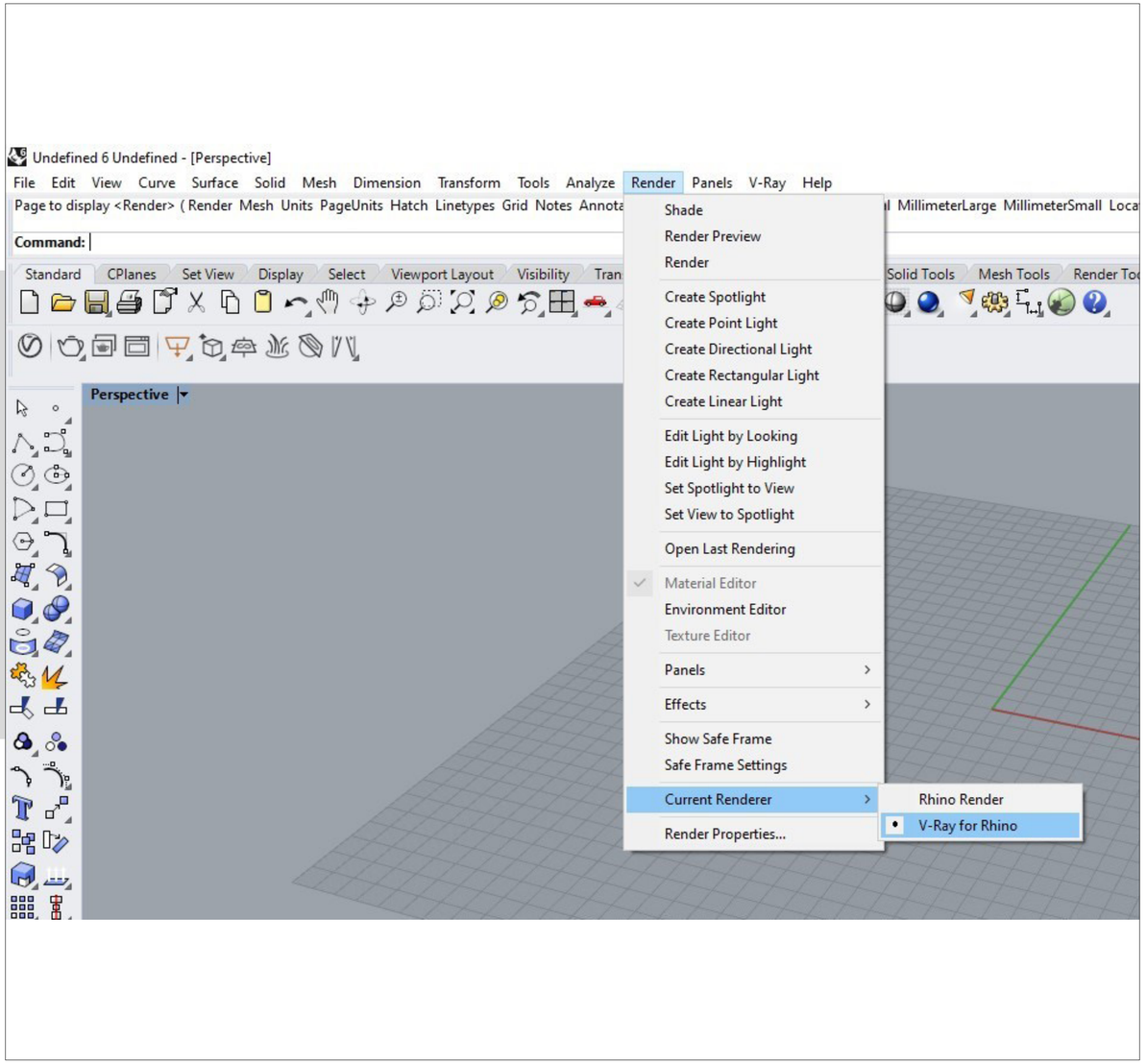
Rhino-vRay Tutorial

How to create renders through vRay/Rhino renderer

Setting up your Rhino file

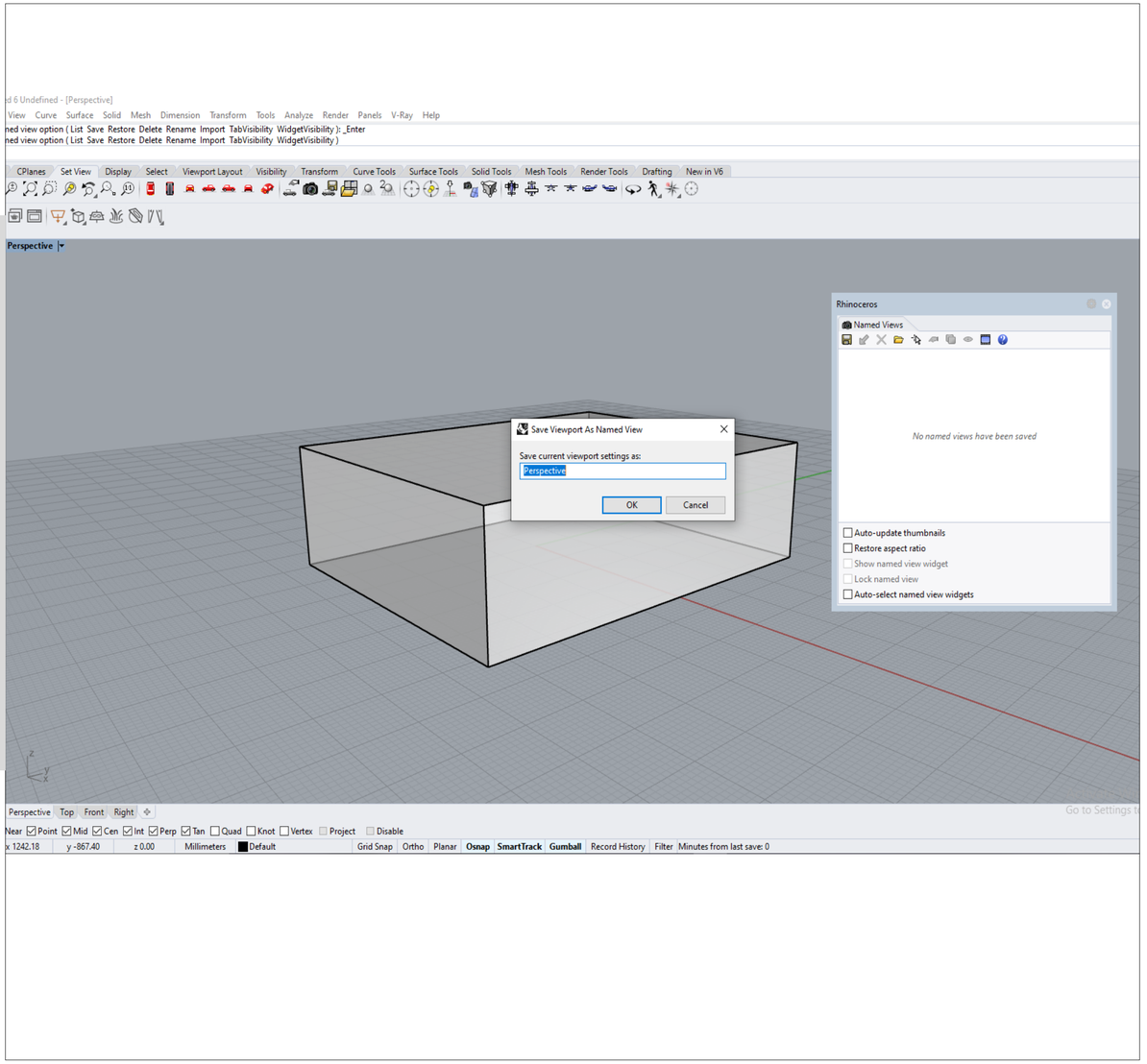
Make sure your Renderer is set to vRay Renderer and not the Rhino base Renderer.

Also, make sure you change the Display Mode to Rendered. To change that, hover over to Perspective and change it to Rendered.

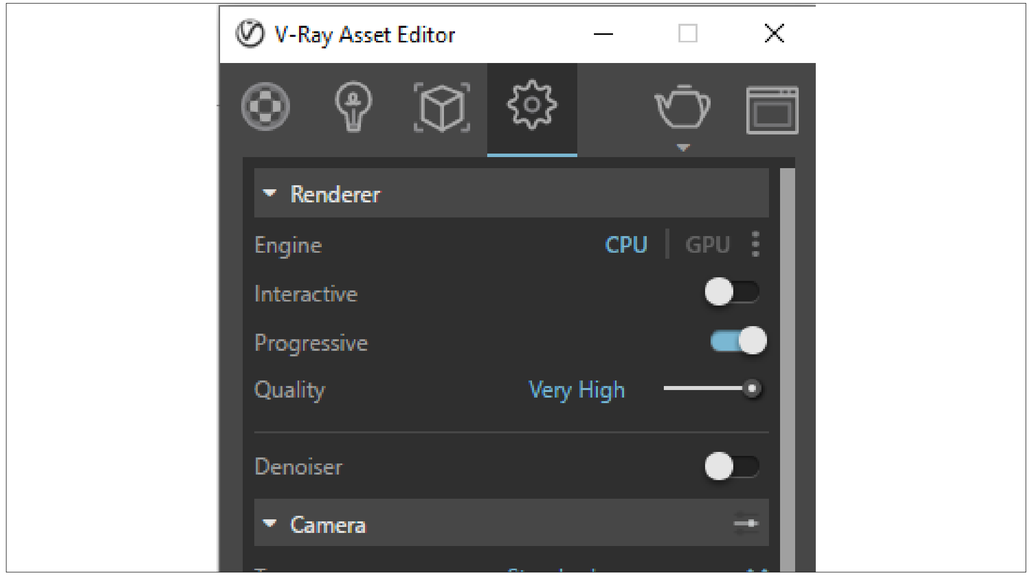


Setting the View

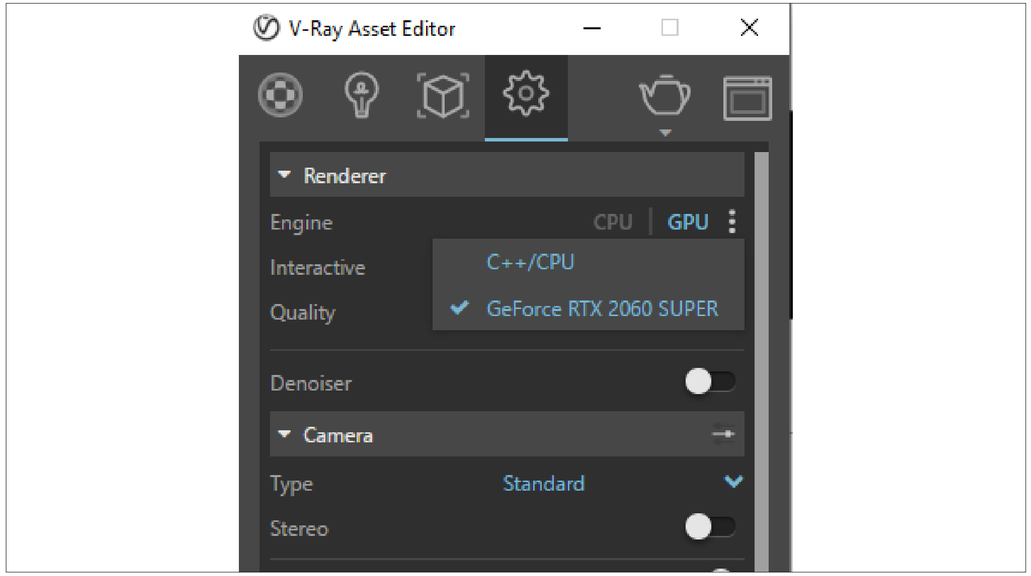
To set a view for your render, go to Set View and go to the camera looking icon named “Toggle Named Views Pannel” and it should add a new UI into your screen. Pan around and see if that’s the view you want to render, when placed to the place - save the view and name the view to whatever you want.



Render Engine Difference



There are two types of engine renderers for vRay - CPU (Central Processing Unit) and GPU (Graphics Processing Unit). CPU would heavily rely on your CPU and same thing with GPU. If your CPU is more powerful than your GPU - then I suggest you use CPU.



If you're going to use GPU as the engine renderer, make sure you have your Graphics Card ticked and not C++/CPU to optimise the performance.

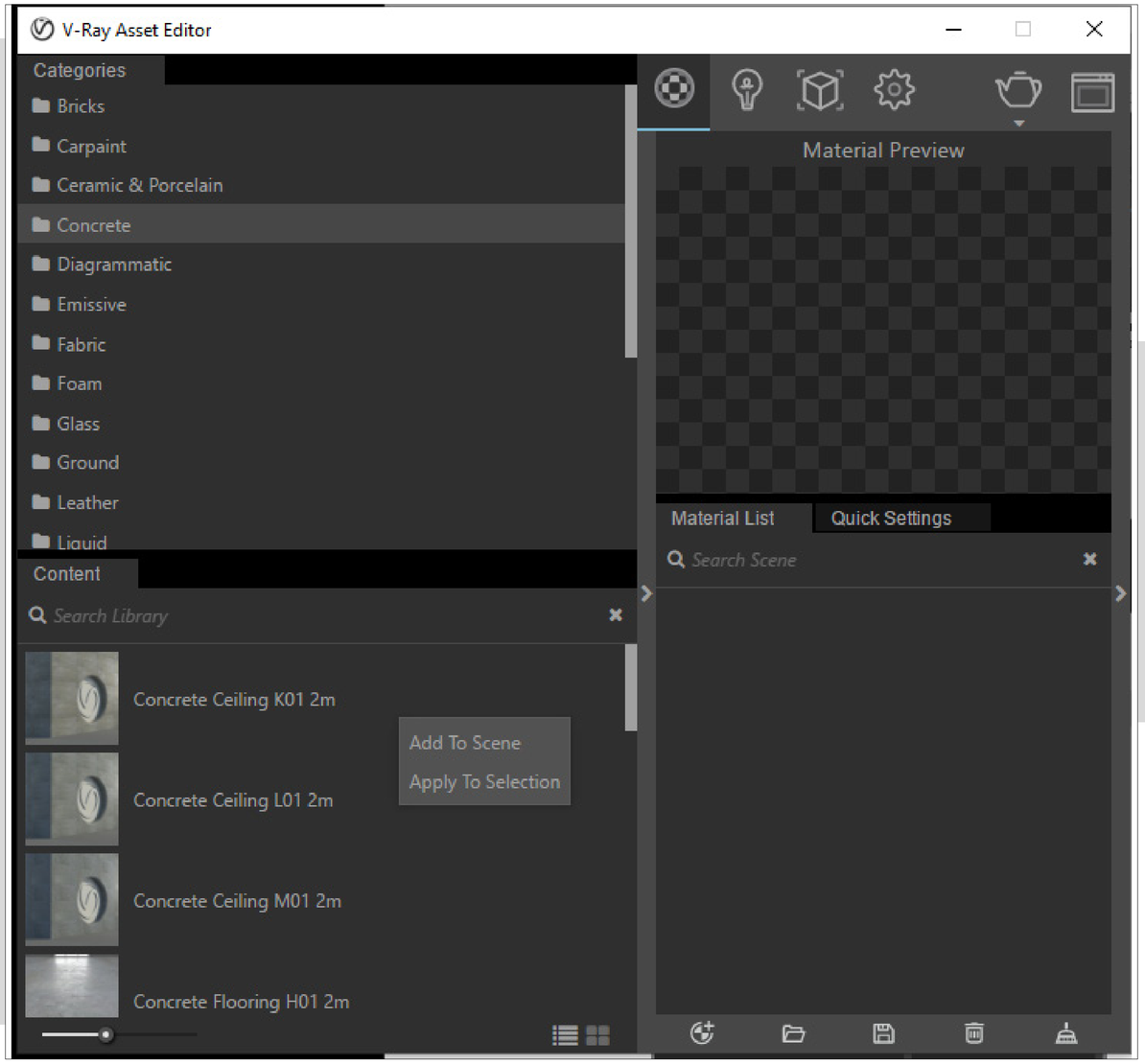
Also to maximise the potential of both renders, have the quality bumped up to Very High.

Adding Materials into your Rhino Model

On the left side of the interface, there should be a Material Preview button. Here you can see a list of materials that you can add into your model.

vRay has a built in materials library that you can use when applying materials to objects; otherwise you can donwload materials online as '.vismat' and import if necessary.

To apply it, simply look for the material you need, then click onto your object in Rhino, go back to vRay Asset Editor and right click the material, then apply to selection.

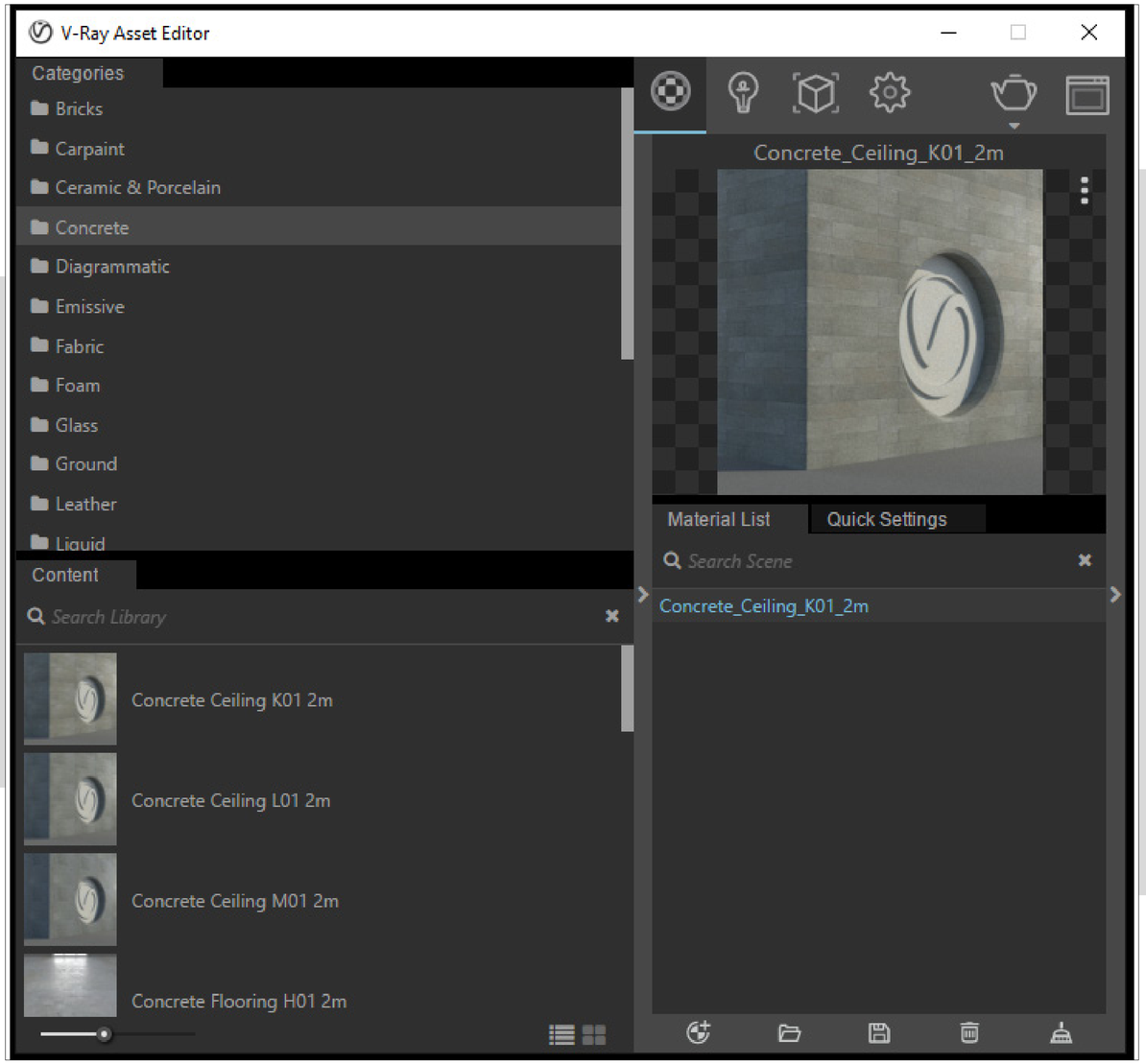


Also you can apply it on layers. Once your material is under the Material List (bottom right of the screenshot), you can right click the material and apply it to selection or apply to layer.

Changing material scale

Texture Mapping

- Materials might not be applied to your objects at the right scale, and even sometimes, vRay materials library indicates the scale of the materials. You can see this on the right side of the material name, e.g Concrete_Ceiling_K01_2m



In Rhino:

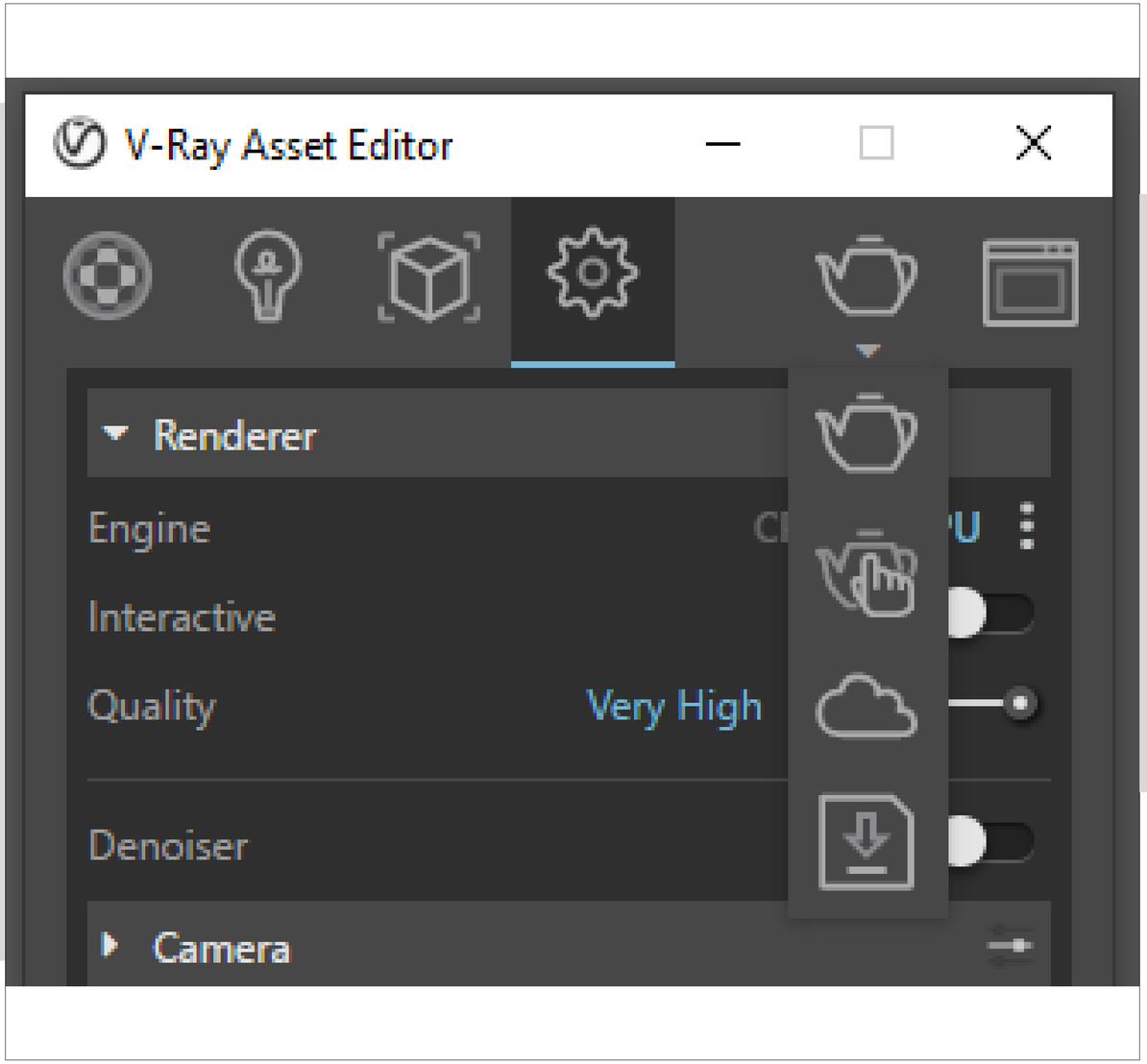
Select the model(s) to texture map > properties > texture mapping > choose applicable mappy systems (box - most commonly used, there are also other shapes, etc) > snap onto the object/draw around all the objects > capped (copy texture on top of the surface) > change all xyz values to match the given scale

Different types of Render types

So there's 3 different of Renderers.
1). Render with vRay
2) vRay Interactive
3) vRay Cloud

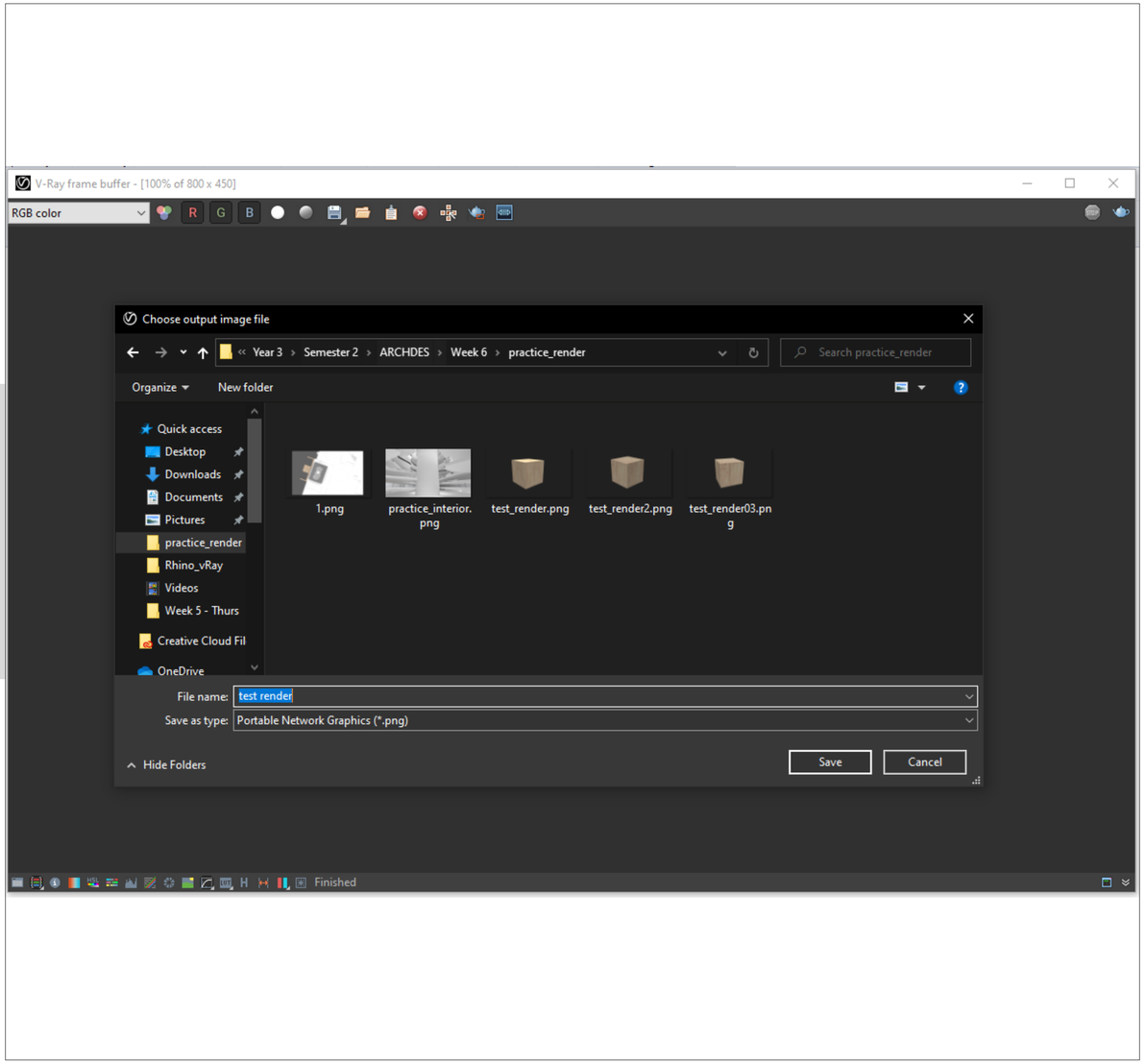
And the very last one on that list is exporting the vRay scene - so that you can use it in other instances with your saved presets or whatnot.

vRay Interactive allows you to move around without having to fully render the whole thing. Basically use it to pan around and set it for the final render



vRay cloud - basically renders through the cloud. You can close the window and let it render through cloud and retrieve the render through the cloud.

Render with vRay - basically once you have set the view, you render using this and wait til it's finished and save it as png (or whatever file format you need).

Saving The File

To save the file, you need to click on the save icon (on the right of the monochromatic circle) then save it according to what file you need.