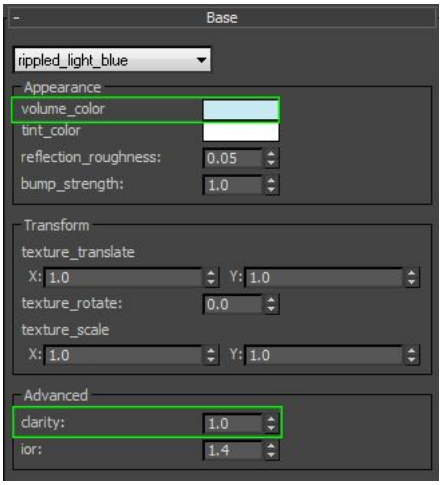
Working With Volumes in NVIDIA Iray & vMaterials

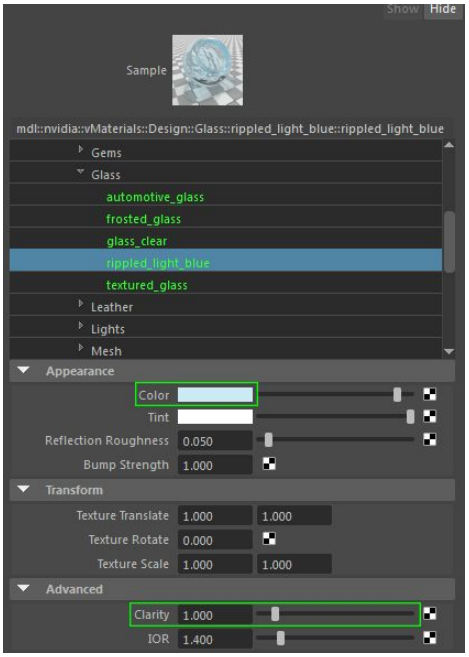
Volume Parameters in NVIDIA Plugins

The controls for volume materials like glazing, liquids or glass in the NVIDIA vMaterials all have a common set of controls describing how the light interacts with the volume. The controls are the same with all the Iray plugins, but each of the different plugins has a slightly different UI.

Iray for Max 2016



Iray for Maya 2016



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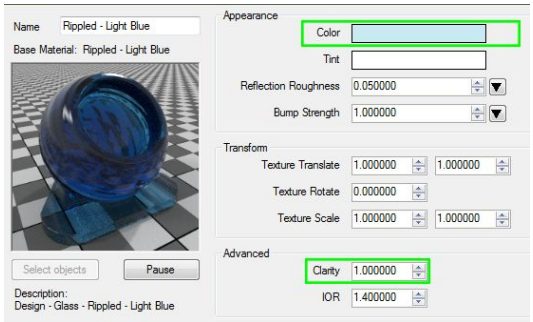
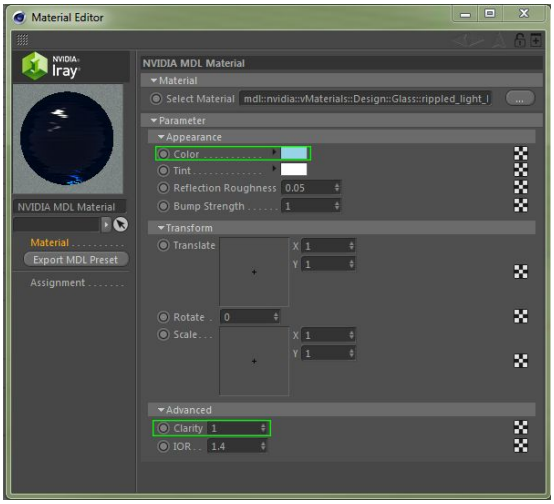
Iray for Rhinoceros



Iray for Cinema4D



Clarity

The clarity setting controls how light transmits through the volume, in particular how far into the volume it goes before it gets absorbed. The smaller the number, the more quickly the light gets absorbed and the darker the volume will appear.

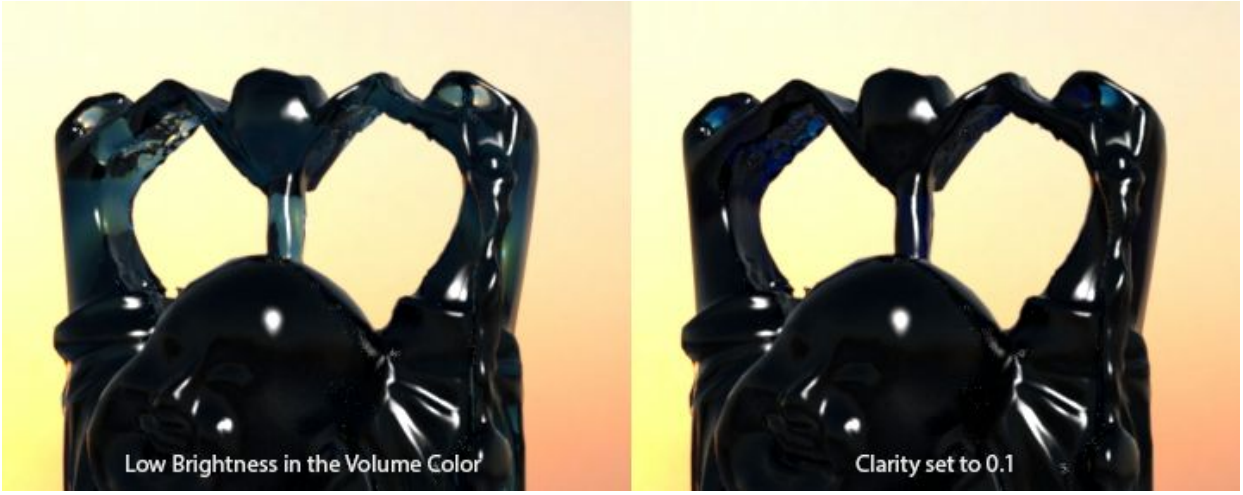
Here the same model has different clarity values assigned.

Since clarity relates to the size of the object the material is assigned to, different size models with the same clarity will render differently. The image below shows the same Clarity value on models of 3 different sizes, you'll notice the smaller the physical size of the object the lighter it appears.

Volume Color

Volume color defines what color the body of the volume is. Darker colors will darken the volume as expected.

Clarity and Volume Color will both darken the volume, but you will notice that since Clarity is related to size of the part it will lowering the clarity will uniformly darken the part.



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Tint Color

The tint color affects only the surface of the material, like a surface dye or film coating. Since it affects the surface only the Tint Color, when applied to a clear or white volume, will not be impacted by the clarity or object size.