

## Foundation V-Ray

### Overview

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 Studio Max, Sketchup etc. would be very useful. It is recommended that delegates have a little working knowledge of Microsoft Windows.

All training held at TutorCAD Offices are inclusive of comprehensive course manual, a variety of refreshments, buffet lunch and certificate.

### Duration

2-days

### Availability

Tel: 0161 904 8753

### Objectives

You will learn the features, commands, secrets and techniques for creating, and editing feature rich renders with commercial confidence. We look to produce intriguing and realistic renders efficiently using hands-on exercises. Trainees will be able to re-use content and extract information including saving their images on their own show reel.

- Using the User Interface
- Shortcuts to Quality and Output
- Different Lighting Schemes
- Lighting which works with V-Ray
- Thinking like a Camera
- Creating Colour Temperatures
- Getting the right Exposures
- Using Materials correctly
- Designing Displacement Maps
- When to use Displacement Maps
- Detailed Render Settings
- Using Global Illumination
- Choosing Photometric Lights
- Enhancing Standard Lighting
- Making shadows work for you
- When to use Ambient Occlusion
- Advanced features discussion
- Using Proxy Objects
- Organising Time & Renders
- Final versus Draft Settings