

INSTALLATION FOR V-RAY FOR RHINO

Overview

This guide is to serve as a reference for installation of V-Ray 3.6 for Rhino. Please refer to the [Glossary](#) section for specific terms used in this document.

If you experience any problems, please contact us at vray@microsolresources.com.

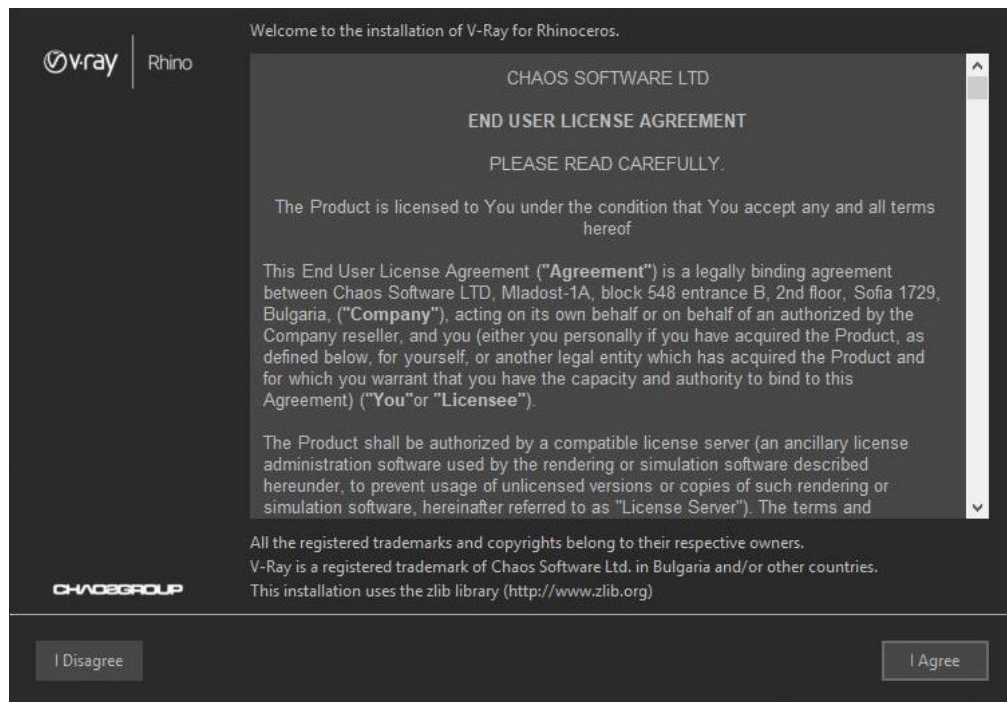
A complete installation of V-Ray 3.6 for Rhino consists of:

- V-Ray
- V-Ray Online License Server
- V-Ray Swarm

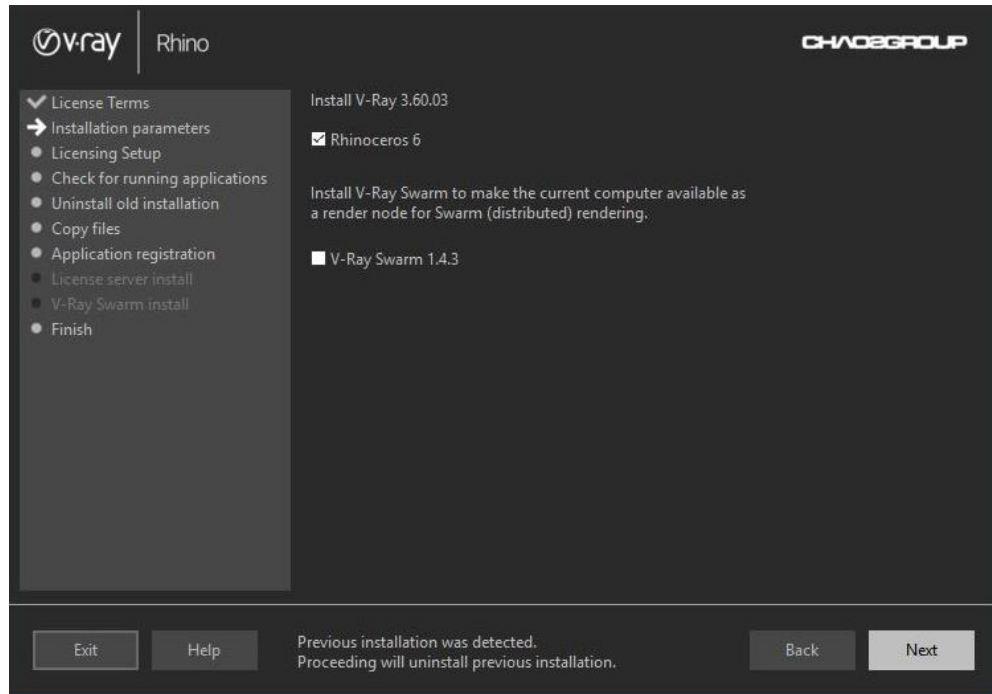
Installation Steps

To install V-Ray make sure your Windows account has administrative privileges and double-click the installation file.

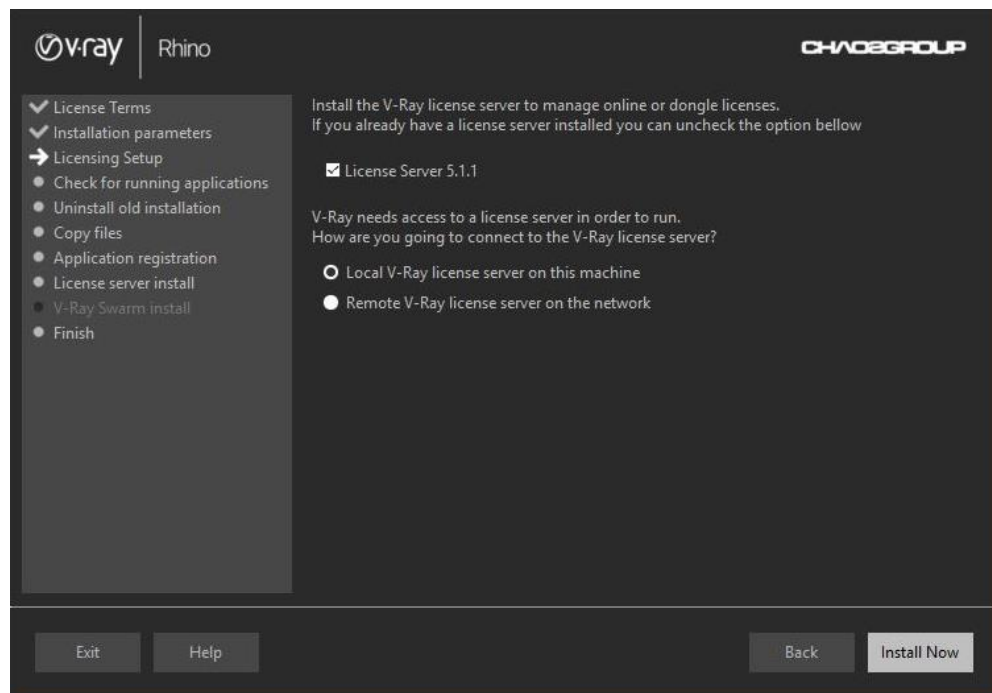
1. You will be presented with the license agreement. Please take a moment to read it, Click **I Agree** to continue.



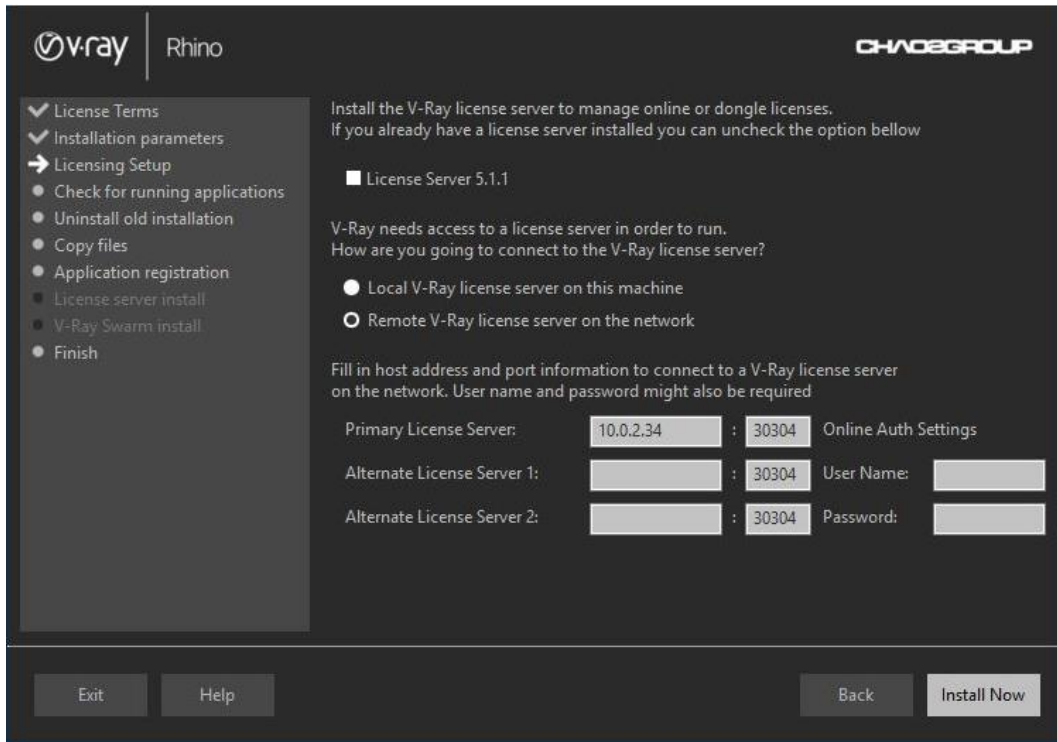
2. Next you can select what to install - V-Ray for Rhinoceros, V-Ray for Grasshopper (if you have Grasshopper installed) and V-Ray Swarm. The installer for Rhinoceros 6 automatically will add V-Ray toolbar and components in Grasshopper. Same applies for Rhinoceros 5, if Grasshopper is already installed.



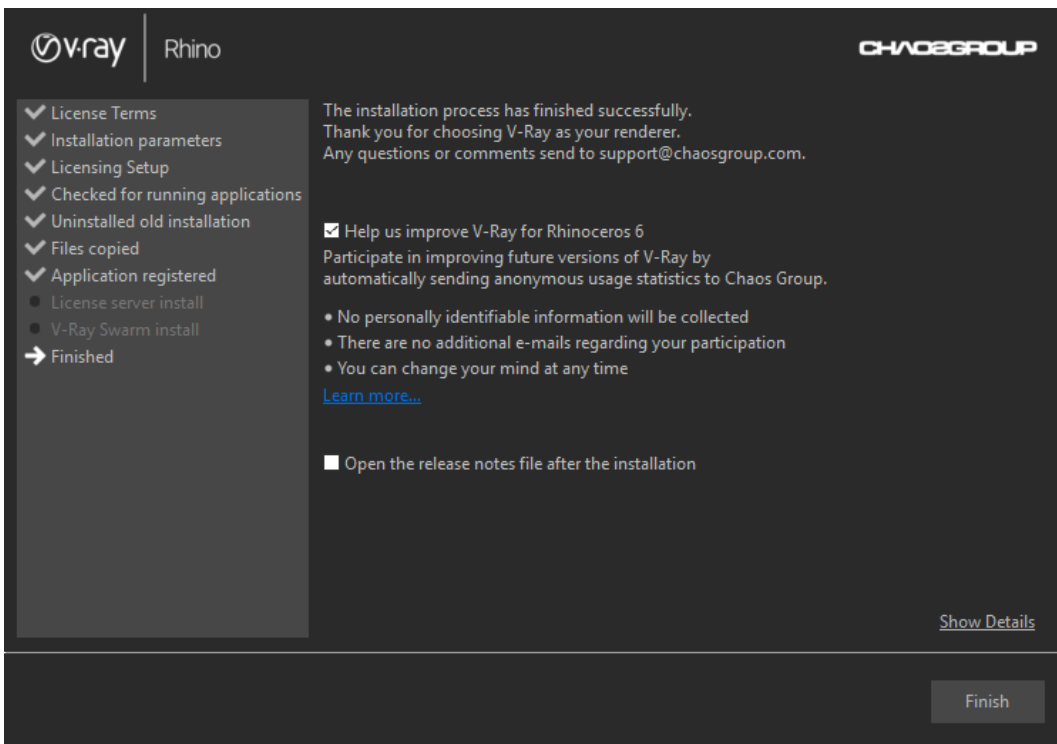
3. At this screen you can choose to install the License Server in order to manage online or dongle licenses. You can also choose to customize the installation. (In this case, we choose not to install the License Server.)



4. If you choose to use a remote license server, this screen will be presented. Click **Install Now** to begin installation



5. Your installation is completed. On the last screen resides the usage statistics collection option. Enable the **Open the release notes file** option to open the release notes file after the installation.



Glossary

Render Node – Machine that is doing the actual rendering.

Distributed Rendering – Dividing frames to buckets and rendering them on different render nodes by using V-Ray DR spawner, V-Ray Standalone or a V-Ray RT render server.

Network Rendering – Rendering whole frames on each render node, for example by submitting jobs to job managers like Backburner.

V-Ray DR spawner – A V-Ray tool used to start V-Ray stand-alone in server mode for Distributed Rendering.

V-Ray SDK – A V-Ray Software Development Kit used for creation of custom materials and geometry.