

# 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](#).

Atmosphere shaders are special volume shaders to simulate a light scattering effect in the scene, like [fog](#).

Below is a list of volume shaders available in KtoA.

- [Atmosphere Volume](#)
- [Fog](#)
- [Standard Volume](#)
- [Volume Sample Float](#)
- [Volume Sample RGB](#)



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.