



# V-Ray



# About Course

V-Ray is a commercial plug-in for third-party 3D computer graphics software applications and is used for visualizations and computer graphics in industries such as media, entertainment, film and video game production, industrial design, product design and architecture.

# V-RAY

## CURRICULUM

### ① Interface Overview

3ds max Interface

Vray Interface- Vray Light Lister

Rendering Engine settings- Vray RT

Rendering Engine settings- Vray Production

### ② Image Sampling

Vray Quick Settings

Vray Frame Buffer

Render History

Render Region

### ③ Vray Light Setting

Render Element

Vray Light- Plane

Vray Light- Sphere

Vray Light- Mesh

### ④ Vray & 3ds Max Light Part 1

**GI Environment**

**Standard Light- Material**

**Standard Light- General Parameters**

**Standard Light- Spot light Parameters**

**Standard Light- Vray Shadows Parameters**

## **4 Vray & 3ds Max Light Part 2**

**Vray Light- Ambient Lighting**

**Vray Light- Dome Lighting**

**Vray Light- HDRI**

**Vray Light- Environment & Effects**

## **5 Vray & 3ds Max Light Part 3**

**Vray Light- IES Light**

**Vray Light- Sun & Parameters**

**Vray Light- Sky Light**

## **6 Vray Camera**

**Vray Physical Cam- Focal Length**

**Vray Physical Cam- Exposure Control**

**Vray Physical Cam – Depth of field**

**Vray Physical Cam- White Balance**

**Motion Blur**

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## Vray Material Part 1

Material Editor- Diffuse

Material Editor- Opacity

Material Editor- Self illumination

Material Editor- Reflection

Material Editor- BRDF

Material Editor- Checker

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## Vray Material Part 2

Creating Metal- Textured Metal

Creating Metal- Brushed Metal

Reflection- R Glossiness

Refraction- Fresnel IOR

Refraction- Glossiness

Refraction- IOR

Refraction- Fog Colour

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## Vray Material Part 3

Translucency- Fwd/bwd Coeff

Bump

Bitmap

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## Modifier

- Vray Displacement MOD- Subdiv
- Vray Displacement MOD- Tex map
- Vray Displacement MOD- Shift
- Vray Displacement MOD- Vray Proxy
- Vray Displacement MOD- Vray Instancer

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## Final Output

- Render Elements- Ambient Occlusion
- Render Elements- Vray Reflection
- Composting- Hue & Saturation
- Composting- Blur Effect



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