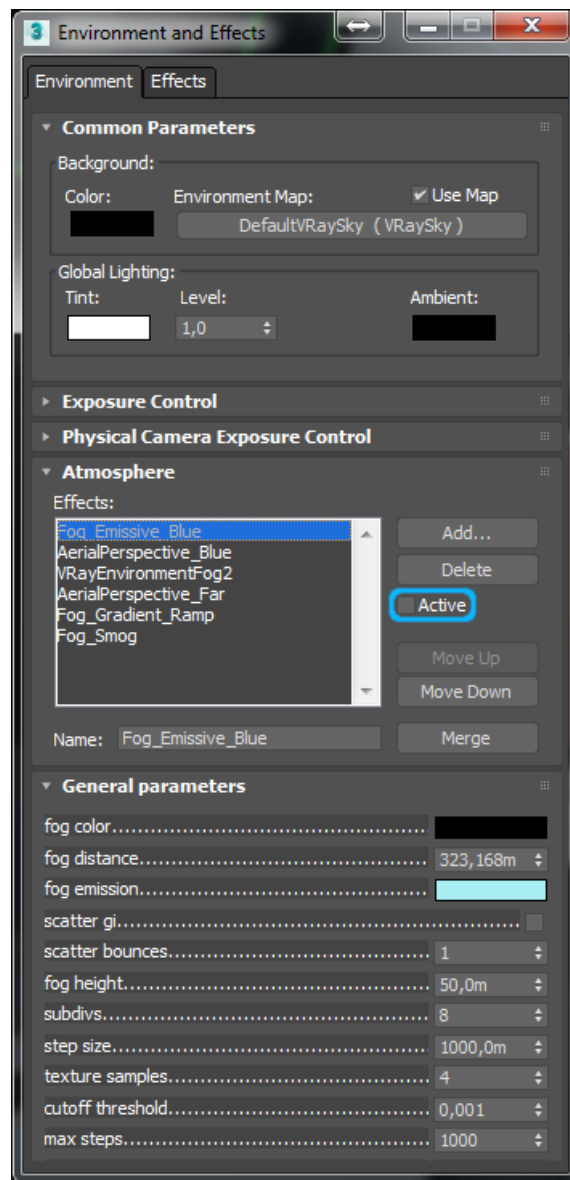


V-RAY VOLUMETRICS EXAMPLES

This document provides an overview of several preset V-Ray atmospheric effects in 3ds Max.

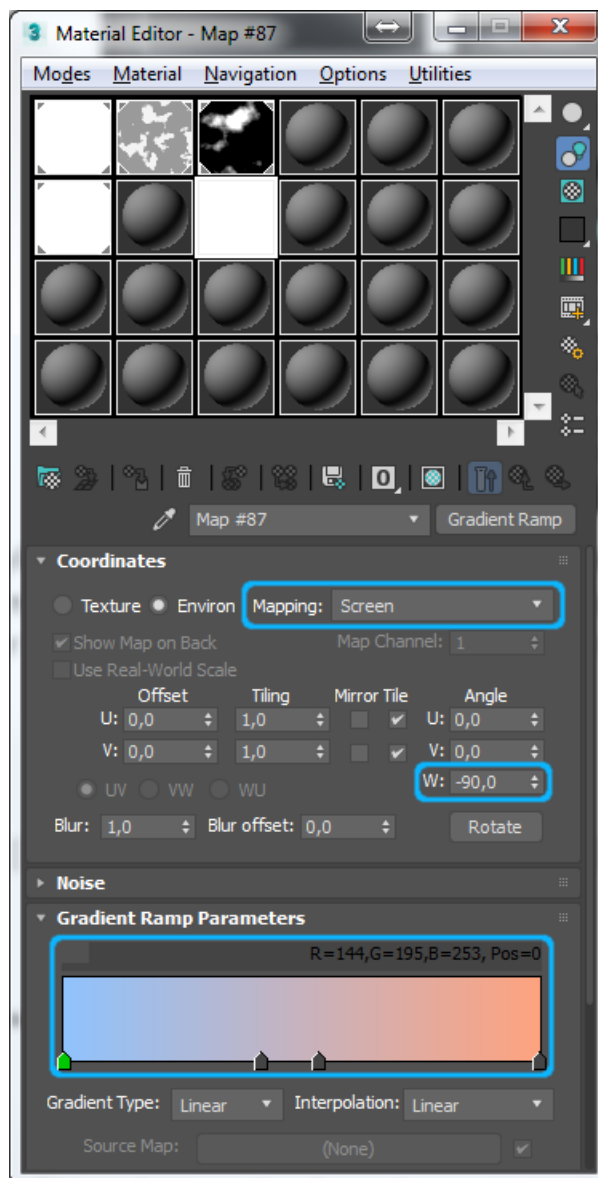


1. In the folder 10 City_Fog open the scene named **Aerial_Fog_City.max**
2. Open the **Environment and Effects** window and in the **Atmosphere** rollout note that we have several predefined effects. Each of them can be activated by selecting it and enabling the **Active** checkbox



3. You can run **V-Ray RT** to be able to quickly see each effect. Note that you will need to change the **fog distance** parameter for the **V-Ray Environment Fog** effects and the **visibility range (in meters)** parameter for the **V-Ray Aerial Perspective** effects so that **V-Ray RT** can refresh the image.

4. Looking at the V-RayAtmosphere render element you can see how the **V-Ray Aerial Perspective** and **V-Ray Environment Fog** effects act differently
5. **Fog_Emissive_Blue** has been set for quick rendering, it uses fog emission and is not affected by light or GI and doesn't affect reflections or shadows. You can look at the render elements to see that.
6. **AerialPerspective_Blue** has been set to create similar effect to the **Fog_Emissive_Blue**
7. **Fog Gradient Ramp** uses a **Gradient Ramp** texture set to **Screen Mapping** to control the fog emission parameter.



8. You can try combining two effects, for example **AerialPerspective_Far** and **Fog_Smog**

