![MICROSOL RESOURCES]

INSTALLATION FOR V-RAY FOR SKETCHUP

Overview

This guide is to serve as a reference for installation of V-Ray 3.6 for SketchUp. Please refer to the Glossary section for specific terms used in this document.

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

A complete installation of V-Ray 3.6 for SketchUp consists of:
- V-Ray
- V-Ray Online License Server
- V-Ray Swarm

Windows

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 review it, Click **I Agree** to continue.

2. Next you can select the installation type. The installer should detect the root folder automatically. Please make sure that the destination is correct.
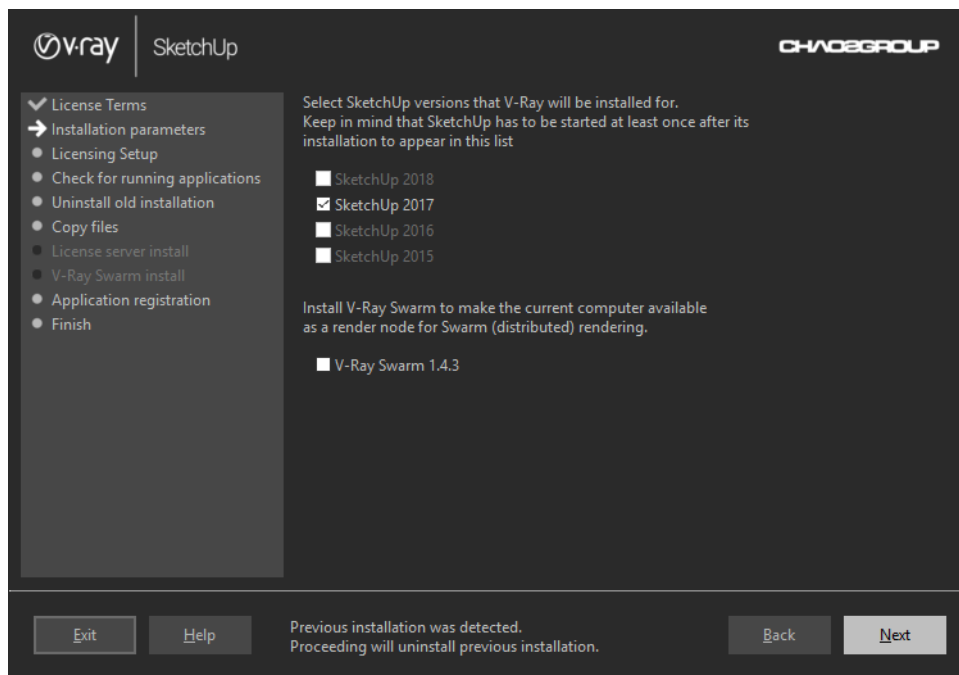
3. The next screen configures the Licensing Setup installation. The connection to the V-Ray license server by default is **Local V-Ray license server on this machine**.
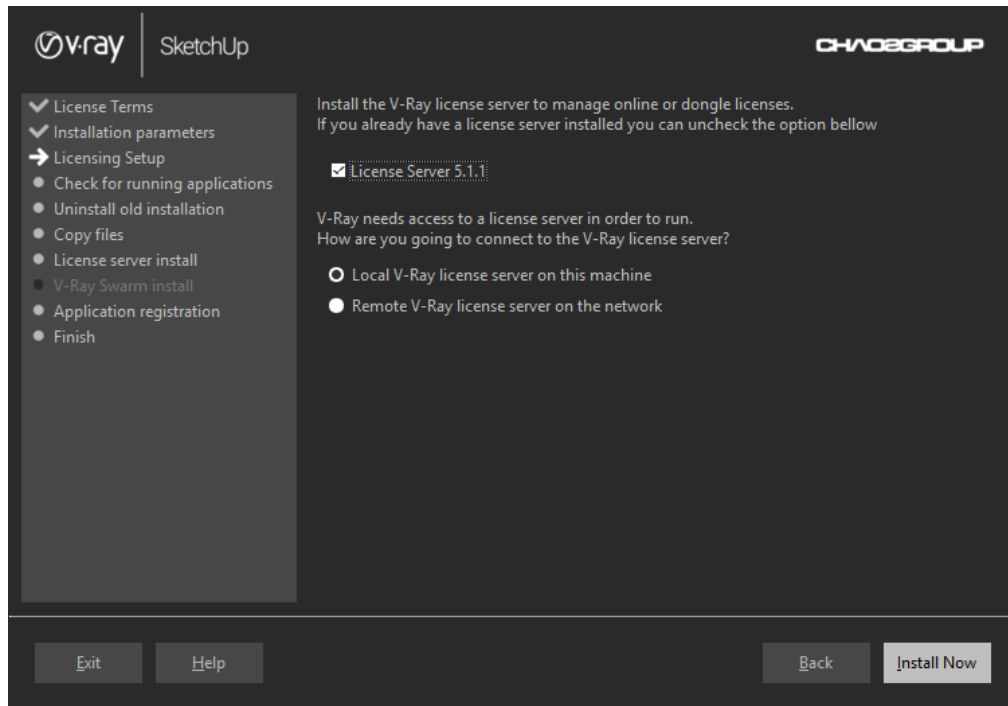

4. If you choose the **Remote V-Ray license server on the network** option, you will be prompted to fill in the host address and port information of the server of your choice.
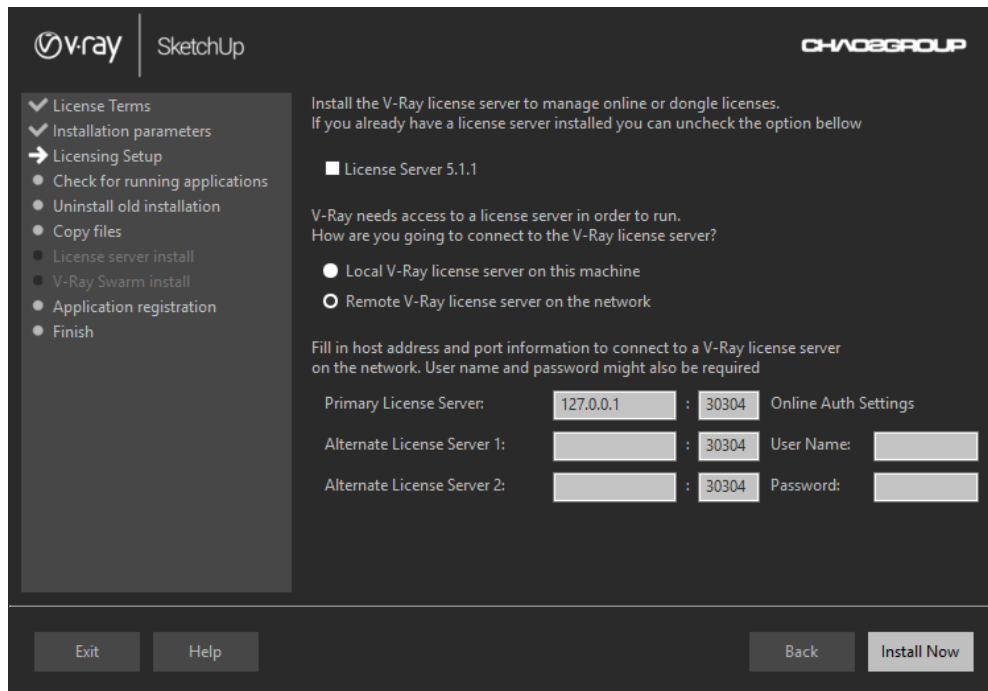
5. The installer will first check for running applications and will prompt you to stop them, if there are such. Then it will automatically uninstall all old versions.
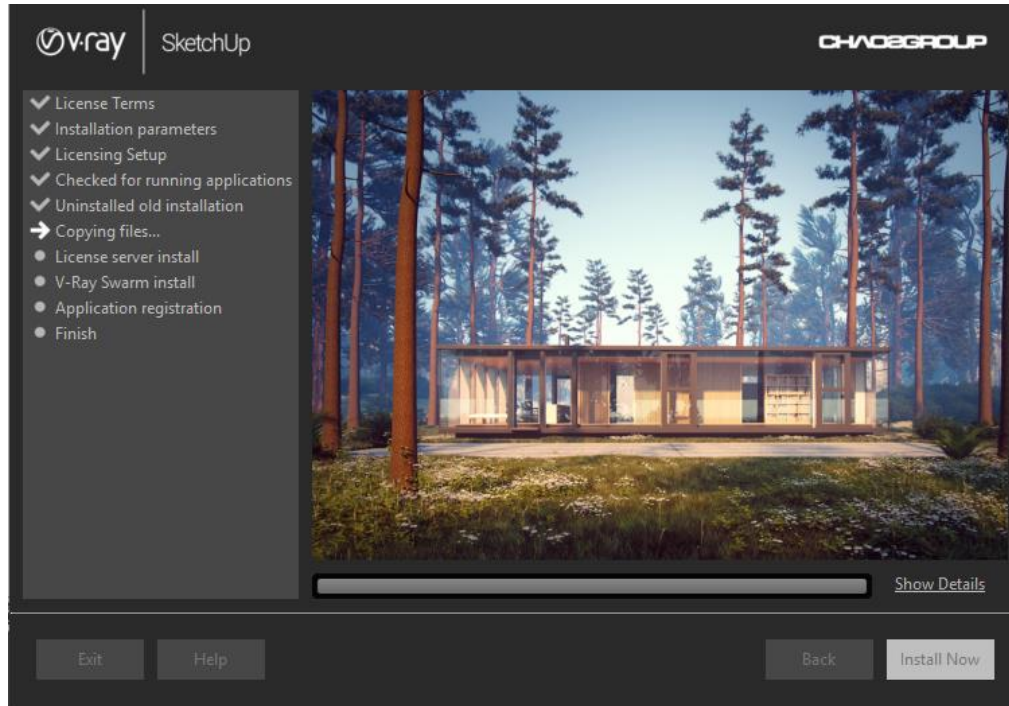
5. Your installation is completed. On the last screen resides the usage statistics collection option. Also, you can check the **Open the release notes file** option to open the release notes file after the installation.
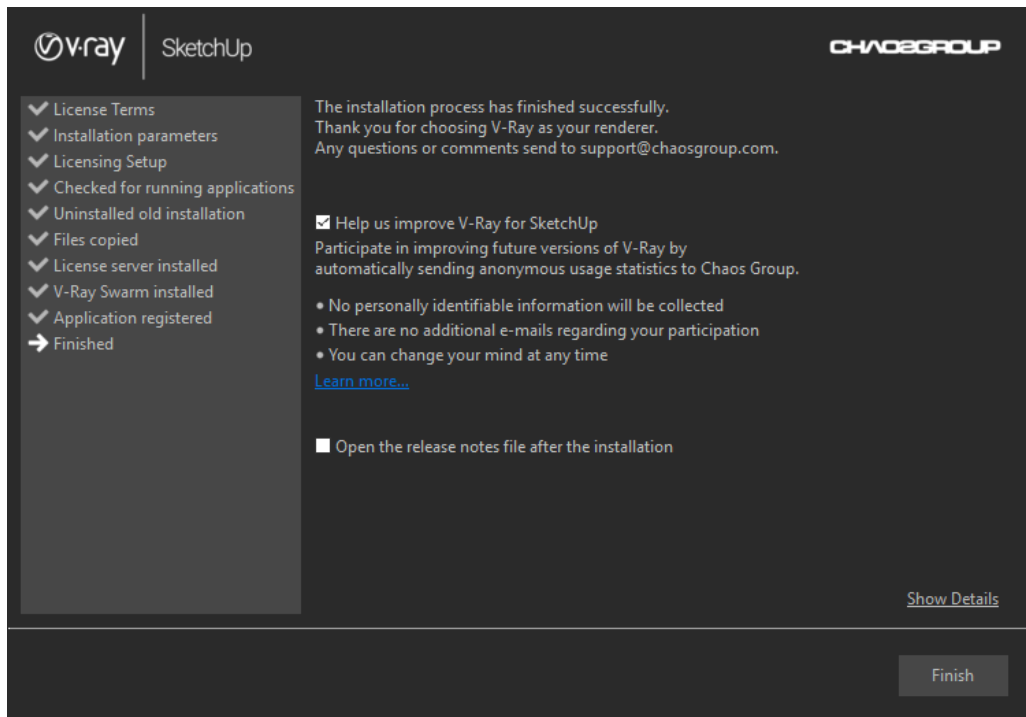
Mac OS X

To install V-Ray make sure the dongle is NOT plugged in. Double click on the installation package to mount the *.dmg* file and then double click on the *.app* file to run the installation. You may be asked to provide administrative privileges - do that so that the installation can commence.

    1. First, you will see the Welcome screen. Click **Next** to continue.

    2. You will be presented with the [license agreement](#). Please take a moment to review it, Click **I accept the license agreement** and click **Next** to continue.

   3. The installer should detect the root folder automatically.
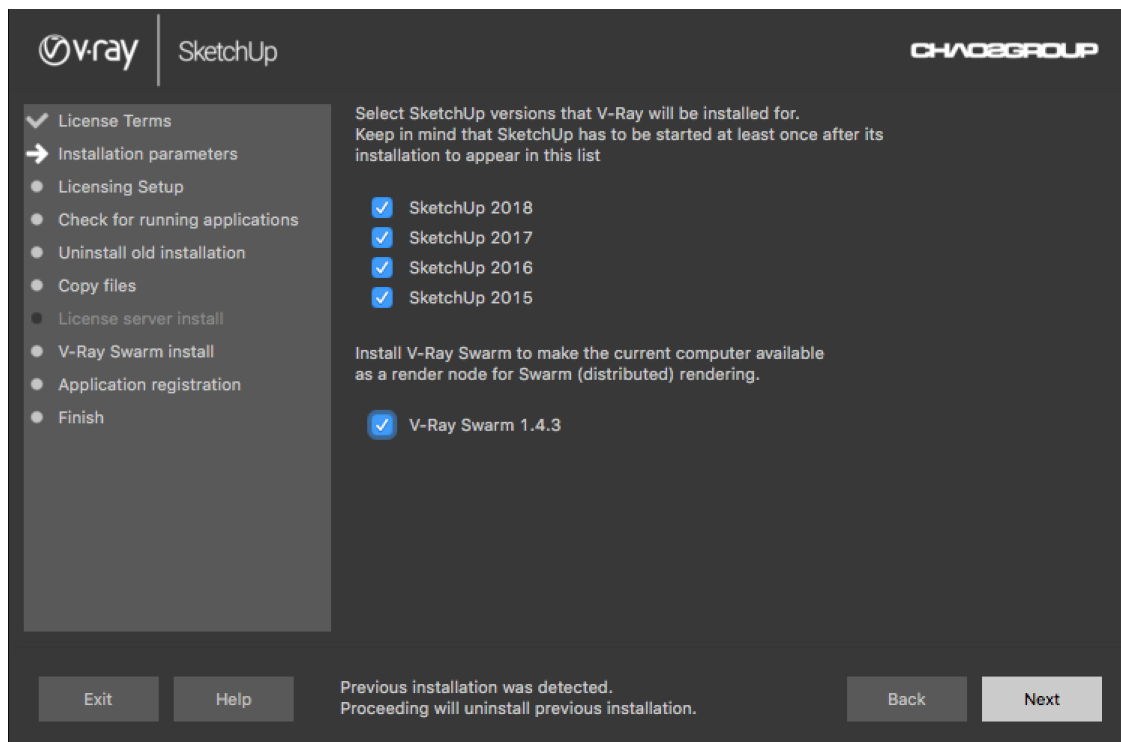
4. On this screen you can choose how to connect to the License Server. Click **Install Now** to begin installation.
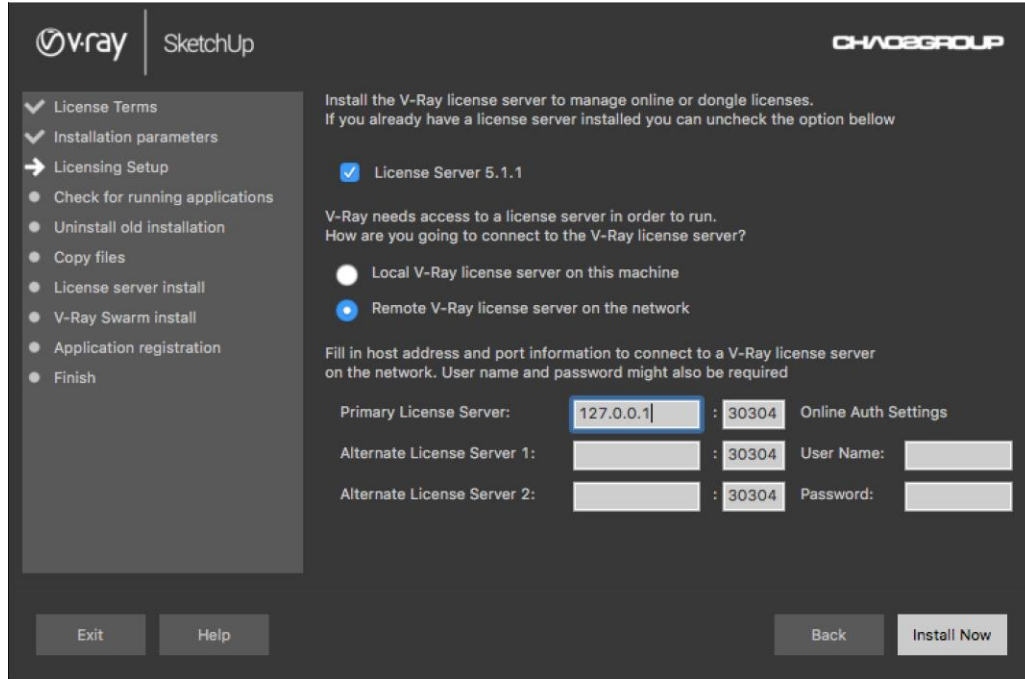
5. The installer will first check for running applications and will prompt you to stop them, if there are such. Then it will automatically uninstall all old versions.
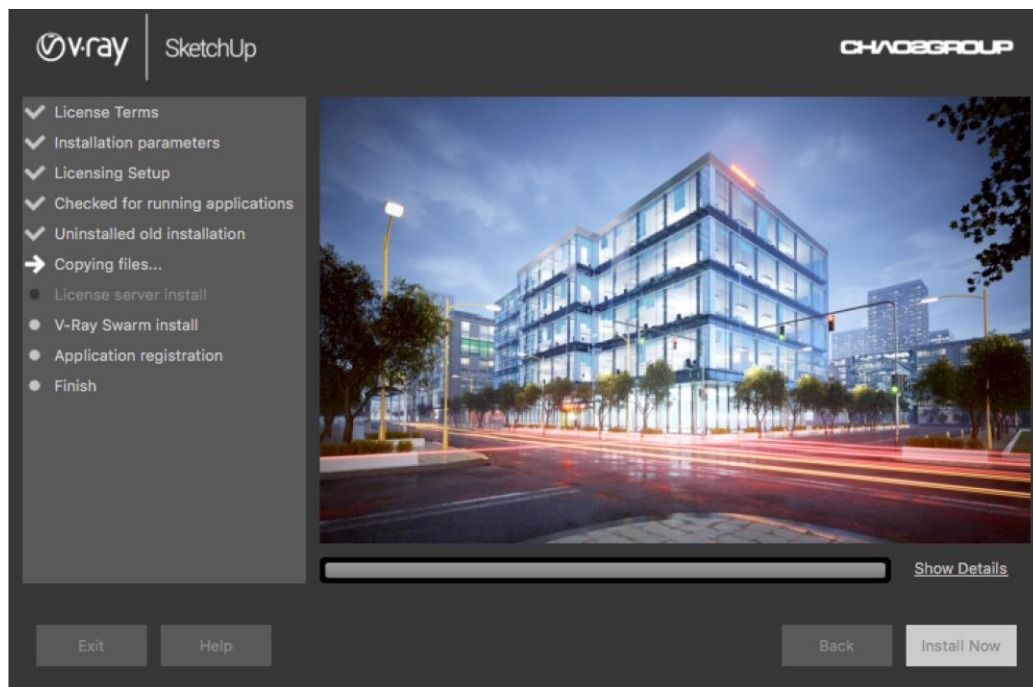
6. On the last screen resides the usage statistics collection option. Click **Finish** to complete the installation.
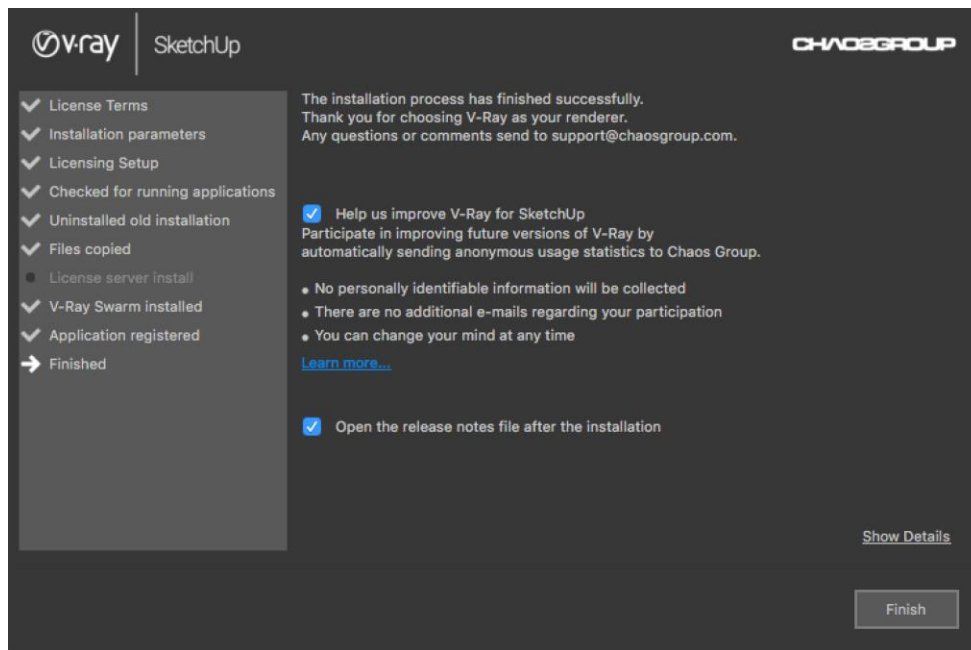
V-Ray License Server

After installing V-Ray, the V-Ray License Server installation window will appear next.

For more information, see how to set up your license.

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.