

## V-RAY FOR REVIT ESSENTIALS

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

### OBJECTIVE

This course introduces you to the essentials of V-Ray for REVIT 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. V-ray Frame Buffer – What the V-Ray Frame Buffer is, and its most useful features. Asset Editor – manage geometry, materials, and textures within an easy to use dialog box. Appearance Manager – control the appearance of assets before and during rendering, including materials, objects, global overrides, and contours. Chaos Cosmos – access high quality 3D content from the rich V-ray ecosystem.

**V-RAY SWARM** Learn to use V-ray Swarm, a distributed rendering system that allows users to render on multiple machines at once using a simple web interface. Swarm can be run on machines that do not have Revit installed, expanding the rendering

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

**LIGHTING** Interior Lighting: Learn techniques for lighting interior spaces & find a balance between artificial lights and the environmental light from the sun. Exterior Lighting: Learn techniques for lighting exterior scenes, V-Ray Sun and Sky System - Set up day time illumination with the V-Ray's Sun and Sky system. V-Ray Dome Light – The workflow to generate Image Based Lighting with the V-Ray Dome Light. V-Ray Ambient Light – An overview of the settings of the V-Ray Ambient Light. V-Ray IES Light – How light profiles and V-Ray's IES light can create realistic lighting.

**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.

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**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.

**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 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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