



V-Ray

Training for Architectural & Design Visualization with Autodesk 3D'S Max

Realize your most realistic scenes and virtual reality products.

V-Ray is a remarkable engine for advanced visualization in architectural and design projects, is known for creating some of the strongest photoreal CG in the industry. We do this by creating realistic world physics in animation, lighting, and compositing. Vray allows us to make no compromises when it comes to photorealism. Being one of the most powerful and fastest raytracers, we can use real world lighting and cameras that is the perfect bridge from animation to compositing.

V-Ray

Duration: 16 Hours

Prerequisites: windows knowledge and 3d's max professional

Objective:

This Track is designed for the candidates who interested to master all the skills for using V-Ray professionally

The Track starts from V-Ray fundamentals course and covers all the features of V-Ray

Includes Materials, lighting, cameras, rendering, and special advanced features in one track. The Track, followed by practical applications, covers the most usage tracks of V-Ray

V-Ray	
Fundamentals, Advanced & Beyond	Hrs
Introduction What do you know and what do you need	
Getting Started Overview of the standard V-Ray workflow to The Materials, Lighting, Cameras, Rendering and Indirect Illumination	
Materials & Mapping Settings Making Great Materials with using: Materials Editor basics, V-Ray Basic material parameters, map, Bump mapping, The importance of Photoshop, Specularity, Opacity mapping, Reflection/refraction, HDRI, Displacement maps, Other types of maps, Other types of materials, UVW mapping, Multi/Sub-Object materials & Free good materials	
VRay Lighting, Global Illumination, & Rendering The Oft-Overlooked Power of Lights, The difference lights make, Types of lights, Three-point lighting, Light parameters, Shadows, Introduction to rendering, The Power of V-Ray Rendering and compare Between default scanline rendering and V-Ray rendering, Adjusting the rendering environment, Rendering parts of your scene & Rendering with V-Ray, Principals of GI and Indirect Illumination	
Cameras & Visual Effects Introduction to cameras and Types of cameras, VRay Physical Camera Basics, Creating cameras from View, The importance of lens size, Depth of field, Realistic scenes & Visual Effects	
Final Project Make your final project like professional Designers	