

# Volume Material

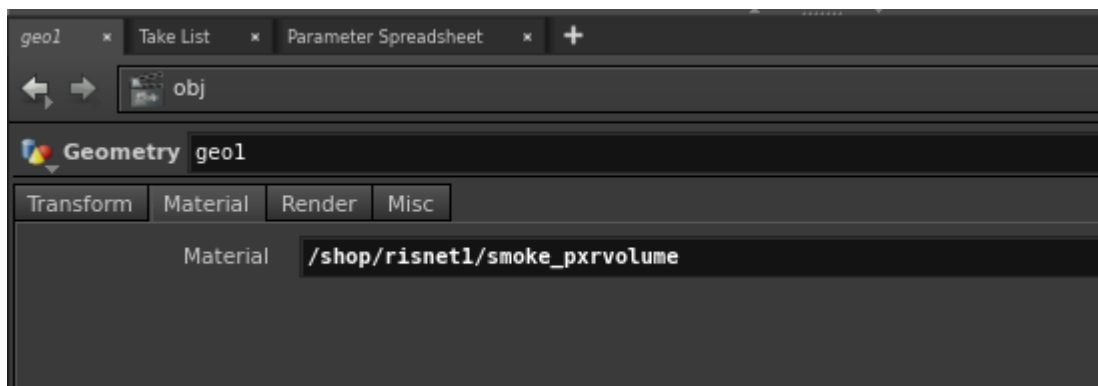


## Adding Material

In the MAT pane, create a PxrMaterialBuilder, dive inside and create a [PxrVolume](#) BxDF

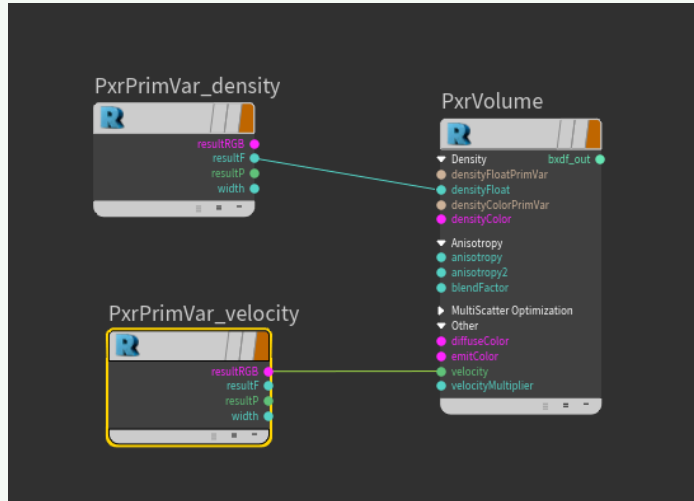
## Assigning Material

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





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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