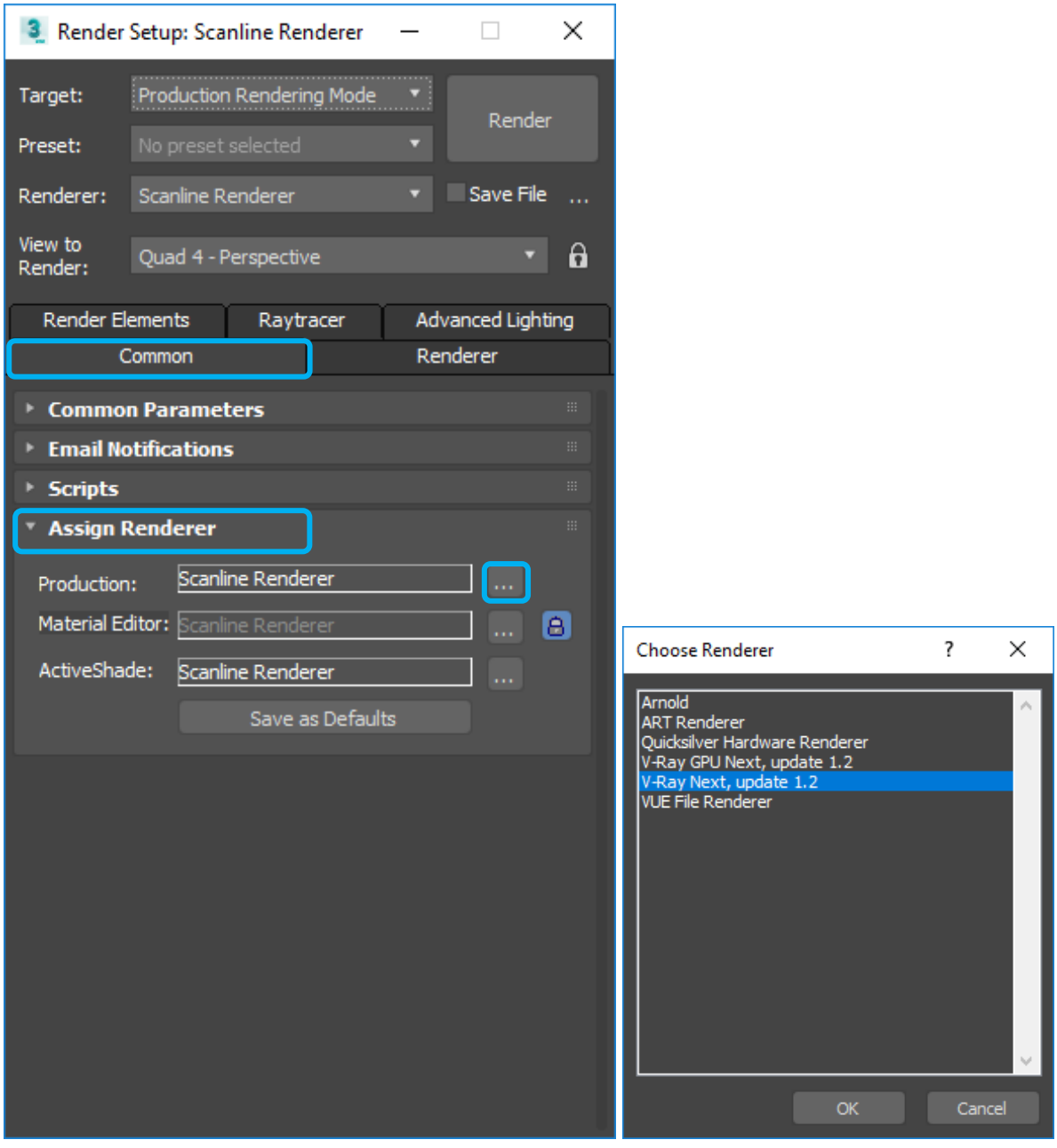
FREEMAN®

# V-RAY FOR 3DS MAX USER INTERFACE OVERVIEW

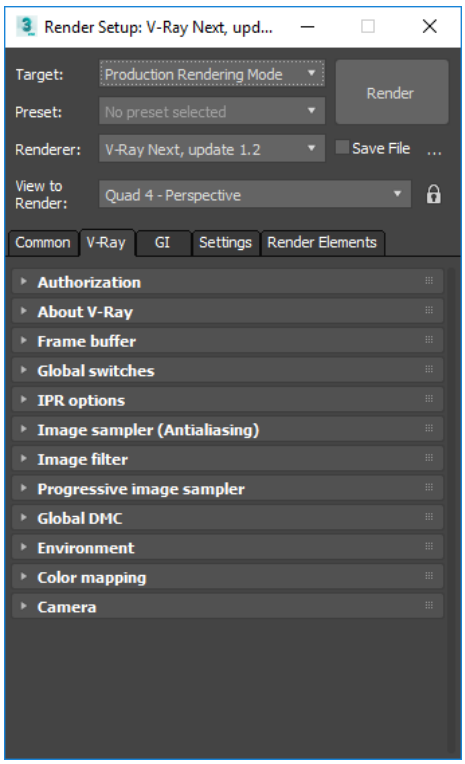
This handout covers the V-Ray User Interface integration in 3ds Max.

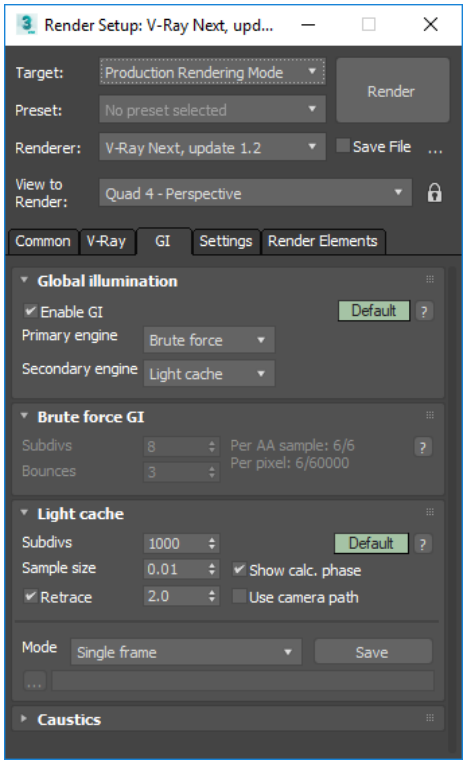
1. In the folder **Section_01 (Lessons 1-3)** open the scene **01_UI.max** and make sure that all assets are present.
2. Open the **Render Setup** dialog

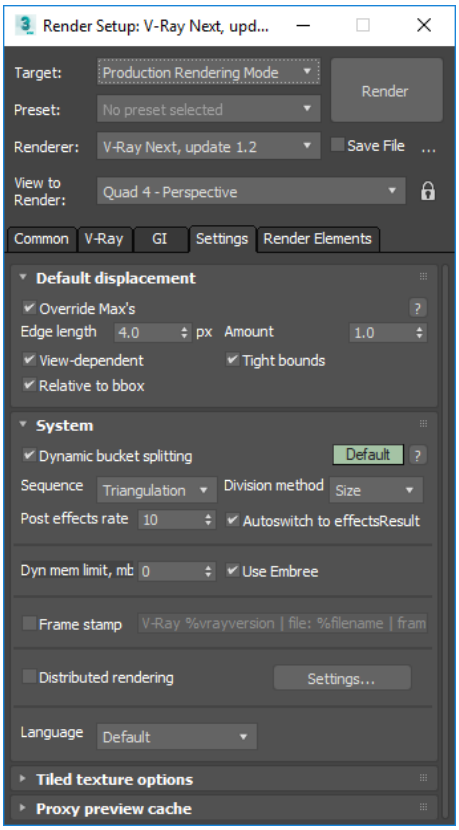
3. Go to the **Common** tab, open the **Assign Renderer** scroll out and set **V-Ray Next, update 1.2** for **Production** renderer:

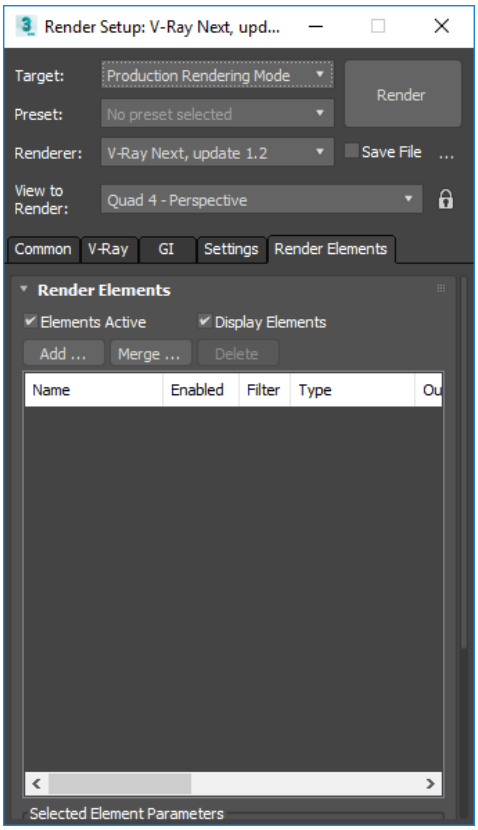


4. Examine the tabs of the **Render Setup** dialog. Note where the different V-Ray render settings are:

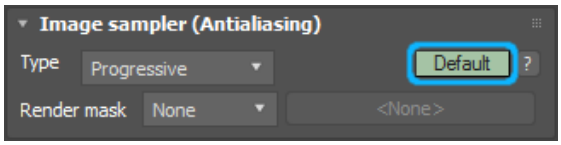


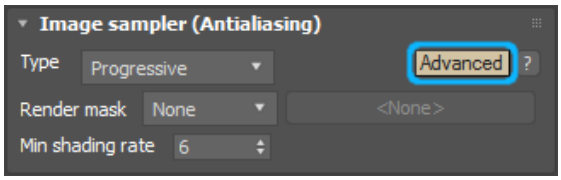



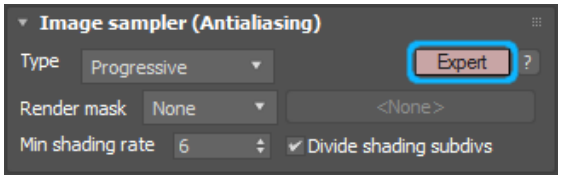



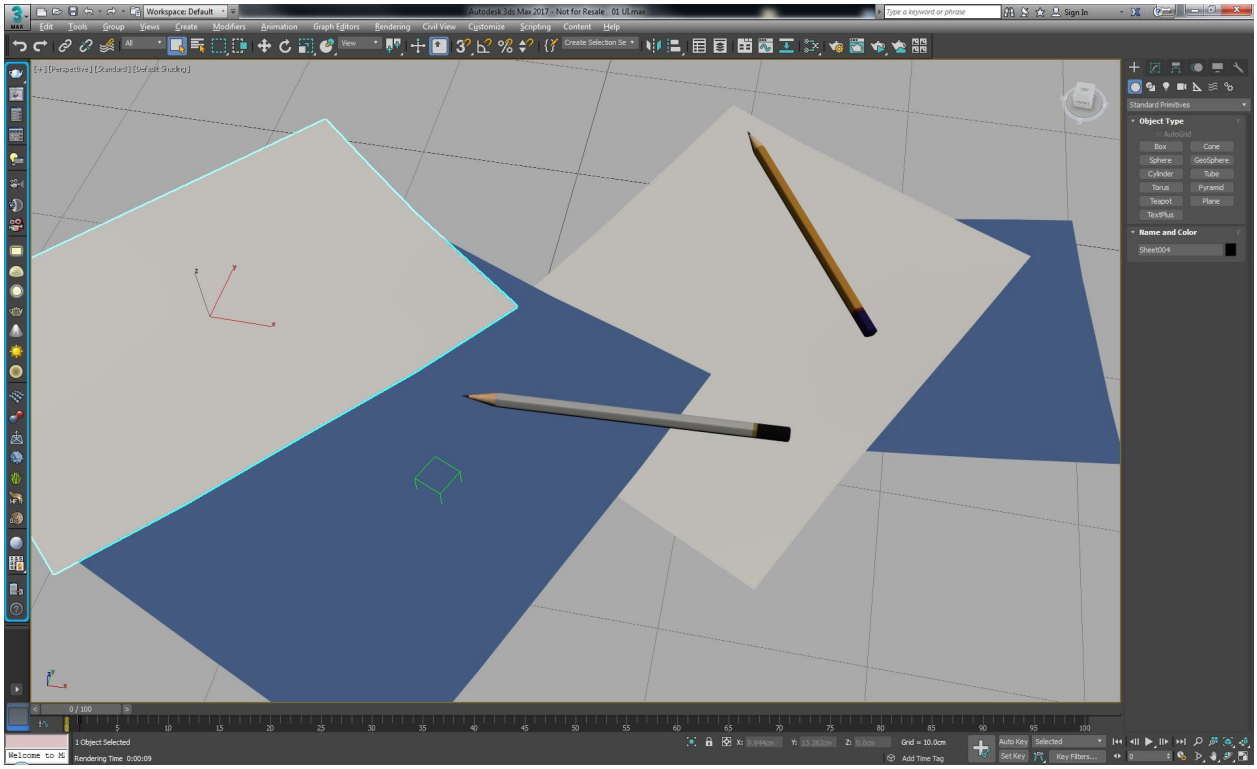
5. In the **V-Ray** tab, open the **Image sampler(Antialiasing)** roll-out and toggle the **Default/Advanced/Expert** button. Note that there are different options accessible for each mode:



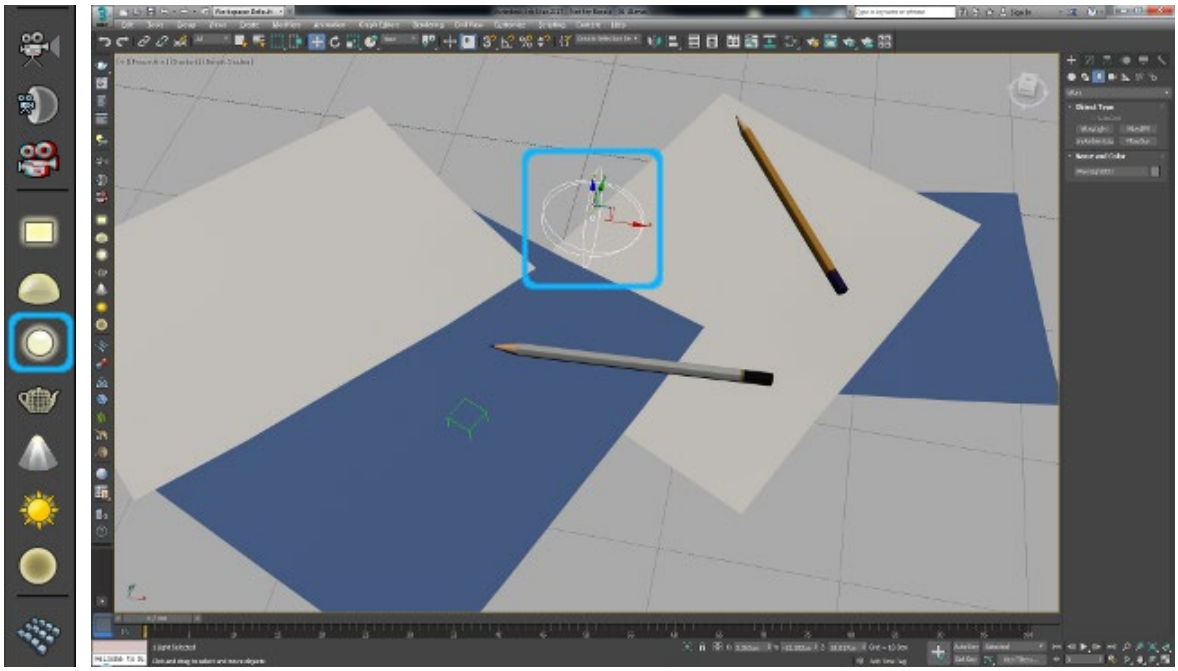



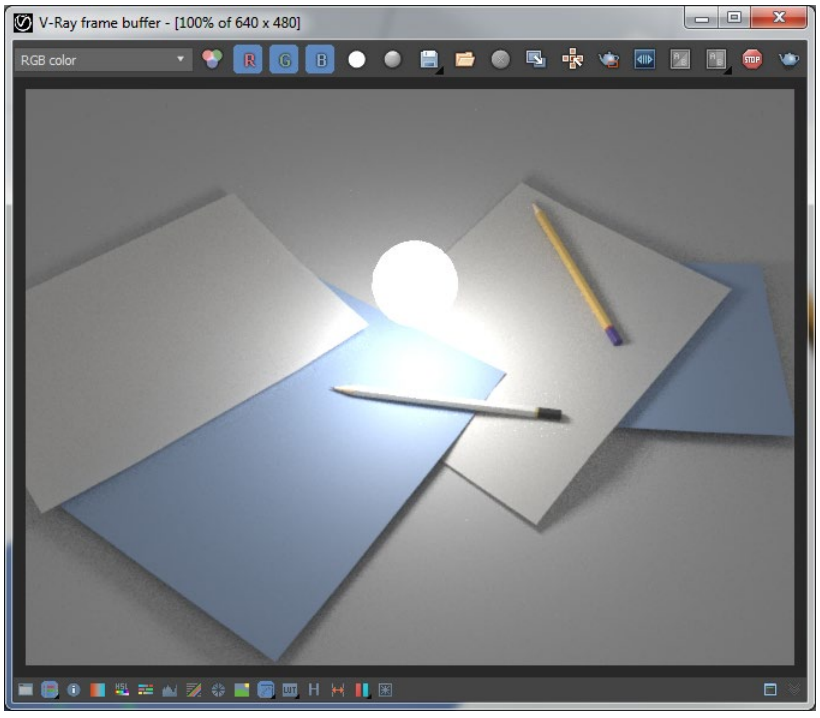

6. Examine the **V-Ray Toolbar**



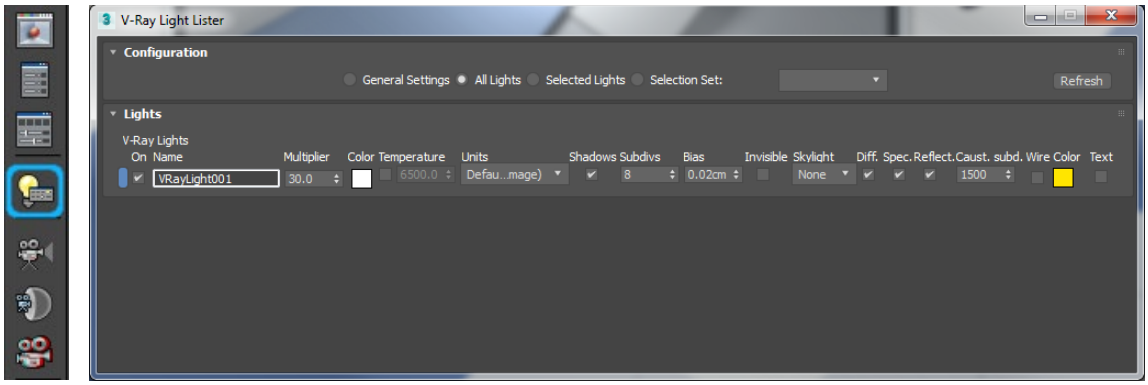
7. In the **V-Ray Toolbar** click on the **V-Ray Sphere Light** button and drag in the view port to create a sphere light:



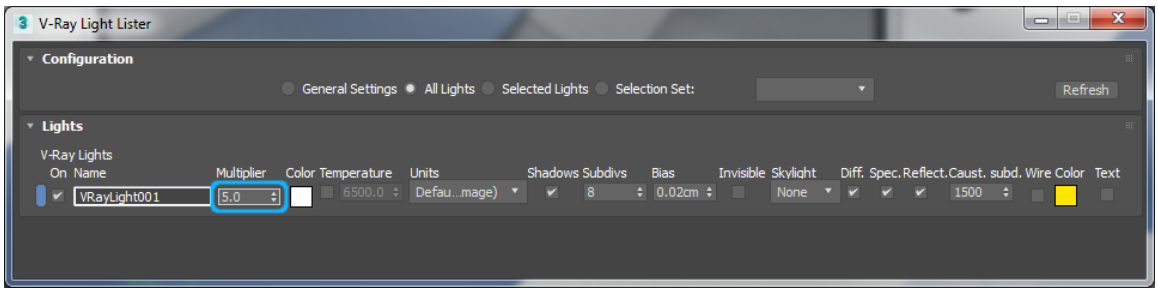
8. Hit the **Render Current Frame** button and wait a few seconds for V-Ray to clear out the image:

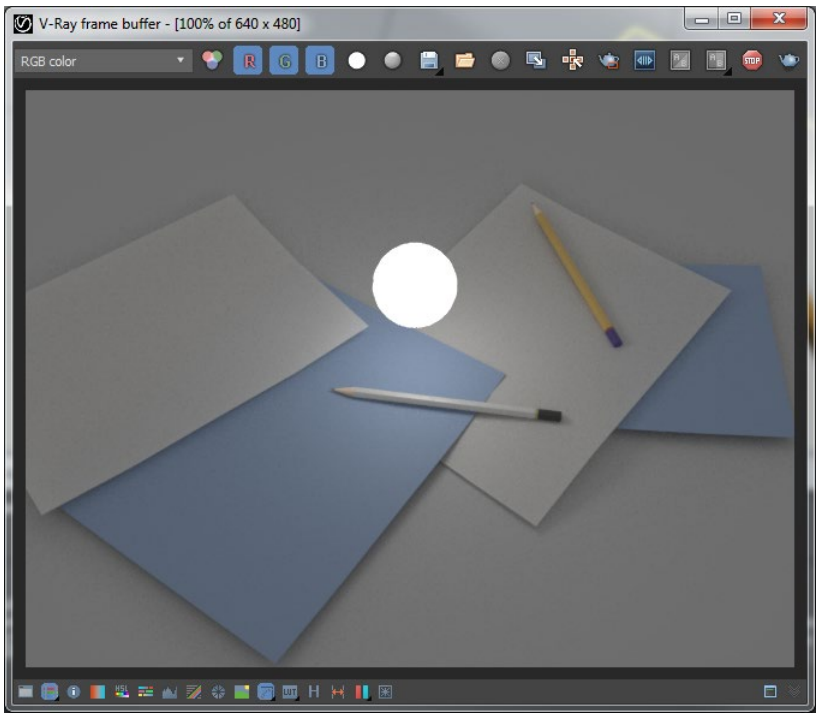


9. Open the **V-Ray Light Lister** by clicking its button in the **V-Ray Tool Bar:**

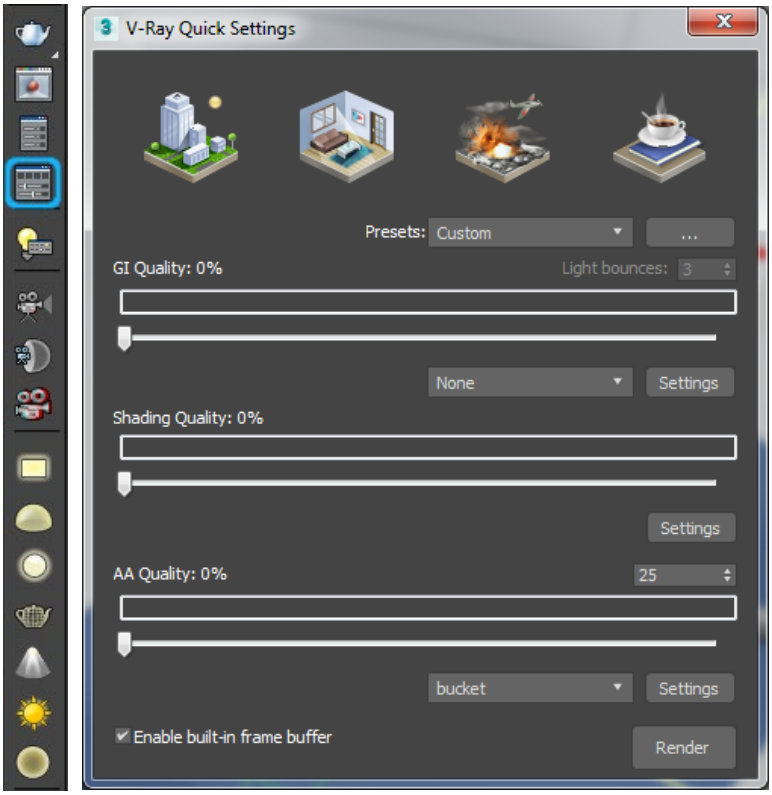



10. Note that **VRayLight001** and change its **Multiplier** to 5:

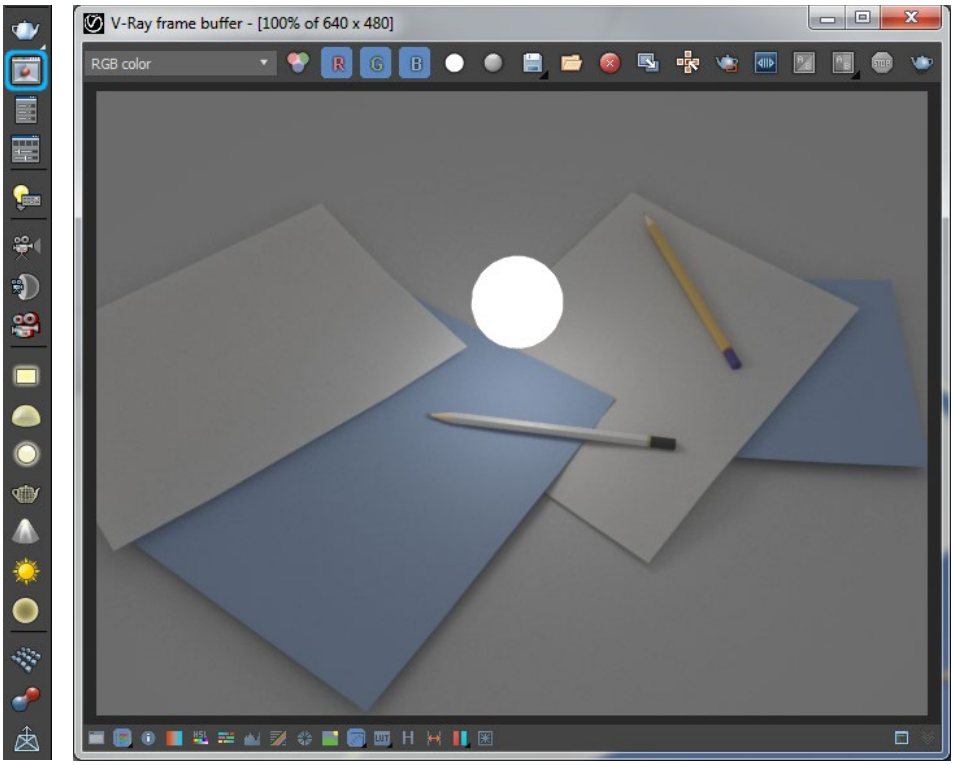


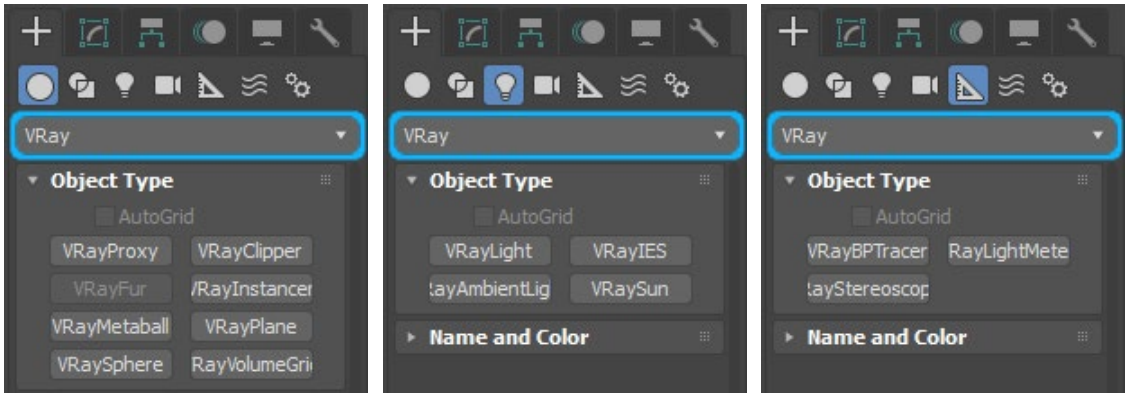
11. Close the **V-Ray Frame Buffer** and the **V-Ray Light Lister**
12. Click the **Render Current Frame** button again to see the changes that were just made to the light.
13. Open the **V-Ray Quick Settings** window by clicking on its button in the **V-Ray Toolbar** and examine the available options:



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

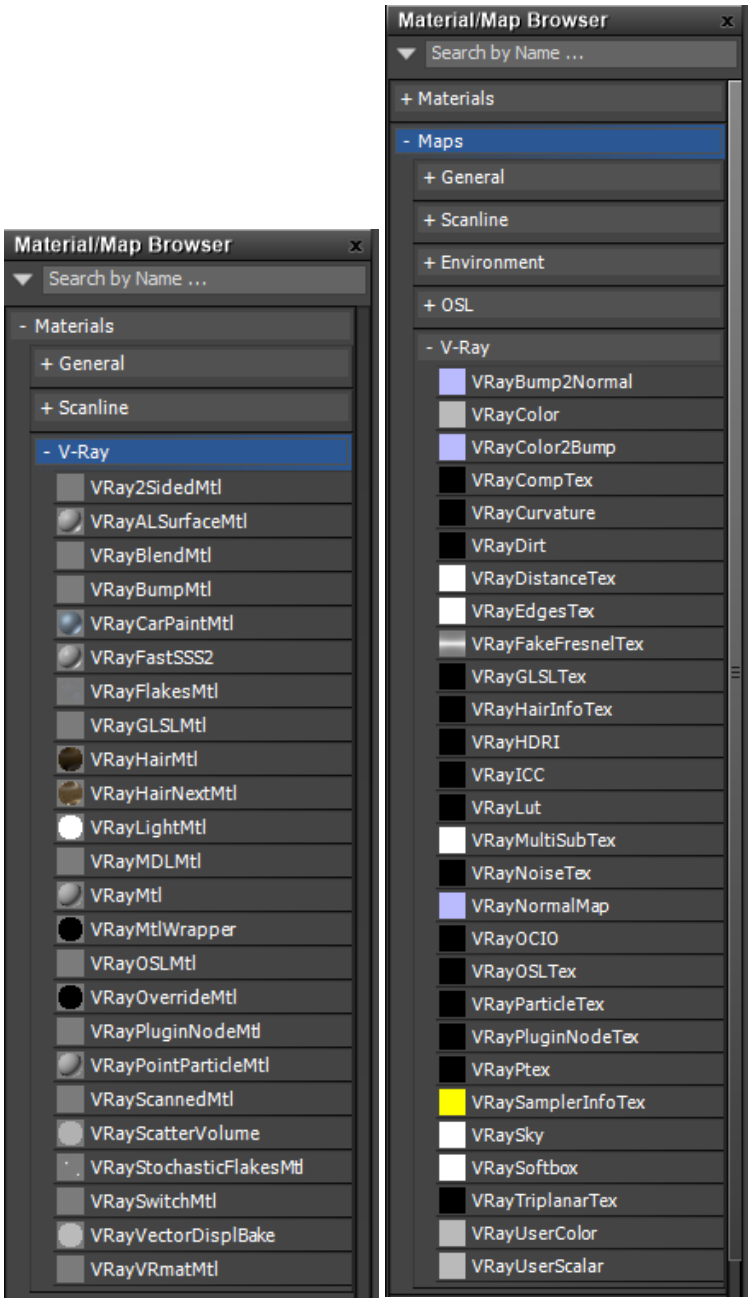



15. In the **Command Panel** examine the V-Ray components in **Geometry**, **Lights** and **Helpers**:

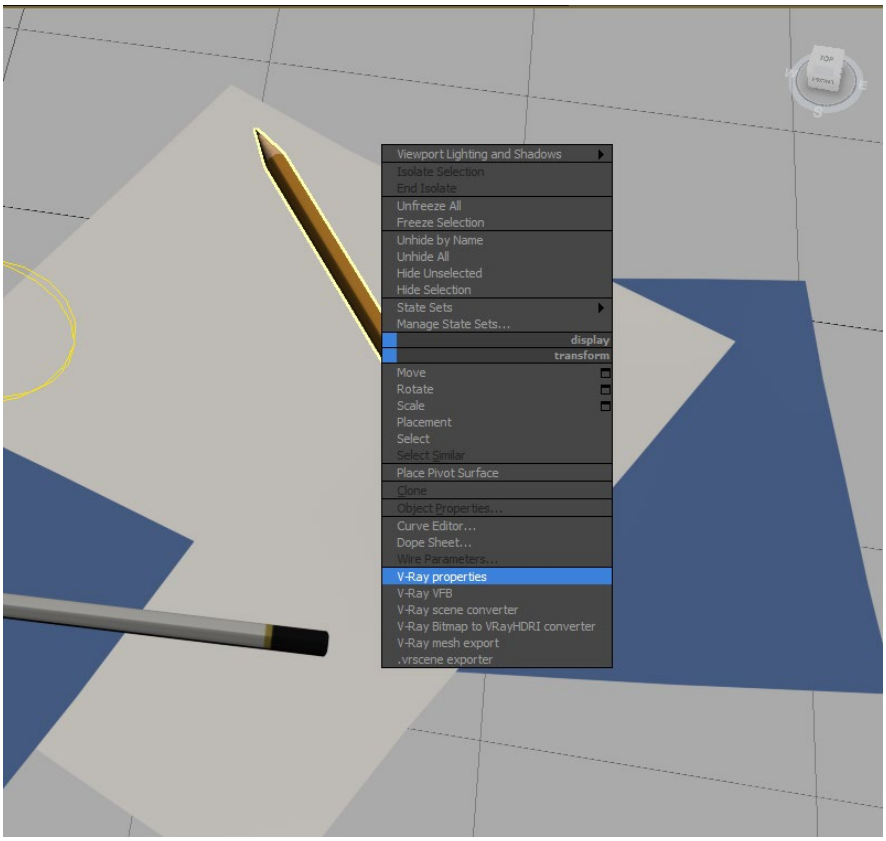


16. Open the **Slate Material Editor**

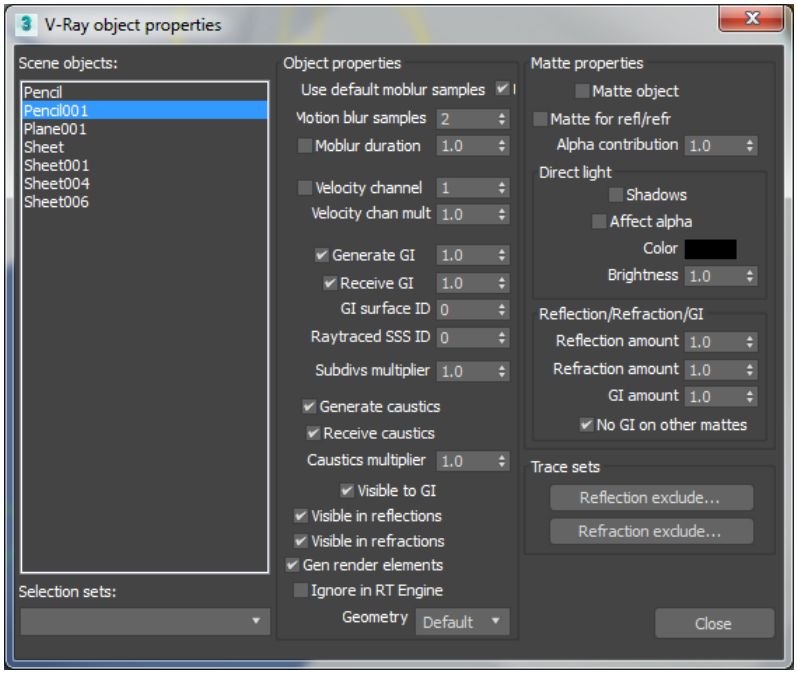
17. In the **Material/Map Browser** examine the **V-Ray Materials** and **V-Ray Maps**:



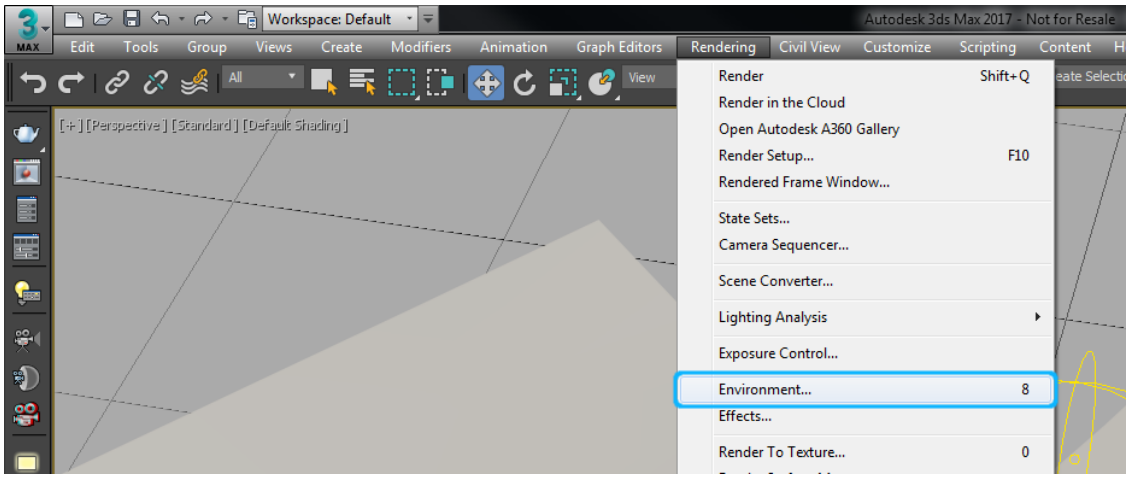

18. Right-click on one of the pencils and select **V-Ray properties** from the drop-down menu:

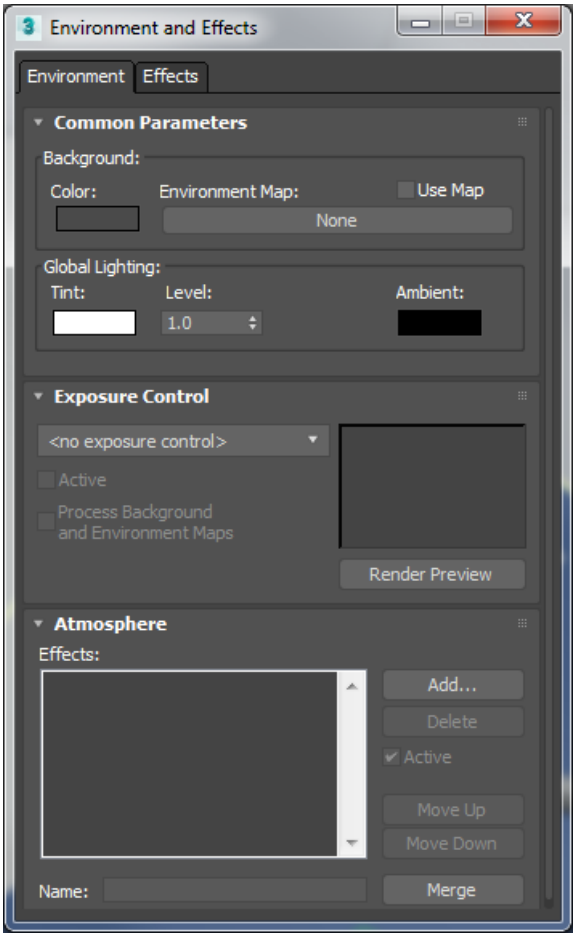



19. Examine the options in the **V-Ray object properties** window:

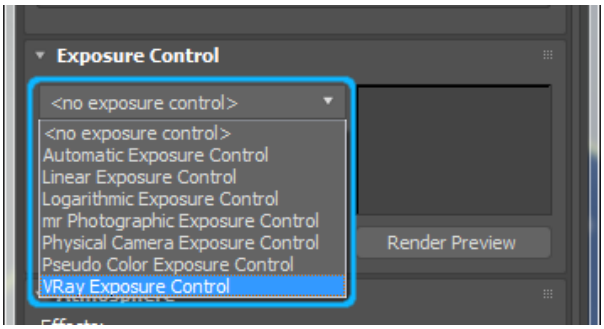



20. Open the **Environment and Effects** window:


Workspace: Default
Autodesk 3ds Max 2017 - Not for Resale
Edit
Tools
Group
Views
Create
Modifiers
Animation
Graph Editors
Rendering
Civil View
Customize
Scripting
Content
[+] [Perspective] [Standard] [Default Shading]
Render Shift+Q
Render in the Cloud
Open Autodesk A360 Gallery
Render Setup... F10
Rendered Frame Window...
State Sets...
Camera Sequencer...
Scene Converter...
Lighting Analysis
Exposure Control...
Environment... 8
Effects...
Render To Texture... 0


Environment and Effects
Environment
Effects
Common Parameters
Background:
Color:
Environment Map:
Use Map
None
Global Lighting:
Tint:
Level:
1.0
Ambient:
Exposure Control
<no exposure control>
Active
Process Background and Environment Maps
Render Preview
Atmosphere
Effects:
Add...
Delete
Active
Move Up
Move Down
Name:
Merge

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: