Learning V-Ray training course

Course description

This intensive course teaches the fundamental skills essential for creating high quality rendered images using V-Ray, including:

- Lighting interiors with real and artificial light.
- Lighting exterior scenes for day and night.
- Animation for large scenes.

Course duration: 2 days
Courseware provided: **Yes

Who should attend

Those wishing to improve the quality of their rendered images using the V-Ray rendering system. The course is geared towards the CG artist who already has a basic understanding of direct lighting and is making the transition to Global Illumination lighting.

Course outline

Day 1

- Introduction to V-Ray and the course objectives.
- Breaking down the render dialog options.
- Overview of the Renderer: anti-alising, sampling.
- Speed vs. quality set-up.
- Available methods of calculating Global Illumination.
- Creating materials and understanding how real world materials act.
- Overview of the types of V-Ray shader available and their uses.
- Creating special purpose maps: specular and their uses.
- Physical lighting systems and camera: overview of motion blur and depth of field.
- Image based lighting.

Day 2

- Standard workflow of lighting interiors and exteriors.
- V-Ray Proxy for large scale scenes.
- Rendering for animation (stationary Geometry): optimising irradiance/light cache set-up for animation.
- Rendering for post-production: layered rendering, mattes and compositing.
- Project: texture and light a pre-made scene through to render output.

Please note: Course topics may be modified by the instructor based upon the knowledge and skill level of the course participants.

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