a PxrMaterialBuilder, dive inside, and create a [PxrVolume](#) BxDF

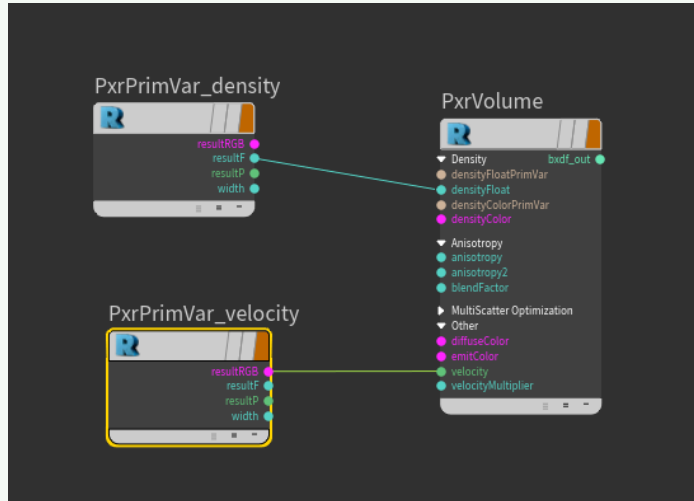
## Assigning Material

Drag your PxrVolume VOP to the Material parameter of your volume OBJ.





For **deformed** volume, velocity and density must be wired using PxrPrimVar. This is because 'v' in VDB is a built-in variable.



Unable to render {include}

The included page could not be found.