Skip to content 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

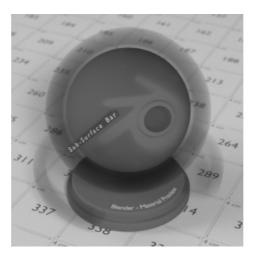
This node has no properties.

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.

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