Principled Volume

The *Principled Volume* shader combines all volume shading components into a single easy to use node. Volumes like smoke and fire can be rendered with a single shader node, which includes scattering, absorption and blackbody emission.

Inputs

Color

Volume scattering color.

Color Attribute

Volume grid for coloring the volume. Use "color" for smoke simulations.

Density

Density of the volume.

Density Attribute

Volume grid to define the density, typically "density".

Anisotropy

Backward or forward scattering direction.

Absorption Color

Volume shadow color tint.

Emission Strength

Amount of light to emit.

Emission Color

Emission color tint.

Blackbody Intensity

Blackbody emission for fire. Set to 1 for physically accurate intensity.

Blackbody Tint

Color tint for blackbody emission.

Temperature

Temperature in kelvin for blackbody emission, higher values emit more.

Temperature Attribute

Volume grid to define the temperature, typically "temperature".

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