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# 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](#).

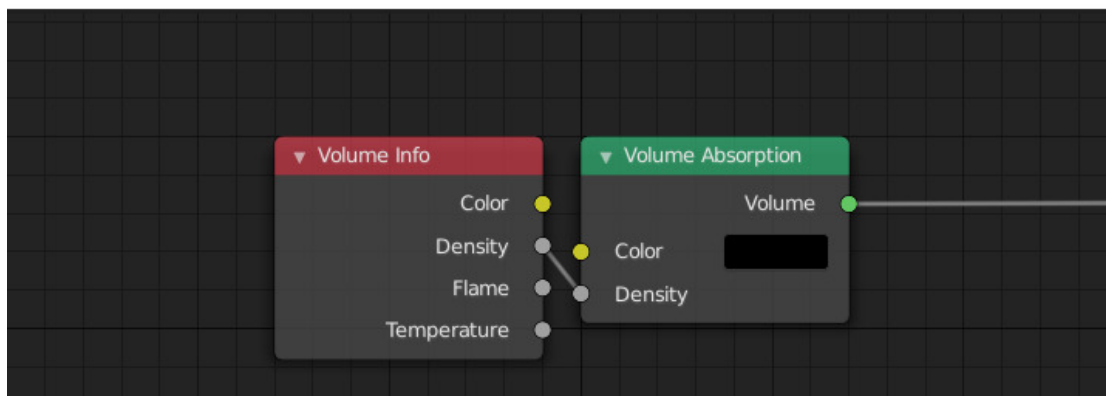
### Flame

Gives a scalar defining the density of any fire inside the [Fluid Domain](#). All three outputs are the same.

### Temperature

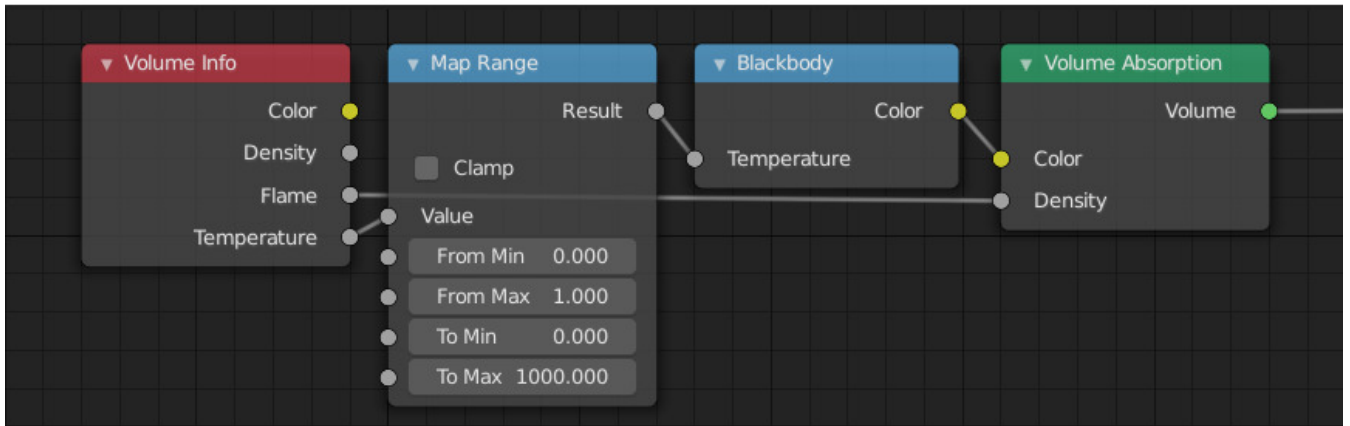
Gives a scalar defining the temperature of the volume. Values in the range 0 - 1 map to 0 - 1000 kelvin. This may be used to render physically-based fire with the Blackbody or Principled Volume shaders. All three outputs are the same.

## 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.

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