

# Volume Material

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## 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.

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

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