Volumetrics

This page introduces the volumetric and environment effects for V-Ray for Maya.

Overview

The Volumetric effects in V-Ray simulate fog, atmospheric haze and participating media for a number of image effects. Volumetrics also include Volumetric Grid rendering that works with grid based cache formats to create effects such as dynamic plumes of smoke.

Most of these effects are available in the Hypershade, with the exception of the Volumetric Grid, which is available from the V-Ray Shelf.

UI Path: ||Hypershade|| > Create panel > VRay section > Volumetric (for all Volumetrics except the Volumetric Grid)

||Hypershade|| **> Create panel > VRay section > Volumetric** (for all Volumetrics except the Volumetric Grid)
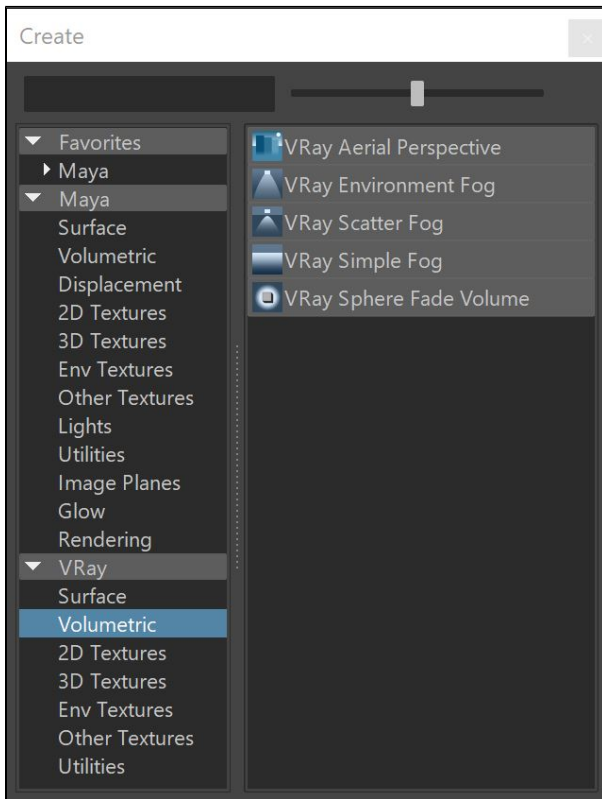
||V-Ray Shelf|| **> Volumetric Grid**

(Volumetric Grid only)

Image courtesy of Leticia Reinaldo Gillett

True Atmospheric Effects

True atmospheric effects are applied throughout the entire scene as viewed from the viewport. While parameters give limited control over the appearance of the effect, atmospheric effects render faster than volumetric effects.

Aerial Perspective

Adds a depth effect by causing distant objects to be less distinct.

Environment Fog

A fog effect throughout the scene, with control through maps and distance settings.

Simple Fog

Very simple fog with no maps. Can simulate fog, atmospheric dust and so forth.

V-Ray Toon

Produces cartoon-like outlines on all objects in the scene.

Volumetric Effects

Volumetric effects use a volume to contain the atmospheric effect. While volumetric effects offer a great deal of control over the placement of the effect, they take longer to render.

Scatter Fog

Scatters fog within a volume. Creates a volumetric effect that traces scattered light inside a volume.

Sphere Fade Volume

Places the fog effect within a spherical gizmo, with a fade-out at the edges of the gizmo.

Volumetric Grid

Imports, shades and renders grid-based volumetric simulation data into V-Ray for Maya.