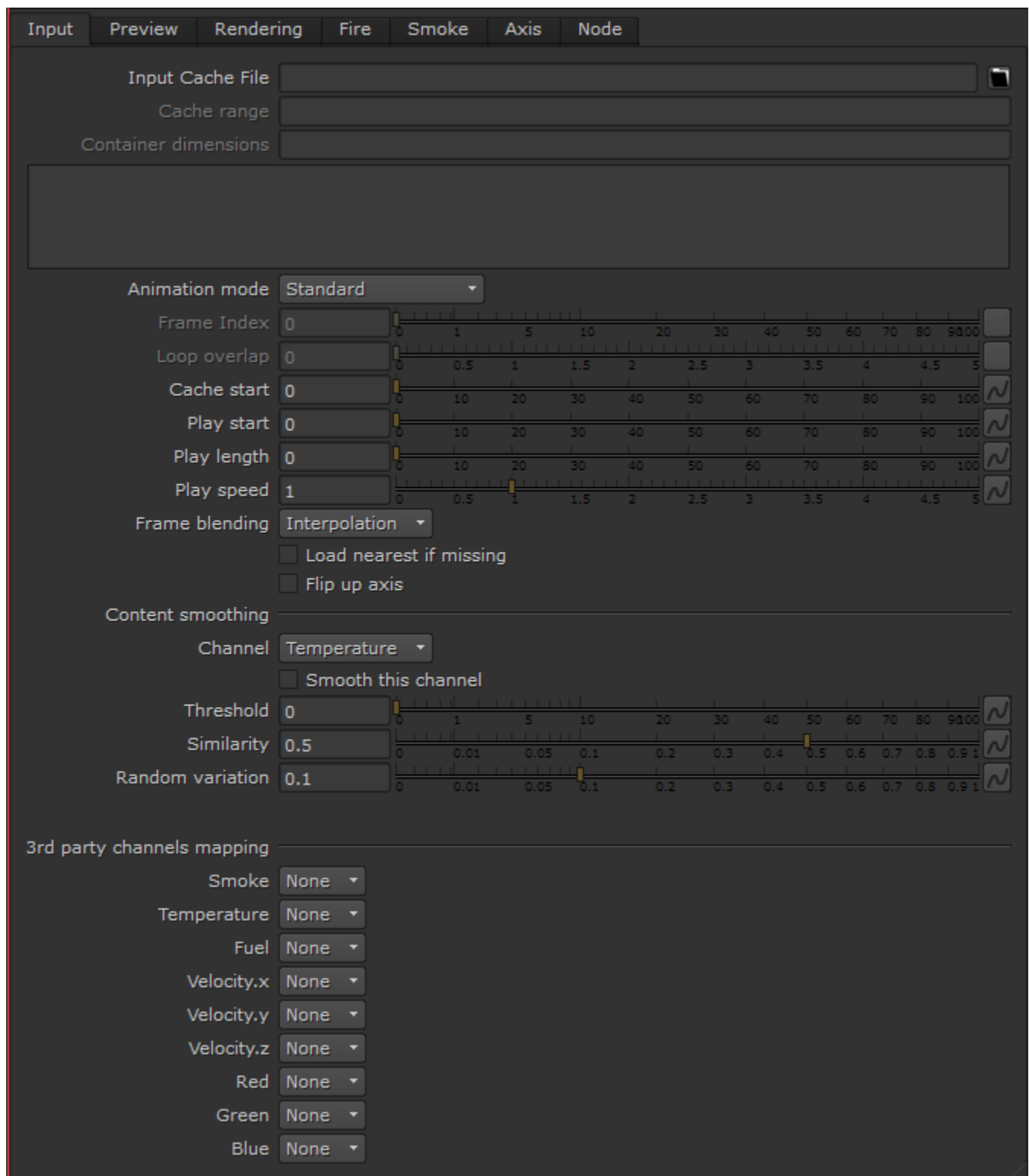


Volumetric Grid Properties

This page introduces the Volumetric Grid Properties.

Overview

After the VRayVolumeGrid is created, its Properties can be accessed through several tabs when highlighted.



UI Path: ||Select V-RayVolumeGrid|| > **Properties Panel**

Rollouts

The following tabs contain parameters for modifying the volume grid.

- [Input tab](#) - Provides controls for multiple frame input, timing of frames, and blending/smoothing of frames.
- [Preview tab](#) - Provides controls for how the volume grid effect is displayed in the viewport.
- [Rendering tab](#) - Provides controls for how the volume grid effect is rendered.
- [Fire tab](#) - Provides volumetric shader controls for the emissive color (fire) and the light emitted by the volume grid.
- [Smoke tab](#) - Provides volumetric shader controls for the diffuse (smoke) color and opacity.