

Courses Details for V-Ray

V-Ray is a rendering engine that is used as an extension of certain 3D computer graphics software. It is a rendering engine that uses advanced techniques, for example global illumination algorithms such as path tracing, photon mapping, irradiance maps and directly computed global illumination. The use of these techniques often makes it preferable to conventional renderers which are provided as standard with 3d software, and generally renders using these technique can appear more photo-realistic, as actual lighting effects are more realistically emulated. V-Ray is used in the Interior/Architectural and video game industries.

V-Ray for 3D'S Max

V-Ray Geometry

V-Ray Proxy
V-Ray Fur
V-Ray Plane
V-Ray Sphere
V-Ray Displacement Mod

Normal Track : 1 Month

Fast Track : 15 Days

V-Ray Light

V-Ray Light
V-Ray IES Light
V-Ray Ambient Light
V-Ray Sun
V-Ray Mesh Light

V-Ray Camera

V-Ray Dome Camera
V-Ray Physical Camera

V-Ray Effects

V-Ray Sphere Fade
V-Ray Toon
V-Ray Fog Light

V-Ray Indirect Illumination

Photon Mapping
Light Cache
Brute Force
V-Ray Caustics
V-Ray System
V-Ray Render Element
V-Ray Passes
V-Ray Post Production

V-Ray Caustics

V-Ray Light Prop.
Photons
Caustics Subdivision (Light)
Caustics Subdivision (Render)
Manual Control of Caustics

V-Ray System

Raycaster Params
Render Region Division
Frame Stamp
Distribute Rendering
V-Ray log

V-Ray Render Element

Global illumination
Specular
Shadow
Object ID / Material ID

V-Ray Post Production

Compositing V-Ray Elements Passes into Photoshop

V-Ray Material

About V-Ray Material
V-Ray 2 Sided Material
V-Ray Blend Material
V-Ray Car Paint Material
V-Ray Blend Material
V-Ray Fast SSS
V-Ray Fast SSSZ
V-Ray Light Material
V-Ray Material Wrapper
V-Ray Override Material
V-Ray Smpiont Material
V-Ray Vector Displ Bake
Using V-Ray Material Library
V-Ray BMP Fiter
V-Ray Color
V-Ray Comptex
V-Ray Dirt
V-Ray Edges Tex
V-Ray HDRI
V-Ray Map
V-Ray Sky

V-Ray Rendering

About Common Parameters
Render Output Size
Rendering Different File Type
V-Ray Global Switches
V-Ray Image Sampler
Type of Image Sampler
Diferrent Kind of filters
V-Ray Environment Lighting
Reflection and Refraction Environment
V-Ray Color Mapping
Type of Color Mapping and There Use
V-Ray Indirect Illumination

Project Work

Day Light Render (Interior)
Night Light Render (Interior)
Morning Light Render (Interior)
Day Light Render (Exterior)
Night Light Render (Exterior)
Morning Light Render (Exterior)
Working with AutoCAD files.