

V-Ray (any version) Workshop

Overview

It is intended for existing users who require specific knowledge from any version of V-Ray. The user will learn further skills on 3D rendering to enhance their photo-realistic images. It is recommended that delegates have a little working knowledge of Microsoft Windows.

Duration

1-day

Availability

Tel: 0161 904 8753

Objectives

You will be able to choose any the features, commands, secrets and techniques of V-Ray (see typical topics shown below) that will apply to the users objectives on real world scenarios using many practical workshop exercises 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