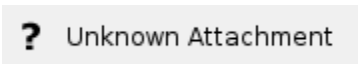
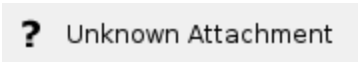


# Volumes



Volume rendering is a critical part of any Houdini pipeline and RenderMan continues to add features and improvements. The [PxrVolume](#) material is designed to produce fast and accurate results using single or multi-scatter effects.

You can simply reference VDB files or allow the conversion to happen to VDB in-render when tuning in Houdini. *(The takeaway being that it must be in OpenVDB form to be ingested by RenderMan.)*



Houdini may export volumes at an unexpected framerate than what RenderMan expects. Note the documentation hint below:  
The velocity vector value is expected to be relative to the entire frame. If you are working with velocity data measured in units per second, you may need to scale the data by the number of frames per second (i.e. 1/24.0) for a correct picture.

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