Volume Absorption

The *Volume Absorption* node allows light to be absorbed as it passes through the volume. Typical usage for this node would be water and colored glass.

Inputs

Color

> Color of the volume.

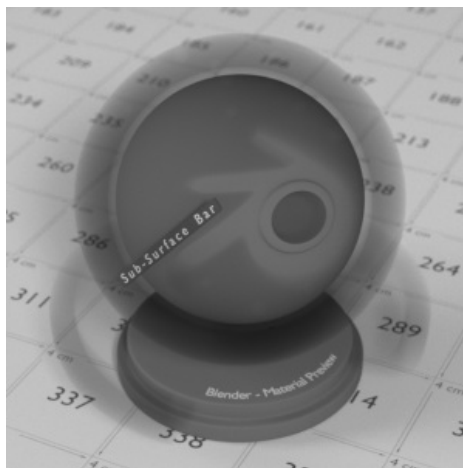**Density**

> The density of the absorption effect.

Properties

This node has no properties.

Outputs

Volume

> The Volume Shader output must be plugged into the *Volume Input* of the Material or World Output node.

Examples

Example of Volume Absorption.