


Volume Material

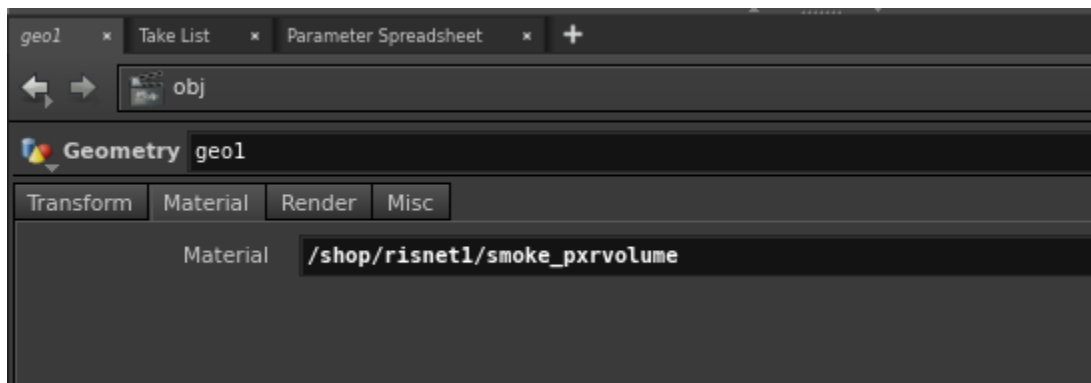


Adding Material

Click on the **Volume** tool  in [RenderMan Shelf](#) or in your RIS Network, create a [PxrVolume](#) VOP.

Assigning Material

Drag your PxrVolume VOP to the Material parameter of your volume OBJ.





For **deformed** volume, velocity and density must be wired using PxrPrimVar. This is because 'v' in VDB is a built-in variable and we need to make sure it is a primvar.

