Volume Info Node

The *Volume Info* node provides information about *Smoke Domains*.

Inputs

This node has no inputs.

Properties

This node has no properties.

Outputs

Color

Gives the color of the smoke inside the Fluid Domain. The color and vector outputs are the same. The Factor output is an average of the channels

Density

Gives a scalar defining the density of any smoke inside the Fluid Domain.

Flame

Gives a scalar defining the density of any fire inside the Fluid Domain. All three outputs are the same.
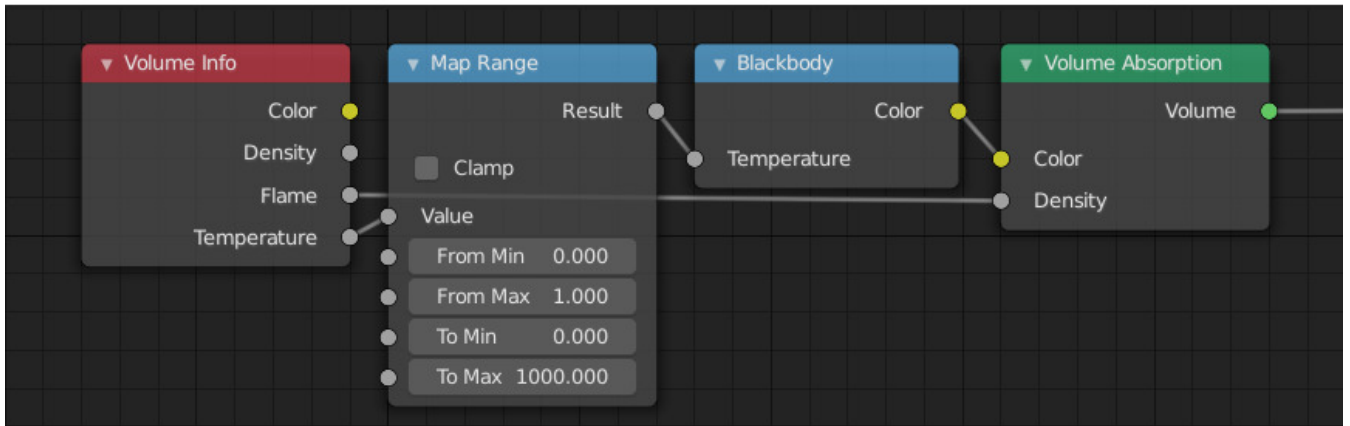
Temperature

Gives a scalar defining the temperature of the volume. Values in the range 0 - 1 map to 0 - 1000 kelvin. This may be used to render physically-based fire with the Blackbody or Principled Volume shaders. All three outputs are the same.

Example
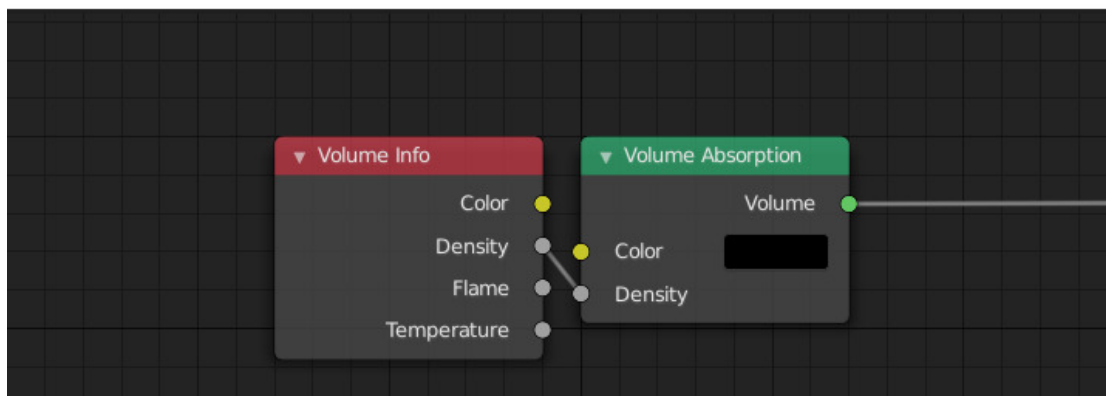
Smoke density.

Computing the color of fire using the *Blackbody* node. Since the *Blackbody* node expects its input in Kelvin, the temperature output has to be remapped first.