

implicit

The `implicit` scenegraph location is treated identically to the `volume` location, with a few restrictions:

- `geometry.type`: Only string values `volumedso` and `volumeplugin` are allowed
- The Arnold node emitted is of type `implicit` instead of `volume` (KtoA 1.1 / Arnold 4.2), or the custom Arnold node specified by `renderProcedural.node` (KtoA 2.0 / Arnold 5.0).

All other translation, including procedural arguments and arbitrary user data, follows the same rules. For more information please see the [volume location](#).