

V-Ray

Training course outline

V-Ray is the renderer of choice for many users worldwide. It is used widely in architecture, interior design, film and a wide-range of other industries.

V-Ray training provides a thorough grounding in its use to users of 3ds Max or SketchUp, teaching everything you need to achieve spectacular results.



Course summary

Teaches essential skills required to create high-quality rendered images, including:

- Materials and textures.
- Lighting – interior and exterior.
- Cameras.
- Animation.
- Rendering.

Whilst we have a standard syllabus (see over), the approach we take is to discuss your projects with you and then adapt the training to make it as relevant as possible to your work.

Duration

Two days.

Who should attend?

3ds Max or SketchUp users, new to rendering, who want to start using the V-Ray renderer.

Prerequisites

Delegates should have a good working knowledge of the application in which your source models were created, i.e. 3ds Max or SketchUp.

In-class or live online

You can attend in-person at our centres, or participate live online from your place of work or home.

To read about our approach to online training, see armada.co.uk/liveonline.

General information

Courses are hosted by highly experienced instructors with vast experience of using the application professionally.

Whilst attending training at our centres, you'll have the use of a computer running the relevant software to practice the techniques taught.

Refreshments and lunch are provided.

Course fees can be paid by card or bank transfer. We accept purchase orders from UK-registered companies and public sector organisations.

Course materials and certificate

You'll receive:

- A comprehensive training guide and practice files.
- An e-certificate confirming successful course completion.

Method of delivery

Training is designed for the busy professional, being short and intensive and combining lecture and demonstration. Practical exercises carried out under guidance help you learn the techniques taught.

You have ample opportunity to discuss specific requirements with the trainer.

After course support

Following training, you're entitled to 30 days' email support from your trainer.

Further information

See armada.co.uk/course/vray.

Course syllabus

See over.

Course syllabus

Session	Topics
Getting started	What is possible? Modelling requirements for visualisation
Materials and textures	Introduction to materials and shaders, and their uses Understanding how real world materials act What makes a good texture? Where to find textures Editing textures Limits to graphics and bitmaps Managing your textures
Lighting	Getting to know lighting Techniques for interior and exterior scenes Adding lights and updating scenes Physical lighting systems and camera Image-based lighting Colour temperature Calculating Global Illumination

Session	Topics
Cameras	Understanding cameras Overview of motion blur and depth of field Exposure and white point Techniques for rapid setup
Animation	Optimising irradiance/light cache set-up for animation
Rendering output	Rendering scenes Digital output Files and formats Do's and don'ts Speed vs. quality: varying quality settings for faster rendering Control output quality and render speeds