

SimplyRhino
sales, training and support

OFFICIAL TRAINER
V-Ray for Rhino V-Ray for SketchUp



Rhinoceros[®]
NURBS modeling for Windows

V-Ray for Rhino Outline & Objectives

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image courtesy Martin Gaze at Bias 2 Design

The overall goal of the two day V-Ray for Rhino course is for users to develop sufficient understanding of the core processes and elements of V-Ray to start using the product in their own projects and to develop enough confidence to begin to experiment with lighting, materials and other settings.

The focus of day one is to produce visuals quickly in V-Ray by using some of the pre-set settings. The rendering process and suggested workflow will be discussed and the basic V-Ray tools introduced. An understanding of these basic tools in their own context is important in being able to use them in creating or manipulating a render.

The focus of day two is to begin bringing these basic tools together in a way that can be used on a day to day basis. Day two also allows users to work in their own way with the concepts that they have taken from day one. This allows the user to learn V-Ray on their terms, with the things that they think will be the most useful or helpful in their work and users are encouraged to bring in their own Rhino model files to render in class.

Day 1

Phase 1: Getting to know V-Ray

Goal: To have users begin to understand the UI and the components that make a V-Ray render

Content: **Interface** Introduce the toolbar, V-Ray Options, material editor and frame buffer.

The First Render To introduce the render process. Overview of the rendering workflow and first V-Ray renders using pre-set settings. Understanding the basic elements of V-Ray and how V-Ray goes through a rendering, as well as introducing elements that will be discussed later on (Cam/Sun-Sky, GI)

Illumination Explained To have users understand direct, primary, and secondary bounces. What they are, the basics of how they are calculated, and which situations mean for each. This point will also introduce the different illumination engines used in V-Ray.

Materials To get users familiar with the V-Ray material structure (Layers and layer transparency). How different parameters are set (ie. Grayscale values instead of Numbers) as well as using different material elements.



Phase 2 Using Components

Materials- The Diffuse Layer and the Texture Editor Start working with the Diffuse layer, some of the general material properties (e.g. Bump), and the Texture Editor.

Materials - Understanding Reflection To introduce users to the reflection layer by using Fresnel, Filter colour, and possibly some glossiness.

Illumination: GI and Environment To introduce the concept of the environment and how that fits into the illumination schemes explained previously.

Using HDRs Quick overview of HDR lighting, different mappings, and other important HDR info

Basic Illumination Methods: LC and DMC To have users be able to make basic speed/quality adjustments to LC and DMC

Basic Illumination Methods - Irradiance Mapping To gain a basic understanding of Irradiance Mapping and to make speed and quality adjustments through minimum/maximum rates



Phase 3 The other Players

Goal To have users understand two of other the major players in a V-Ray rendering: the physical camera and the V-Ray Sun/Sky

Understanding the concept of a Physical Camera Introduce the idea of why a physical camera is fundamentally different from a typical camera used in rendering

Adjusting Exposure To have users adjust illumination levels through SS, F-Stop, and ISO.

Scales of Brightness To have users understand that the typical scale of illumination is much different then the physical illumination levels.

The V-Ray Sun and Sky System To have users understand setting, using, and the implications of the V-Ray Sun and Sky.



Day 2

Project1 Setting up an Exterior Rendering

Goal To have users take a simple model and do an exterior rendering

Set up Illumination Users can set this up anyway they'd like through the methods previously introduced (Pure GI, V-Ray Sun and Sky, HDR)

Set up Basic Materials Have users set Up some basic materials for the scene

Speed and Quality Adjustments To have users begin to understand how they can manipulate the quality and speed of the rendering

Project 2 Creating and Advanced Material

Goal To have users begin to understand how they can manipulate the quality and speed of the rendering

Refraction Layer To introduce the concept of the refraction layer and re-emphasise transparency between layers

Glossiness Explained To have users understand what reflection and refraction glossiness is, how its calculated, and how to adjust for quality/speed

Multi-Layer Materials To have users understand how to work with multilayer materials and how to use them effectively including the following specifics:

Transparency Maps
Decals
Rhino Mapping Interface
Bump Maps
Displacement Maps
When to Model & When to Fake

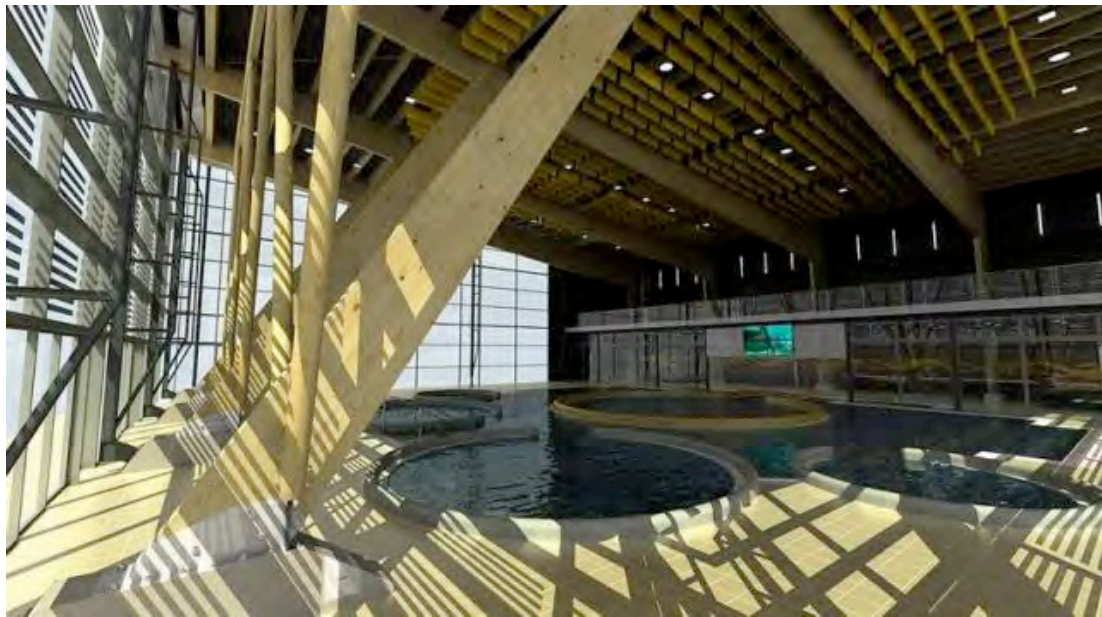
Project 3 Setting up an Interior Rendering

Goal To have users create a basic setup for an interior scene

Lights in V-Ray To introduce different light types and the basics of how to use them with V-Ray. The importance and specifics of the V-Ray Rectangular light.

Initial Approach to Lighting To have users identify which techniques will be used and some of the pre-configurations that can be made

Creating Lighting To have users take their approach and add the necessary lighting to achieve their desired effect



Project 4 Misc Discussion Topics

- Batch Rendering
- Distributive Rendering
- Vertical Shift - Two Point Perspective for Architectural Visuals
- Removing a Colour Cast in Interior Scenes
- Rhino and V-Ray for Animation
- Post Processing in PhotoShop