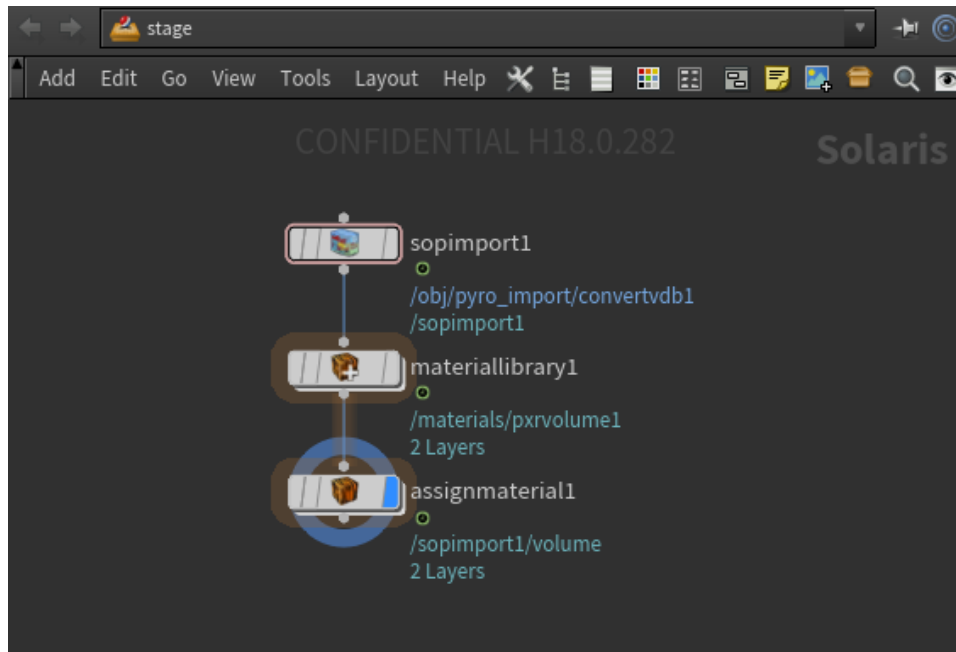# Rendering SOP Volumes

- Set SOP Path parameter on the SOP Import LOP.

> ⚠ RenderMan only supports imported OpenVDB (VDB) volume SOPs. You must export the VDB simulation prior to rendering.

- Create volume material network inside the Material Library LOP using PxrVolume. The network below is an example network for rendering a fireball using the density, temperature, and heat grids

> ⚠ Currently only float grids can be rendered. Volume motion blur is not yet supported since RenderMan requires velocity to be a single vector grid rather than 3 float grids.
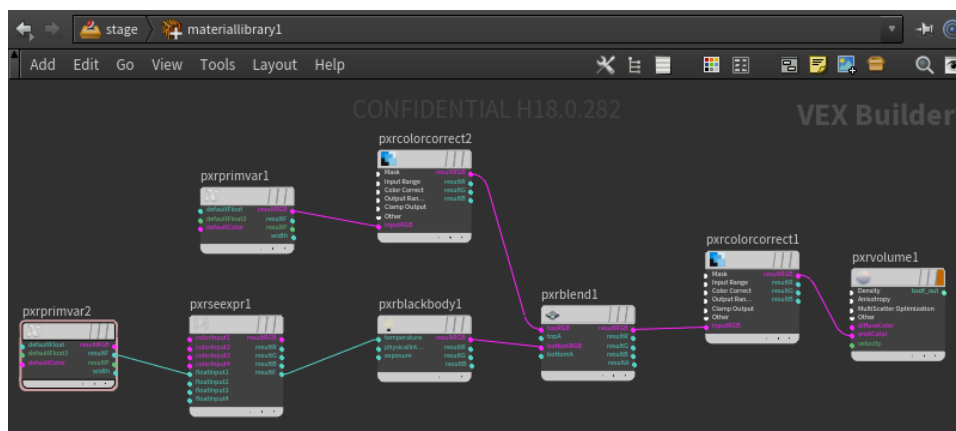
- Assign Material as usual using the path