

## V-RAY FOR 3DS MAX ESSENTIALS

**Duration:** 24 hours  
**Prerequisite:** Working knowledge of Windows, basic knowledge of 3DS Max.  
**Learning Units:** Valid for 24 LU's

### OBJECTIVE

This course introduces you to the essentials of V-Ray for 3DS MAX covering several topics that are indispensable for enhancing architectural design.

### TOPICS INCLUDE

**UI & VFB** The lessons in this category provide an overview of V-Ray's components, what they do, and where to find them in the interface. User Interface – A guide to the most commonly used V-Ray components. Frame Buffer – What the V-Ray Frame Buffer is, and its most useful features

**RENDER ENGINES** This section covers the two main rendering engines of V-Ray. V-Ray RT – How to use V-Ray RT as an ActiveShade renderer, and how to set it up to render animations. V-Ray Production – An overview of the standard V-Ray rendering engine, and how to use it.

**SAMPLING** An in-depth explanation of how to optimize antialiasing and render times.

**LIGHTING** V-Ray Light – The most commonly used settings of the V-Ray Light. V-Ray Ambient Light – An overview of the settings of the V-Ray Ambient Light. V-Ray Dome Light – The workflow to generate Image Based Lighting with the V-Ray Dome Light. V-Ray IES Light – How light profiles and V-Ray's IES light can create realistic lighting. V-Ray Sun and Sky System - Set up day time illumination with the V-Ray's Sun and Sky system.

**GLOBAL ILLUMINATION** GI Introduction. The theory of tracing global illumination, and the technical differences between the different GI Engines in V-Ray. GI for Exterior Scenes – The workflow for setting up GI for Exterior Scenes. GI for Interior Scenes – The workflow for setting up GI for Interior Scenes. Caustics – How to generate sharp photon mapped caustics. GI for Fly-Through Animations – Optimize the rendering of fly-through animations.

**CAMERA** Physical Camera – Physical Camera settings, and how they affect the exposure of the rendered image. Physical Camera: Motion Blur and Depth of Field – How to use Motion Blur and Depth of Field effects, and how to balance the exposure of the rendered image.

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**SHADING** V-Ray Material – V-Ray material settings, and how to use them to simulate a wide range of real world materials. V-Ray SSS Materials – V-Ray FastSSS2 and V-Ray Skin materials, and how to use them to create translucent or sub-surface scattering materials. V-Ray 2-Sided Material – V-Ray 2-Sided material, and how to use it to create thin translucent materials such as fabric or paper. V-Ray Blend and Bump Materials – How to create more complex materials. Random Color Techniques – How the V-Ray Multi Sub texture and the V-Ray User Color node can generate random colors in a shading network.

**VOLUMETRICS** V-Ray Aerial Perspective and V-Ray Environment Fog atmospheric effects in an exterior scene

**DYNAMIC GEOMETRY** V-Ray Displacement – Adding fine detail to scenes with the V-Ray Displacement Modifier. V-Ray Proxy – Optimize high poly count scenes with V-Ray's Proxy geometry. V-Ray Instancer – Instance multiple V-Ray Proxy geometries with the help of a ParticleFlow system and the V-Ray Instancer helper. V-Ray Fur – Generate realistic grass with V-Ray Fur.

**RENDER ELEMENTS** V-Ray Render Elements – How to split the rendered image into render elements and combining them in compositing.

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