

Volume Shaders



Volume shaders allow you to visualize a 3D scalar data field (e.g. density field) by sampling field values and mapping to color and opacity. You can assign volume shaders to [volume shapes](#) (e.g. Arnold Volume object).

[Atmosphere shaders](#) are special volume shaders to simulate a light scattering effect in the scene, like fog. Atmosphere shaders have to be set in *Arnold Render settings > Arnold Renderer > Environment > Atmosphere* field.

For more information on volume workflows refer to the [Volumes](#) page.

Below is a list of volume shaders available in MtoA:

- [Fog](#)
- [Standard Volume](#)
- [Atmosphere Volume](#)

It is recommended that volume shading networks are kept as lean as possible. This is important for render times in the volume context because it is evaluated so often.