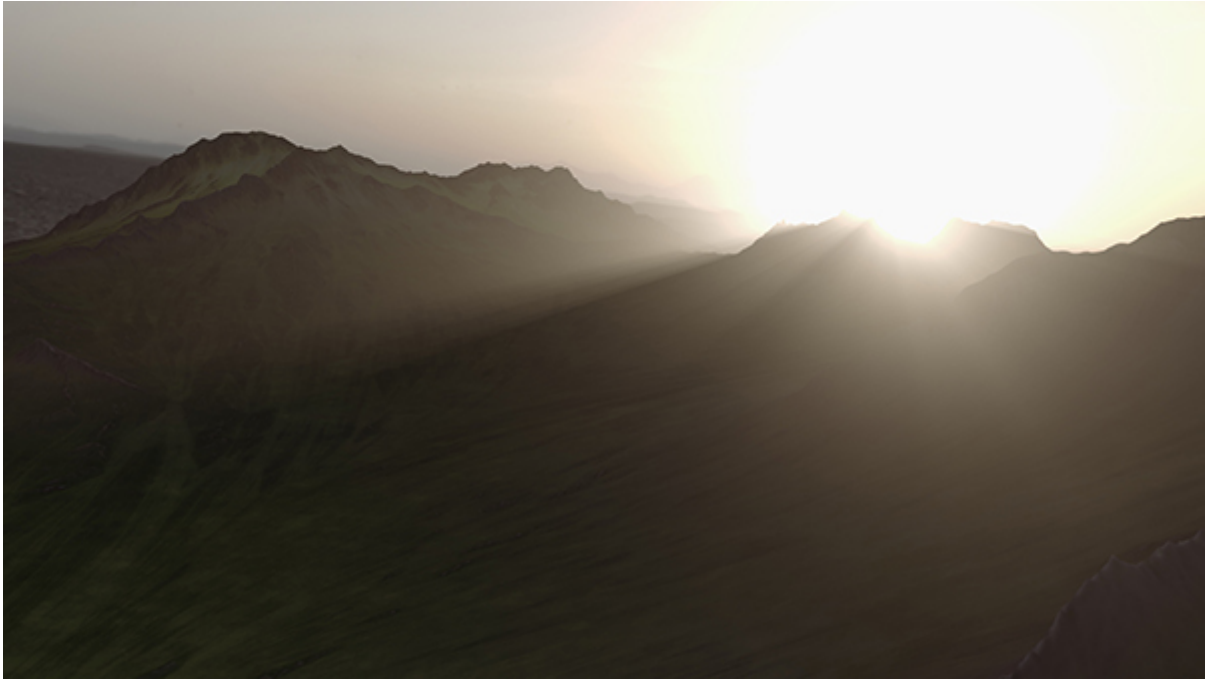


Atmosphere Volume

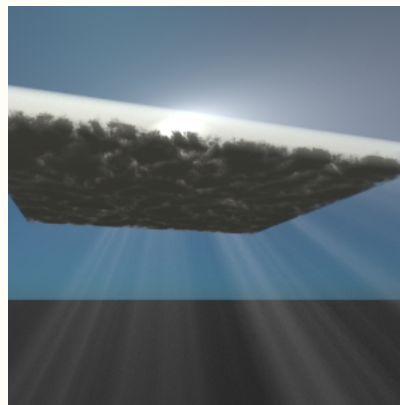


Rollover image

This shader simulates light scattered by a thin, uniform atmosphere. It produces shafts of light and volumetric shadows cast from geometric objects. It works with point, spot, and area lights, but not with distant or skylights. This is a scene-wide volume shader (or an atmosphere shader in Arnold's terms).

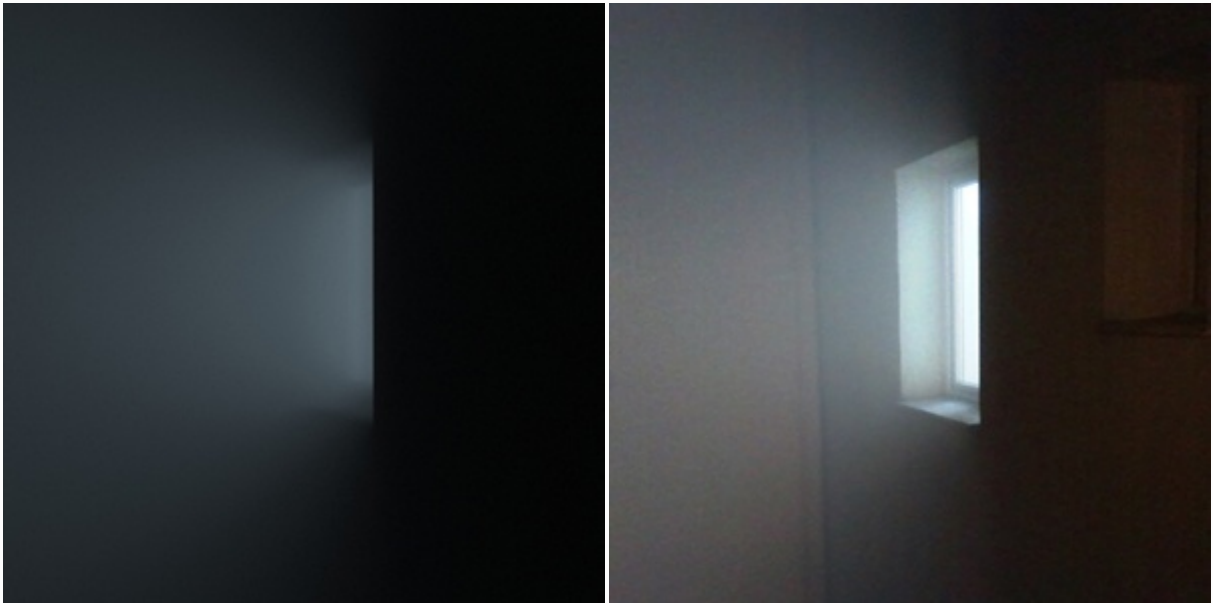


- *atmosphere_volume* used to be called *volumetric_scattering* and should not be confused with volume rendering of fluid type objects.
- *atmosphere_volume* only works with 'local' lights that have a precise location and size and inverse-square decay. It does not support lights at an infinite distance, such as the Skydome light or directional light.
- Currently, *atmosphere_volume* does not compose well against volumes. This is because atmospheres return a single flat result that is opacity mapped on top of whatever is in the background of the pixel.



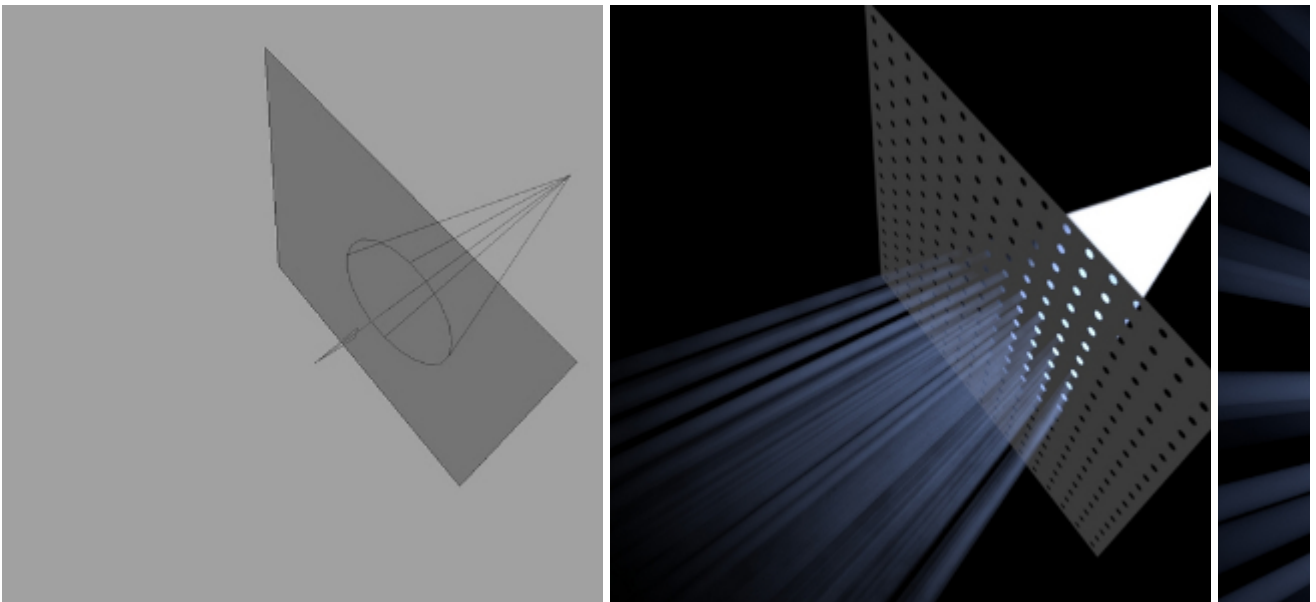
Atmosphere Volume cannot 'penetrate' through the cloud volume

i *atmosphere_volume* should be composited using an 'additive' mode such as 'screen' because volumetric scattering is the light that cannot be represented in the alpha channel.



Enable Matte enabled for *standard_surface* shader assigned to wall geometry (left). Atmosphere Volume render composited using 'screen' (right). Rollover images.

The example below demonstrates the effect of *atmosphere_volume* through a medium. It consists of a polygon plane with a circular ramp texture connected to the opacity of a *standard_surface* shader. The spotlight is pointing at the plane and *atmosphere_volume* is enabled.



Polygon plane with circular ramp texture -> opacity of a *standard_surface* shader

i See the [Environment](#) page for more information on creating and attaching Atmosphere Volume nodes.

