

Volumetric Grid Atmosphere Settings

This page provides information on the Volumetric Grid Atmosphere settings.

Overview

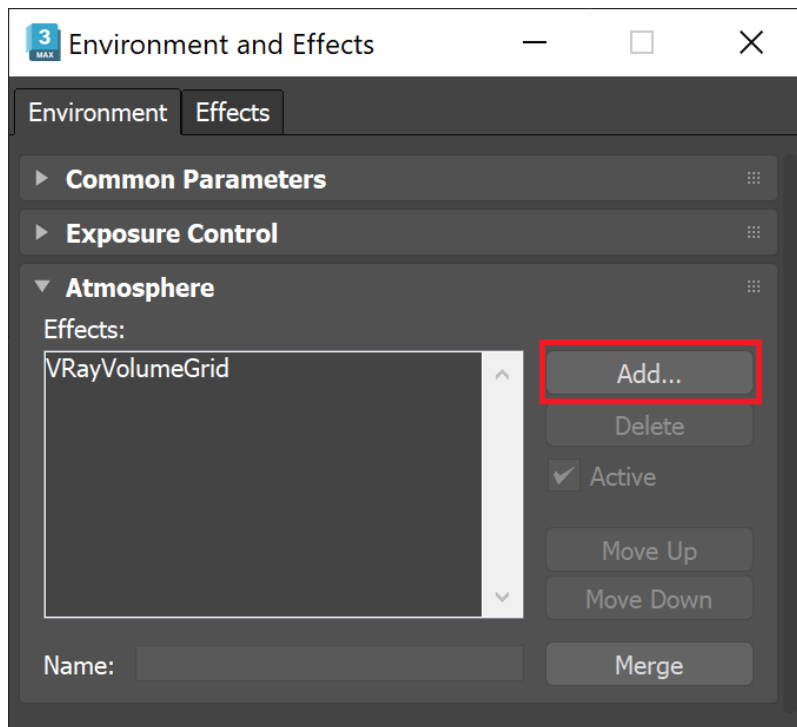
The VRayVolumeGrid Atmosphere settings rollout is available in the **Environment and Effects** window after a [VRayVolumeGrid](#) object is created. The **Environment and Effects** window can be accessed by selecting **Rendering Menu > Environment**, or by pressing the shortcut key **8**.

To display the rollout, access the **Environment** tab in the window, and in the **Atmosphere** rollout click **VRayVolumeGrid** to select it. The **VRayVolumeGrid Atmosphere settings** rollout then appears at the bottom of the window.

Since V-Ray 6 for 3ds, Max VRayVolumeGrid parameters are available in the Global switches rollout: **Render Setup > V-Ray tab > Global switches rollout (Advanced)**.

UI Path: ||Create a VRayVolumeGrid object|| > Environment and Effects window > Environment tab > Atmosphere rollout > Effects > select VRayVolumeGrid

||Create a VRayVolumeGrid object|| > **Environment and Effects** window > **Environment** tab > **Atmosphere** rollout > **Effects** > select **VRayVolumeGrid**



To create a VRayVolumeGrid object, use one of the following paths:

||V-Ray Toolbar|| > **V-Ray VolumeGrid** button



||V-Ray menu|| > **Create > Geometry > V-Ray VolumeGrid**

||Command panel|| > **Create** tab > **Geometry** > **VRay** category > **VRayVolumeGrid**

Parameters

Gamma Correction – Applies gamma correction to the volume effect. This option only has an effect if **Mode** in the [Rendering rollout](#) on the Modify panel is set to **Volumetric**, **Volumetric Geometry**, or **Volumetric Heat Haze**.

Note: This value should only be changed if needed for specific obsolete linear workflows. In newer versions of 3ds Max, this value should be left at the default value of 1.0 for correct results.

