

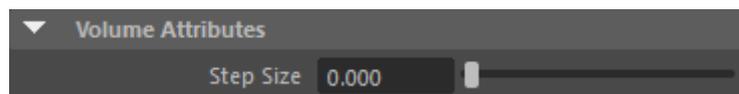
Volumes



The following Arnold settings are available specifically for volumes via the attribute editor:

- [Maya Fluids](#)
- [Volume](#)

 Rendering of volumes should not be confused with [Atmosphere Volume](#), which is a global effect.

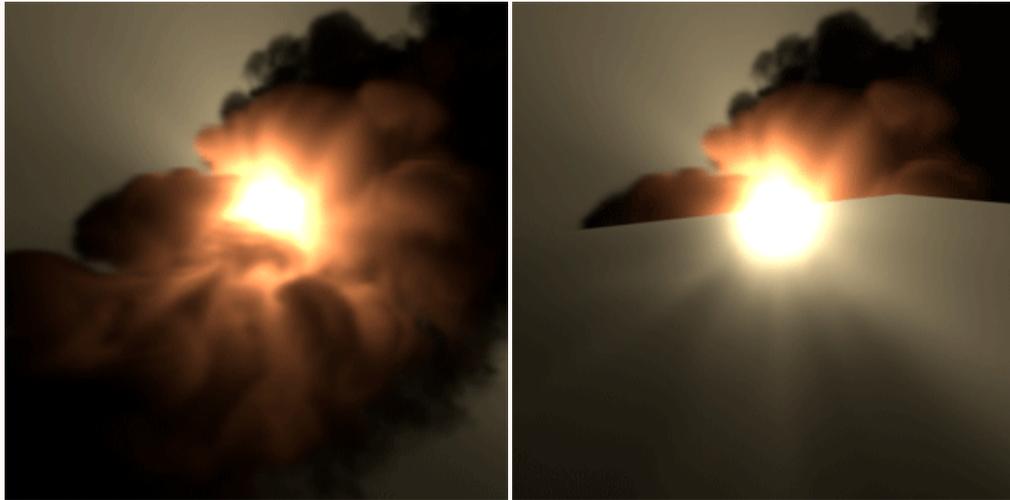


Step Size

Sets the size for sampling inside the volume. It should be small enough to capture the smallest feature in the volume (aka the Nyquist limit). If the size is too large, aliasing, bias or banding will appear. Smaller (and therefore more accurate) sizes will increase render times while larger sizes will render more quickly.

! Volumes and Atmosphere Volume

Currently, *Atmosphere Volume* does not compose well against volumes. This is because atmosphere's return a single flat result that is opacity mapped on top of whatever is in the background of the pixel.



Left: floor plane geometry hidden. Right: floor plane geometry visible. Fluid renders incorrectly. Click images above to view animation.

