

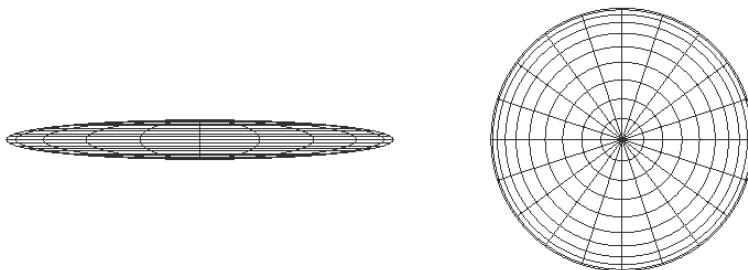
# Rendering Clouds using the Volume Shader



This simple tutorial demonstrates how to create a cloud effect using a combination of the **Volume Shader** with a Maya *Cloud 3d* texture. It is possible to achieve a wide range of cloudy skies using this setup.

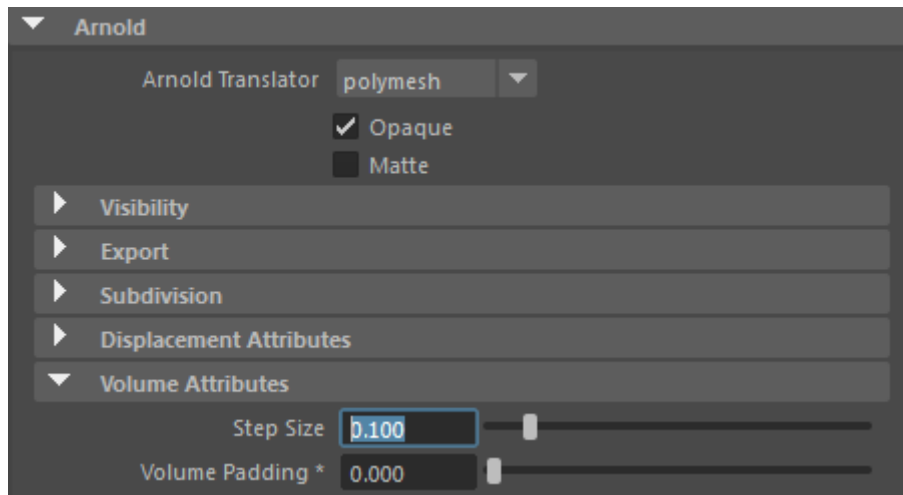
[The scene can be downloaded here.](#)

- To represent the cloud layer, we must first create an object with which we can assign a Volume shader. Create a **sphere** or **cube** and scale it down in the **Y axis**.



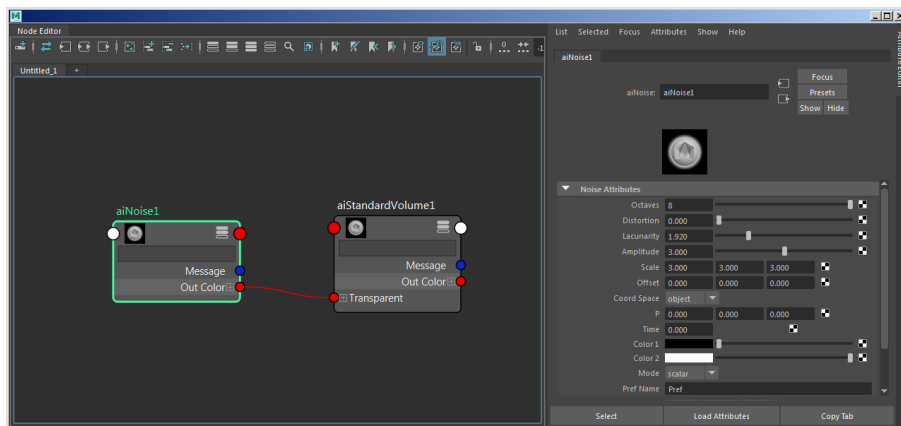
- Increase the **Step Size** of the sphere to around **0.1**. When the **Step Size** is positive, it turns the polymesh into a volume.

**i** The **step size** has a fixed size, therefore, the larger the container, the more steps will be taken and the longer it will take to render. Also, beware that if the step size is too small your render times will increase.



**Step Size in Arnold *Volume Attributes* of sphere**

- Create a **Standard Volume** shader and assign it to the sphere.
- Create a Maya Cloud 3d texture and connect it to the *Transparent Weight* of the Standard Volume shader. Decrease the scale of the Maya 3d texture node for the **Cloud texture** to see more detail.



- Finally, create a **Skydome** light and connect a **Physical Sky** shader to its *Color* attribute. To reduce any noise in the volume, you must increase the number of *Volume Samples* in the Skydome light.

