

Open VDB

Using Open VDB assets with *3Delight for Houdini* requires a geometry node with *3Delight vdbVolume* shader assigned to node's material's attribute and inside this geometry node we should place a *File* node with the corresponding VDB file name that we want on it's *Geometry File* attribute. (Reference video by Lewis Taylor)

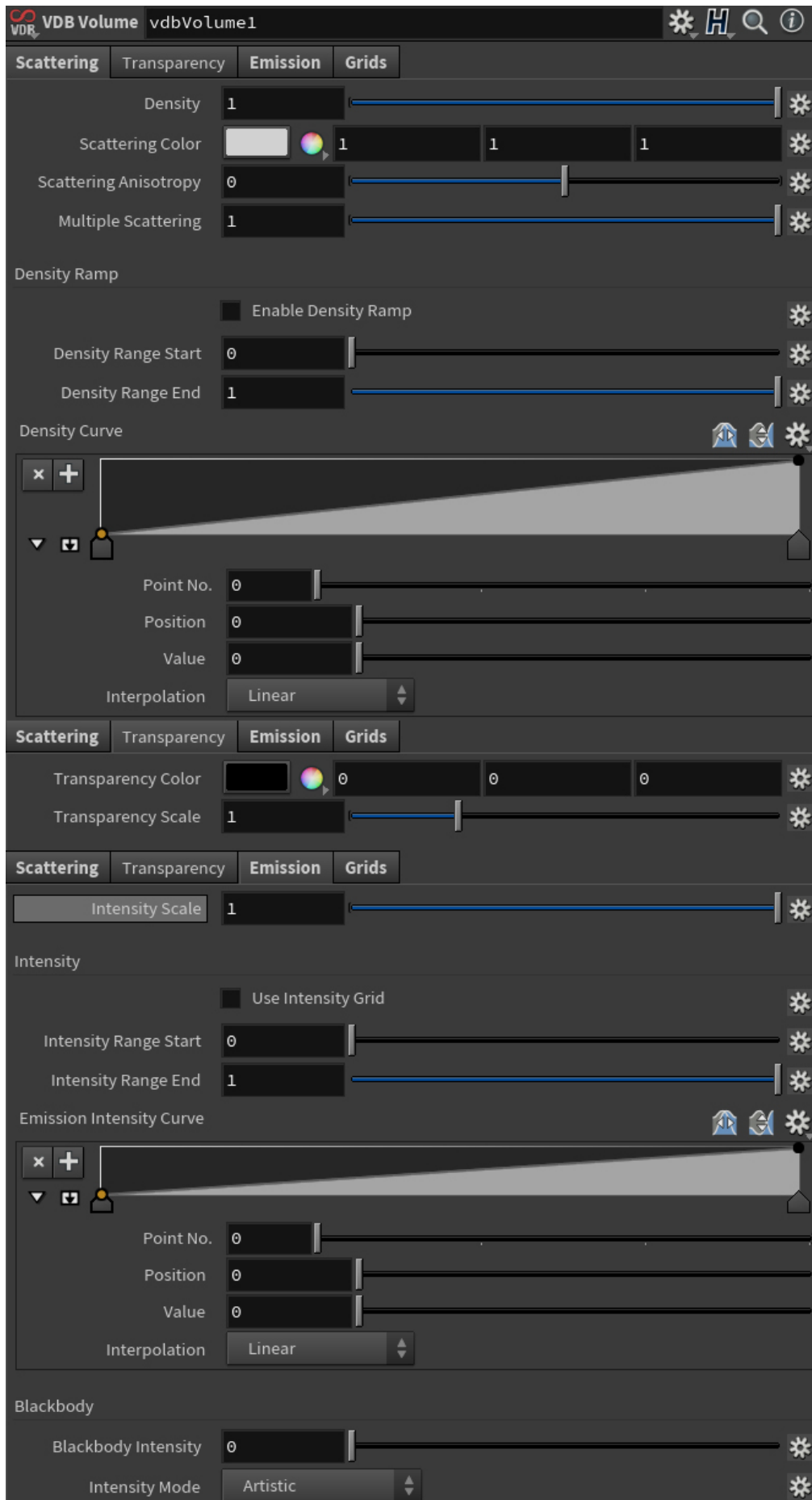
Specifying an Open VDB file

Use the *browse* button to select a VDB file on the *File* node.

Once a VDB file has been set, *you will have to select and type the* proper *Smoke*, *Temperature*, *Emission Intensity* and *Velocity* grids. The *Velocity Scale* attribute will be used as a multiplier over the *Velocity* grid values

Shading the Open VDB Volume

Shading an Open VDB volume is done by using the *vdbVolume* shader node.



Blackbody Kelvin

5000

Blackbody Tint

1

1

1

Temperature Range S...

0

Temperature Range End

1

Blackbody Temperature Curve

x

+

Point No.

0

Position

0

Value

0

Interpolation

Linear

Ramp

Emission Intensity

0

Emission Tint

1

1

1

Temperature Range S...

0

Temperature Range End

1

Emission Color Curve

x

+

Point No.

0

Position

0

Color

0

0

0

Interpolation

Catmull-Rom

Blackbody Temperature Curve

x

+

Point No.

0

Position

0

Value

0

Interpolation

Linear

Ramp

Emission Intensity

0

Emission Tint

1

1

1

Temperature Range S...

0

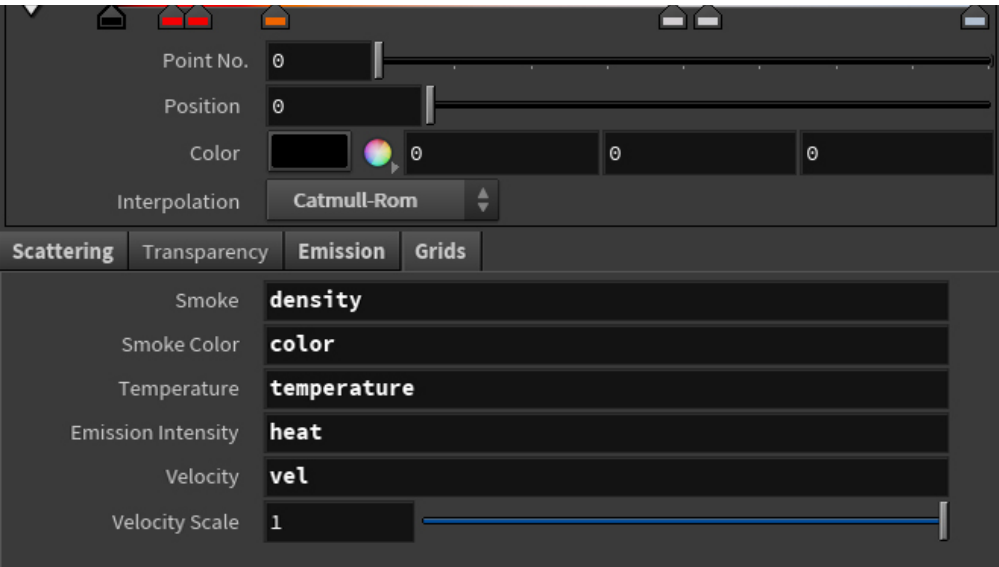
Temperature Range End

1

Emission Color Curve

x

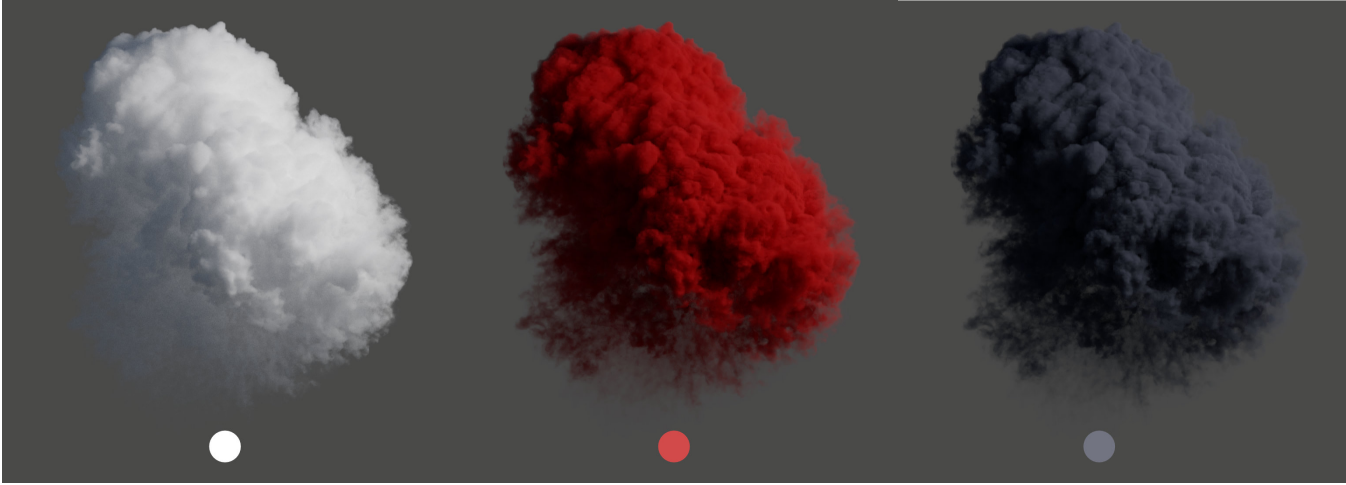
+



Density



Color



Anisotropy



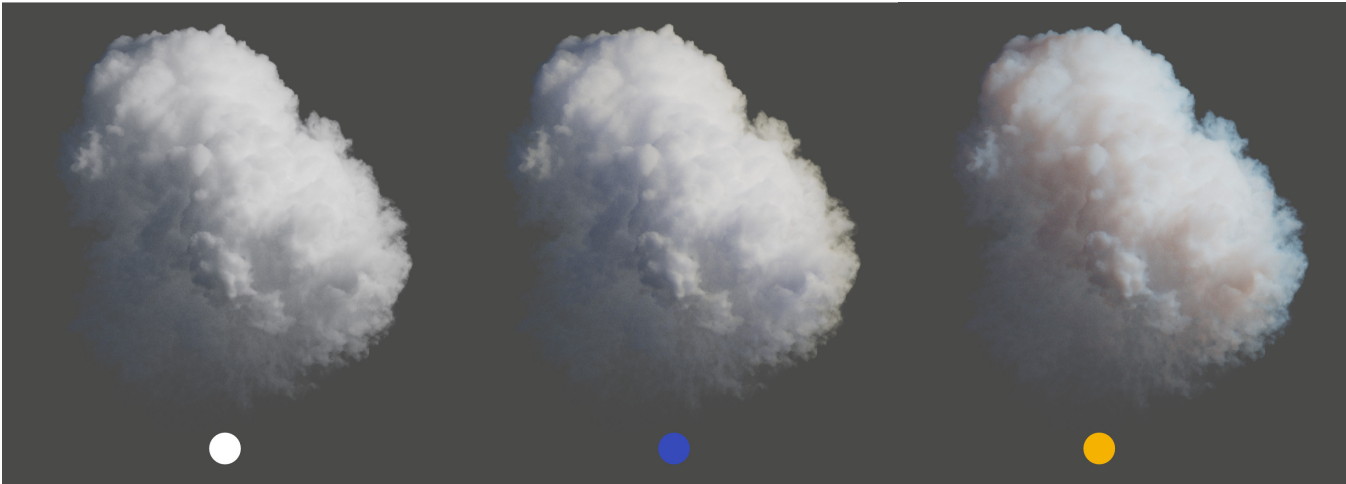
Multiple Scattering



Density Ramp



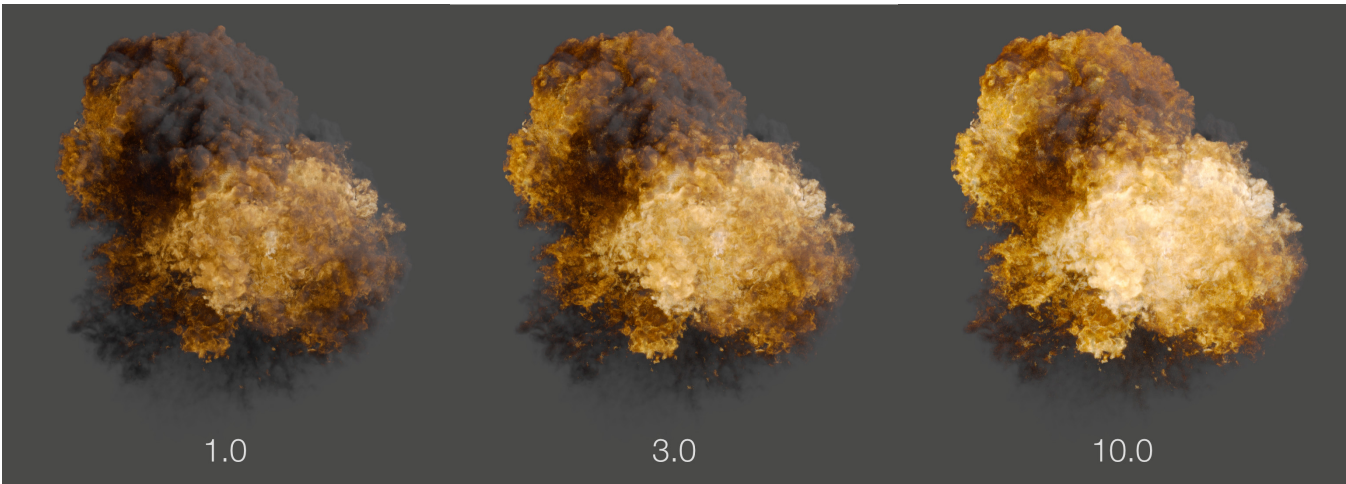
Transparency Color



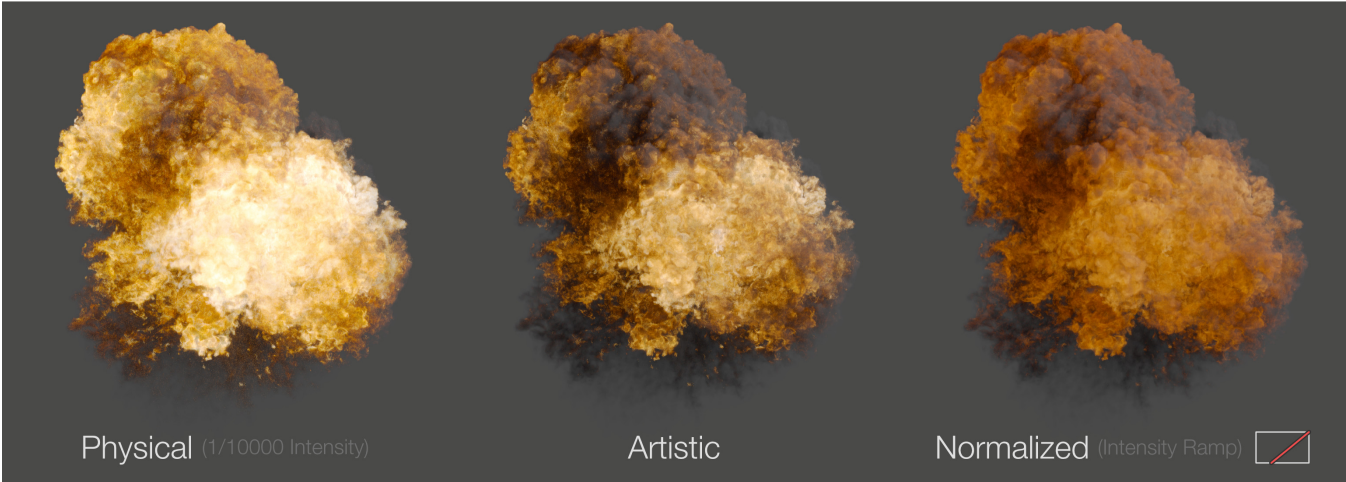
Transparency Scale



Emission Scale



Black Body Mode



Emission Color Ramp

