

# V-Ray SphereFade Gizmo

This page provides information about the V-Ray SphereFade Gizmo.

## Overview

---

V-Ray SphereFade Gizmo is a volumetric node used to render just a small part of the scene by putting it in a special spherical locator.



## Parameters

---

**Shape** – Specifies the gizmo shape:

**Sphere**  
**Box**  
**Cylinder**

**Radius** – Controls the size of the gizmo shape.

**Invert** – Inverts the volume that is shaded, rendering the part of the scene that is outside the sphere.



## Workflow

---

1. Create a Geometry node with a V-Ray SphereFade Gizmo node inside.
2. Enable the Sphere Fade effect from [out] > V-Ray Renderer ROP > Effects > Sphere Fade.
3. Set the color and falloff of the sphere fade gizmo.
4. Set the shape and the radius of the sphere fade gizmo.

---

### Example: Invert

The **Invert** can be turned on to only show everything visible in the scene outside of the Sphere fade volume. In the example shown below, a **Falloff** value of 0.2 has been used.

OFF  
ON

