Volumes
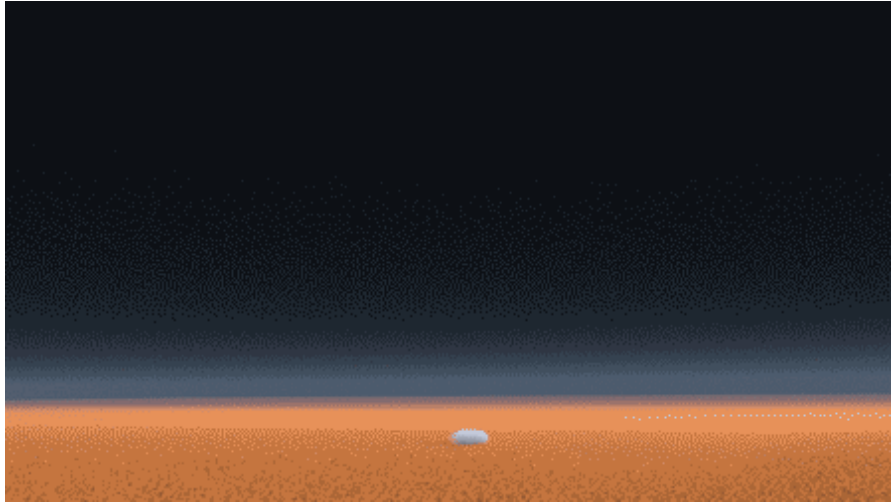

Volume rendering is a critical part of any Houdini pipeline and RenderMan continues to add features and improvements. The PxrVolume material is designed to produce fast and accurate results using single or multi-scatter effects.