

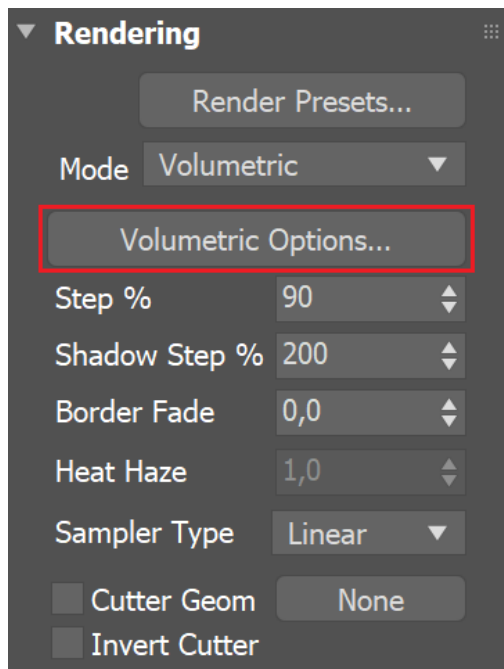
Volumetric Options

This page provides information on the Volumetric Options for rendering the V-Ray Volume Grid.

Overview

The Volumetric Options parameters control the emissive, diffuse, and opacity properties of the V-RayVolumeGrid. The **Volumetric Options** button near the top of the [Rendering rollout](#) accesses these parameters.

UI Path: ||Select V-Ray Volume Grid|| > **Command** panel > **Modify** tab > **Rendering** rollout > **Volumetric Options...** button



Volumetric Render settings

▼ Fire

Based on Temperature ▼

Texture No Map Modulate

☒ Create Fire Lights

☐ Create Lights Even If Not R

Light Power on Self 1,0

Self-shadowing

Light Power on Scene 1,0

Grid-based ▼

Light Cut-off 0,001

Decay Type

Light Resolution (%) 5,0

Inverse Square ▼

Fire Opacity Mode Fully Visible ▼

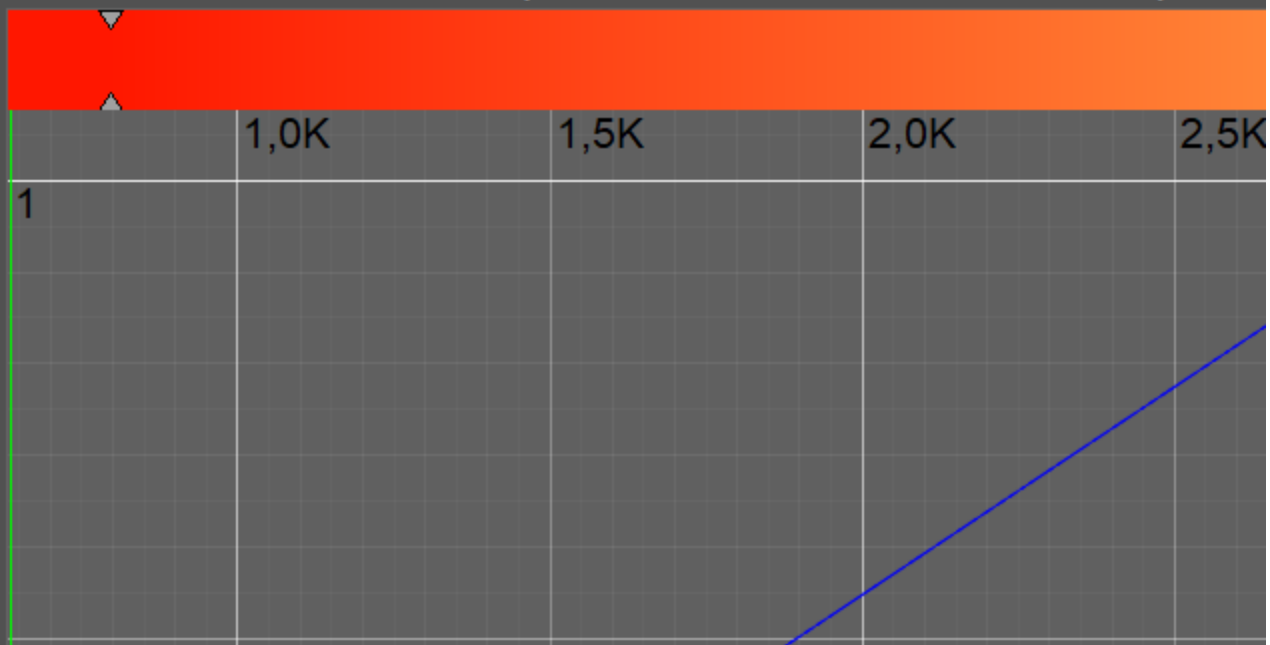
Physically Based

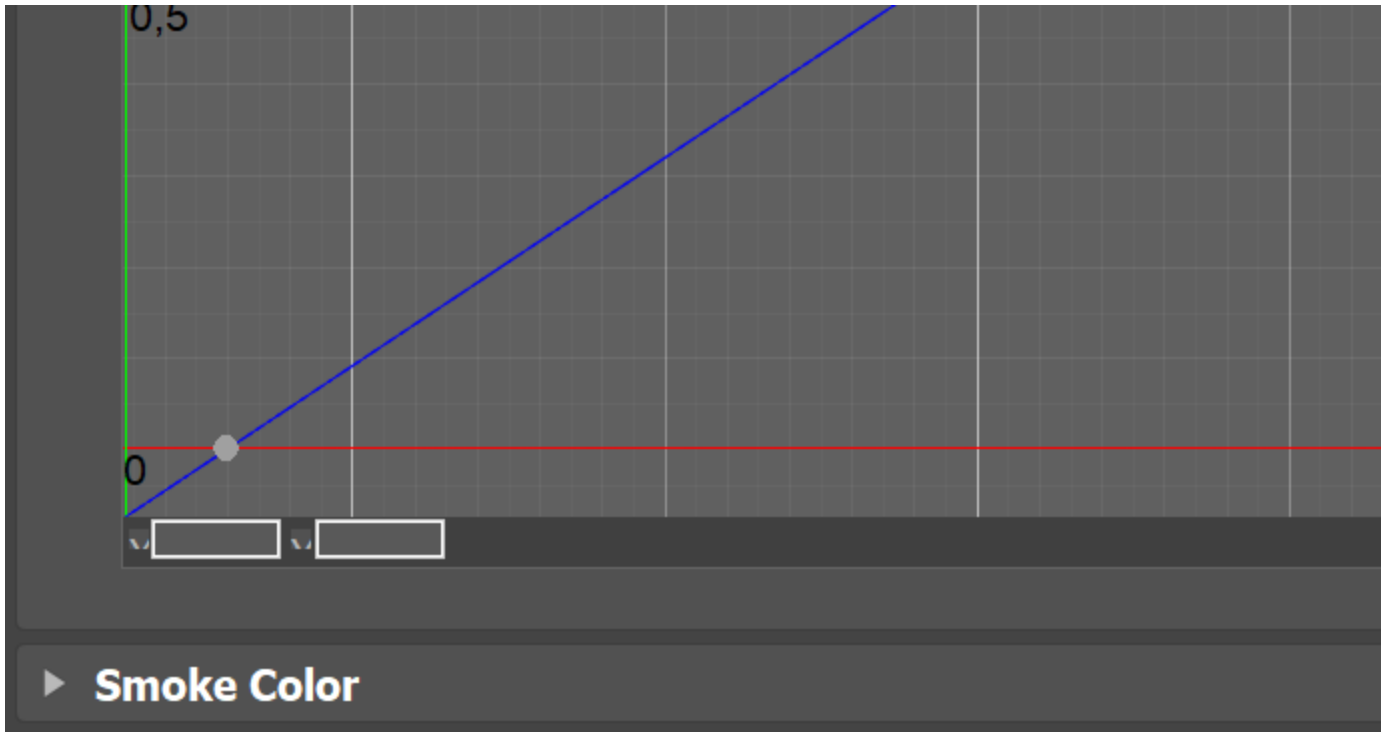
Don't Use Opacity Texture ▼

No M

Fire Multiplier 1,0

Remap Grid Channel Color and Intensity





Rollouts

Volumetric Options are divided into three rollouts:

Fire Rollout

Controls the emissive (fire) color of the volumetric shader, and the light emitted by the simulator.

Smoke Color Rollout

Controls the diffuse color of the volumetric shader.

Smoke Opacity Rollout

Controls the transparency part of the volumetric shader.