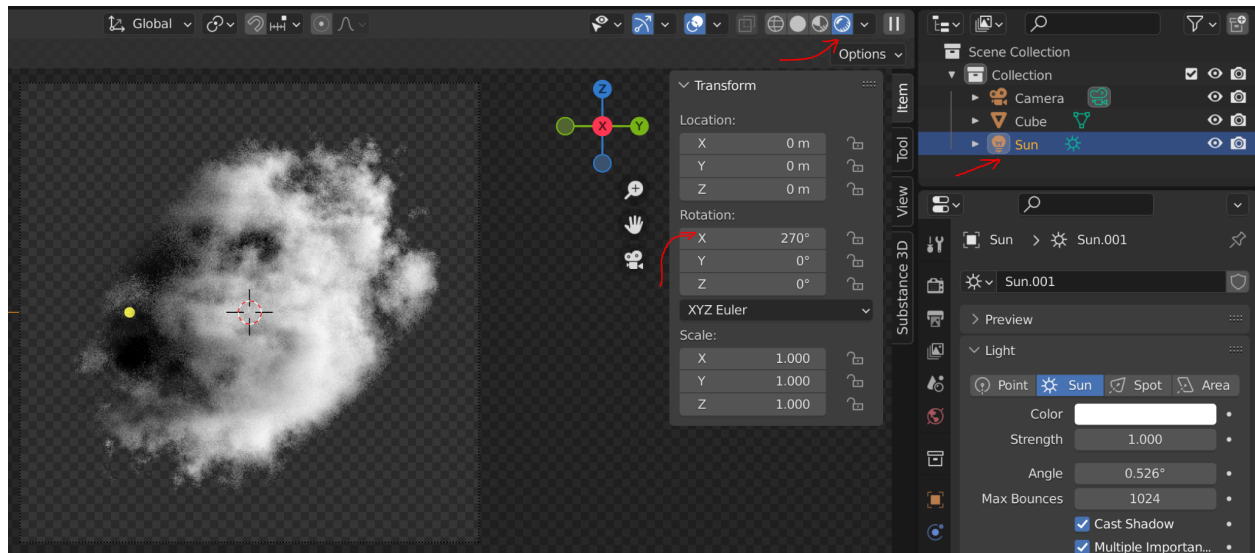


A detailed description can be found here:

<https://realtimevfx.com/t/smoke-lighting-and-texture-re-usability-in-skull-bones/5339>

There's an attached "UnitTestResources/DLUT/dlut.blend" file that contains a minimal volumetric render setup. In order to generate DLUT image do the following steps:



1. Set the viewport shading to "Rendered"
2. Select the "Sun" object
3. Set the X rotation to 0 degrees
4. Press F12 to render the image and wait for a few minutes until it's done
5. Save the rendered image to "dlut_0.png"
6. Repeat steps 3-5 for 90, 180 and 270 degrees and save "dlut_90.png", "dlut_180.png" and "dlut_270.png"
7. Run the "combine_dlut.py" Python script or manually combine rendered images in your image editor of choice, each color channel should contain the red channel from the corresponding "dlut_*.png" image multiplied by the alpha channel of the same image. For example, green channel should contain the red channel from "dlut_90.png" multiplied by the alpha channel of "dlut_90.png"
8. Experiment and implement further ideas from the article above. Setting up a Mantaflow simulation in Blender and exporting animated smoke and simulation attributes like temperature can yield interesting results!



Resulting DLUT image should look like this: