Foundation V-Ray 3.0

This course is designed for new users or users with very little experience of V-Ray.
However, although no previous CAD experience is necessary, any previous use of 3D software, for example Sketchup etc. would be very useful. It is recommended that delegates have a working knowledge of Microsoft Windows.

You will learn the features, commands, secrets and techniques for creating, and editing scene renders with confidence.
We aim to produce intriguing and realistic renders efficiently using hands-on exercises. Trainees will be able to take away the images that they produce for use in their own digital CV.

The course runs from 9.30 am to approximately 4.30 pm.
Duration: 2 days.

Using the User Interface

Shortcuts to Quality and Output

Using Global Illumination
Different Lighting Schemes
Choosing Plane Lights
Lighting which works with V-Ray
How to use IES lights
Enhancing Standard Lighting

How to organise your workflow

Thinking like a Camera
Getting the right Exposures
Making shadows work for you

Creating Colour Temperatures
When to use Ambient Occlusion

Detailed Render Settings

Advanced features discussion
Using Materials correctly

Using Quick Settings
Designing Bump and Normal Maps
Organising Time & Renders

When to use Displacement Maps
Final versus Draft Settings

Saving your output to different formats