

# 3ds Max – Rendering using 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.

*3ds Max - Rendering using V-Ray* training provides a thorough grounding in its use, teaching everything you need to achieve spectacular results.



### Course summary

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

- Lighting interiors with real and artificial light.
- Lighting exterior scenes for day and night.
- Rendering, exposure control and speeding up rendering times.
- Animation for large scenes.

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 users, new to rendering, who want to start using the V-Ray renderer.

### Prerequisites

Delegates should have a good working knowledge of 3ds Max, i.e. be familiar with the topics taught in our *3ds Max Essentials* course (see [armada.co.uk/3dsmax/syllabus](http://armada.co.uk/3dsmax/syllabus)). No prior V-Ray knowledge is required.

### 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](http://armada.co.uk/liveonline).

### General information

Armada is a long-standing Autodesk authorised Training Centre (ATC), and our courses are accredited by Autodesk.

Courses are hosted by Autodesk Certified Instructors (ACIs) with vast experience of using the application professionally.

Whilst attending training at our centres, you'll have the use of a computer running licensed 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 completion of an accredited *3ds Max Rendering Using V-Ray* course.

### 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](http://armada.co.uk/course/vray).

### Course syllabus

See over.

# Course syllabus

## Topics

Introduction to V-Ray and the course objectives

Breaking down the render dialog options

Overview of the Renderer: anti-aliasing, 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

## Topics

Physical lighting systems and camera: overview of motion blur and depth of field

Image based lighting

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