

V-RAY FOR 3DS MAX USER INTERFACE OVERVIEW

This handout covers the V-Ray User Interface integration in 3ds Max.





- 1. In the folder **01_The_Bedroom** open the scene **01_UI.max** and make sure that all assets are present.
- 2. Open the Render Setup dialog



3. Go to the **Common** tab, open the **Assign Renderer** scroll out and set **V-Ray Next, update 1.2** for **Production** renderer:

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Target:	Production Rendering Mode		Render			
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					ОК	Cancel

4. Examine the tabs of the **Render Setup** dialog. Note where the different V-Ray render settings are:



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About V-Ray	Enable GI Default
Frame buffer	Primary engine Brute force V
Global switches	Secondary engine Light cache 🔹
IPR options	* Brute force GI
Image sampler (Antialiasing)	Subdivs 8 💠 Per AA sample: 6/6 💡
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 In the V-Ray tab, open the Image sampler(Antialiasing) roll-out and toggle the Default/Advanced/Expert button. Note that there are different options accessible for each mode:





6. Examine the V-Ray Toolbar





- 7. In the **V-Ray Toolbar** click on the **V-Ray Sphere Light** button and drag in the view port to create a sphere light:

8. Hit the Render Current Frame button and wait a few seconds for V-Ray to clear out the image:





- V-Ray Light Lister

 Configuration

 General Settings All Lights

 Selected Lights

 V-Ray Lights

 Name

 Multiplier

 Color Temperature

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 VitayLight01
- 9. Open the V-Ray Light Lister by clicking its button in the V-Ray Tool Bar:

10. Note that VRayLight001 and change its Multiplier to 5:

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- 11. Close the V-Ray Frame Buffer and the V-Ray Light Lister
- 12. Click the **Render Current Frame** button again to see the changes that were just made to the light.
- 13. Open the V-Ray Quick Settings window by clicking on its button in the V-Ray Toolbar and examine the available options:

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*	GI Quality: 0% Light bounces: 3 ‡
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2	None Settings Shading Quality: 0%
	▼ Settings
\bigcirc	AA Quality: 0% 25 ‡
*	bucket Settings
	Enable built-in frame butter Render





14. Click on the Last VFB button in the V-Ray Toolbar and examine the V-Ray Frame Buffer:

15. In the **Command Panel** examine the V-Ray components in **Geometry**, Lights and Helpers:







16. Open the Slate Material Editor



17. In the Material/Map Browser examine the V-Ray Materials and V-Ray Maps:



18. Right-click on one of the pencils and select **V-Ray properties** from the drop-down menu:





19. Examine the options in the V-Ray object properties window:

3 V-Ray object properties		×
Scene objects:	Object properties	Matte properties
Pencil	Use default moblur samples 🗵	Matte object
Pencil001 Plane001	Motion blur samples 2 ‡	Matte for refl/refr
Sheet	Moblur duration 1.0 ‡	Alpha contribution 1.0 💠
Sheet001 Sheet004	Velocity channel 1 *	Direct light
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		Affect alpha
	🖌 Generate GI 🛛 1.0 🗘	Color
	✓ Receive GI 1.0 ‡	Brightness 1.0 ‡
	GI surface ID 0 🗘	Reflection/Refraction/GI
	Raytraced SSS ID 0 🗘	Reflection amount 1.0 ‡
	Subdivs multiplier 1.0 🗘	Refraction amount 1.0 ‡
	✓ Generate caustics	GI amount 1.0 💠
	Receive caustics	No GI on other mattes
	Caustics multiplier 1.0 +	Trace sets
	Visible to GI	Defection such de
	Visible in reflections	Reflection exclude
	 Visible in refractions 	Refraction exclude
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Selection sets:	Ignore in RT Engine	
•	Geometry Default 🔻	Close

20. Open the Environment and Effects window:



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Environment and Effects	
Environment Effects	
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21. In the **Exposure Control** rollout click on the drop down menu and note that there is a **VRay Exposure Control** option available:



22. In the **Atmosphere** rollout click on the **Add...** button and note the V-Ray specific effects:

