

ATC Training: VRay for Visualisers

Anybody wishing to learn how to improve the quality of their rendered images using the V-Ray rendering system and is geared toward the CG artist that already has a basic understanding of direct lighting and is making the transition to GI lighting.

Upon successful completion of this course you will be able to:

- Ø Understand Traditional CG lighting and rendering
- Ø How to light an interior with real & artificial light
- Ø How to light an exterior scene for day and night
- Ø Creating & managing materials
- Ø When & how to use image based lighting
- Ø Animation for Large Scenes

Course Outline

- Ø Introduction to V-Ray and the course objectives
- Ø Breaking down the render dialog options.
- Ø Overview of the Renderer - anti-aliasing, sampling
- Ø Speed vs. quality set-up
- Ø Available methods of calculating Global Illumination
- Ø Creating materials and understanding how real world materials act
- Ø Overview of the types of V-Ray shader available and their uses
- Ø Creating special purpose maps - specular and their uses
- Ø Physical lighting systems and camera - overview of motion blur and depth of field
- Ø Image based lighting
- Ø Standard workflow of lighting interiors and exteriors
- Ø V-Ray Proxy for large scale scenes
- Ø Rendering for animation (stationary Geometry) - Optimising Irradiance/light cache set-up for animation
- Ø Rendering for post-production - layered rendering, mattes and compositing.
- Ø Project - texture & light a pre-made scene through to render output

Course Code: EM0615_VRay

Course Duration: 2 days

File Name: TRN_AIT_ATC_VRay_150209_sr_v1

Date: 16 February 2009

*Registered at
Sterling House
31/32 High Street
Wellingborough
Northamptonshire
NN8 4HL UK*

*Registered No: 3902353
VAT Reg. No: GB748 0238 29*