

Training Course Outline

# V-RAY FOR SKETCHUP ESSENTIAL

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## COURSE DESCRIPTION

This training is designed for beginners who want to learn how to create realistic renderings from their SketchUp models. Participants will explore the V-Ray interface, apply and adjust materials, set up basic lighting, and produce high-quality images for design presentations. By the end of the course, learners will be able to render interior and exterior scenes confidently using essential V-Ray tools.



### TARGET GROUP

The V-Ray for Sketchup 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
- Manage lightings
- Manage physical camera
- Setting materials
- Realistic rendering
- Post production and post-editing

## COURSE PRE-REQUISITES

Previous Sketchup 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

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#### Foundations of V-Ray Rendering

- Introduction to V-Ray interface and render workflow
- Camera setup and view composition
- Applying and editing V-Ray materials (basic and advanced)
- Setting up lighting: Sunlight, Rectangular, Dome Light with HDRI
- Interactive rendering and preview

#### Advanced Techniques & Final Rendering

- Working with displacement, bump maps, and reflection settings
- Light Mix and IES lights for interior scenes
- Render settings optimization for quality and speed
- Using Render Elements and Frame Buffer tools
- Basic post-production: exposure, color balance, effects
- Final rendering and export

### DAY 2

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#### Enhancing V-Ray Renders with Photoshop

- Importing V-Ray render passes (Z-depth, Reflection, Lighting, etc.)
- Understanding layer-based editing in Photoshop
- Adjusting brightness, contrast, color balance, and levels
- Using Curves and Hue/Saturation for tone correction
- Sky replacement and background enhancement
- Non-destructive editing with Smart Objects and adjustment layers

#### Creative Effects & Final Presentation

- Adding atmospheric effects: fog, depth of field, bloom, lens flares
- Using brushes for light glow and highlights
- Creating shadows and reflections manually
- Overlaying textures (grunge, light leaks, flares)
- Final touch-ups: sharpening, vignette, and export for web/print
- Creating a presentation board layout with text and labels