

V-RAY FOR REVIT ESSENTIALS

Prerequisite: Working knowledge of Windows, basic knowledge of REVIT.

Time: (6) Sessions – 4 Hours per session, mornings 9:00am-1:00pm or afternoons 1:00pm to 5:00pm

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

- 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.

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- 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.

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.