

Training Course Outline

V-RAY FOR 3DS MAX ESSENTIAL

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COURSE DESCRIPTION

The training module will be focused on creating daytime and nighttime lighting setups, working with physical tools such as V-Ray light sources and cameras, using a wide range of effects as well as creating realistic materials based on physical reality. V-Ray RT will be used a lot in the process which will be giving you interactive feedback on all the changes that you make. After completing the course, participants will be able to work with the rich V-Ray tool pallet when creating realistic interiorshots.



TARGET GROUP

The V-Ray for 3Ds Max course is designed for working adults in the design industry, who wanted to brush up their skill of rendering for a photorealistic scene.



COURSE DURATION

Full Time: 2 Days (10.30am-5.30pm)



LEARNING OUTCOME

By the end of the course, participants should be able to:

- Import Scene
- Activate Active Shade Window
- Manage lightings
- Manage Physical Camera
- Setting Materials
- Create Interior night rendering scene

COURSE PRE-REQUISITES

Previous 3Ds Max Design experience is compulsory.

CERTIFICATE

MTTC Certificate of Completion will be issued to participants with full attendance record upon completion of training.

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COURSE CONTENT

DAY 1

Introduction Import & Tuning of 3ds Max Scene

- Reset Scene & Set Project
- Import Scene & Clean Up Scene
- Save Scene

Set V-Ray Real time Rendering

- Assign V-Ray Renderer
- Activate GI
- Activate Shade
- Prospective and Wireframe

V-Ray Sun and Sky System

- Create V-Ray Sun and Sky System

V-Ray Physical Camera

- Create V-Ray Physical Camera
- Save Scene
- V-Ray Physical Camera

Set V-Ray Lights

- V-Ray Sun Modification
- Linear Workflow
- Output Size adjustment
- Save Scene

Import & Set V-Ray Materials

- Import Material Library
- Apply Materials
- Material Modification
- Save Scene

Environment Settings

- Draft Render Settings
- Common Tab
- V-Ray Tab
- Indirect Illumination Tab
- Settings Tab
- Production Render Settings
- V-Ray Frame Buffer
- Environment Effects
- Save Image
- Quality and Speed Rendering
- Save Scene

DAY 2

Import & Tuning of 3ds Max Scene

- Reset Scene
- Import Scene
- Set V-Ray Real Time Rendering
- Preparation

V-Ray Proxy

Import Materials

IBL (Image Based Lighting)

Draft Render Settings

- Low Preset

Import & Tuning of 3ds Max Scene

- Create & Modify V-Ray Physical Camera

Night-time Exterior

Set up Background

Material Modification

Create & Modify Scene Lightening

V-Ray Environment and Effect

High Preset

Stereoscopic Rendering

Save Scene

Create Lights

Activate GI

Create V-Ray Physical Camera

Lighting the Scene

Create Interior Lights

Preparation for Material Setup

Low Preset

Material Modification

Test Render

Production Render Settings