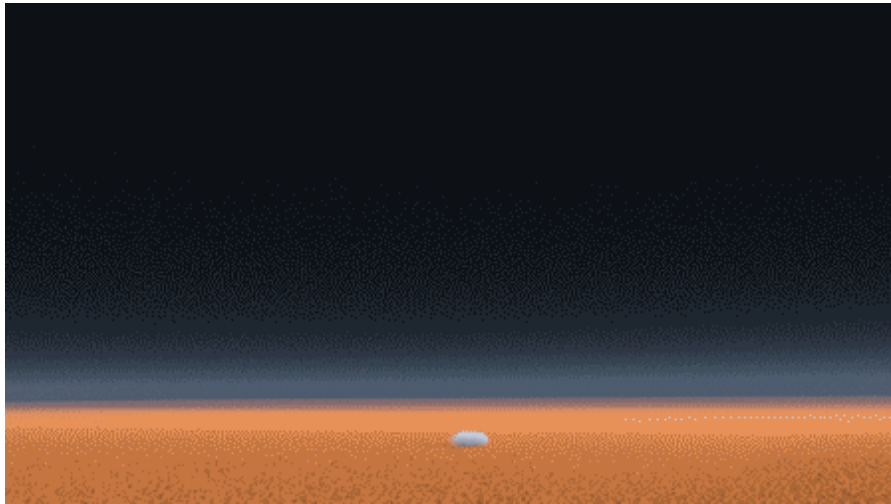


Volumes



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 in-render when tuning in Houdini.

