

ASGVIS. V-Ray for SketchUp Version New Features User Manual By Fernando Rentas Render by Adam Warner, Aura Studio V-Ray for SketchUp A Rendering Plug-in for Designers.

Blender What is New in Vray 3. More advanced GPU rendering. Making all the rendering faster as well as support many other operations. Such as aerial perspective, scattering, shadows and much more. A new feature for rendering multiple scenes at one with viewport rendering. Using shortcuts you can easily merge v-ray and SketchUp as well. Improved hardware optimization by using hybrid rendering. It also is a more adaptive light feature that renders all the scene lighting with great accuracy and speed. A more elegant and refined user interface. With support for very high definition monitors. A newly improved color palate with the ability to pick or select a color from the screen. With a very large range of colors. In addition A new file manager for managing all types of designs and scenes in the model. Allowing the user to access any file within seconds. As well as new effects for creating sunlight, fog and many other environmental effects with the very realistic look. The new texture map is also available for creating designing with the finer Furthermore, A new De-noising feature for removing any noise from the scene and render complete project with great precision and efficiency. Major Features of Vray Crack: A vast toolbox for perfect shading as well lighting effects for any graphics project. Very fast rendering with 50X speed than any other available software for image rendering. Many features for procedural geometry. Creating fine curves and lines with high precision. Moreover remove any unnecessary detail from your images very easily to create the more accurate model. A great color map for selecting any desired color without any limitation. A very realistic texture features for different materials such as grass, carpet, fabric, silk and many more. A very efficient and easy workflow for high performance. Drag and drop feature for adding and removing the object to the scene. It also with countless effects, filter, and operations you can create any imaginable scene and model. There is no limit to creativity. Microsoft Windows Vista, 7, 8, 8. Mac OS X Intel Pentium IV or higher.

Chapter 2 : V-ray for Sketchup by Iván Alvarado - Issue

ASGVIS. *V-Ray for SketchUp Version New Features User Manual* By Fernando Rentas Render by Adam Warner, *Aura Studio SketchUp users in all fields depend on V-Ray as a quick, easy and cost-efficient way to render their most cutting edge images.*

Download and install Log in to Web Manager our web dashboard at <https://www.renderbeamer.com/>: The download link can be found in the Support panel on the left-hand side of the dashboard. Use the account user ID you received or the email you used to register for your account to log in. Please keep in mind that the app should always be running in the background whenever uploading a project or downloading rendered frames. Prepare the project Open your scene in SketchUp and prepare it for rendering on a render farm using 3 methods " single page, multi page, and page animation. Single page rendering Head to V-Ray settings and make sure you do the following: Please make sure you save your scene before going to the next step. Multi page rendering If you have multiple pages to render and want to render them as still images, first, you need to make sure you have your SketchUp Animation settings properly configured. Now head to V-Ray settings and make sure you do the following: Page animation rendering This mode should be used for fully animated camera shots. First, you need to make sure you have your SketchUp Animation settings properly configured. Sketchup operates on seconds, not frames. By default, V-Ray 3. If you set 2 seconds for scene transition, you will get 60 frames rendered between your SketchUp pages. Please locate the renderBeamer menu which can be found in Extensions and hit the button to open up the plugin window. RenderBeamer plugin will present you with several settings. On the very top, you have two modes to select from: Page Render and Page Animation. Both modes serve a different purpose and have a different set of features. Page render Use this mode to render pages as still shots. We will divide your still image into several parts called strips and will distribute them across multiple nodes. Important thing to note is that the image resolution height must be divisible by the number of strips you choose. Select the number of strips, choose the strips orientation horizontal or vertical , check the bake box this means we will cache the GI , and select the pages you want to render. Now, your project is fully set up and ready to be sent to the farm. Page animation Use this mode to render pages as animated shots. Important thing to note is that by default SketchUp renders 30 frames per page. Next, you need to select your page range the starting Page and the ending Page , set baking step which defines the step for caching GI, i. Now, your project is fully setup and ready to send to the farm. Hit the Send to farm button to have the plugin prepare your scene for export. It may seem like the program is hanging but, in fact, the V-Ray exporter is working in the background. It may take a minute or longer depending on the size and complexity of your scene. Our plugin will remind you about checking the sRGB output settings you have used in your scene. Open V-Ray frame buffer and check your color space settings at the bottom of the window. By default, the sRGB switch is always on. You should always run a test job first prior to rendering full range animation or full resolution still image to check for potential issues and to get an estimated job cost. For animations, try to render a shorter range or a single page first. For still images, you should render a smaller resolution job i. This is a very important step to follow which will help you fully test the service without potentially overspending your credits. To get a preliminary cost estimation, use our Cost Calculator. You can read more about the importance of testing and ways to estimate the render cost and time in our FAQ. Upload the project Once our plugin completed the scene export, your project will get redirected to RenderBeamer to be uploaded. Simply put, it takes care of the file transfers. After the scene has been fully uploaded, the app will generate a link for you to submit your scene online in Web Manager web dashboard. RenderBeamer application generates a scene submission link after completed upload RenderBeamer application generates a scene submission link after completed upload 5. Submit new job Now that your project is uploaded you will need to follow the final step " creating and submitting a job to render farm. Web Manager is where all your projects and render jobs reside. If you followed the link generated earlier by RenderBeamer, you will now see the job submission window with several fields and settings. High, Medium, and Low more info on prices and priorities here. You can also view the current queue on the farm, which should help you inform your decision about selecting the priority. After

giving your render settings a final check and choosing your preferred priority hit Submit to add your job to the render queue. The credits should be enough to run a few test jobs and get you familiar with the service. You can also right click on the job to get additional functionality: Download and review frames Each frame that completes rendering is downloaded automatically to your local drive to a directory you selected in the RenderBeamer application. Also, make sure you have the auto download checked to get the frames downloaded as soon as they are available. If this box is unchecked, you will have to click on each job and manually download the frames. Please make sure you keep RenderBeamer running whenever you have jobs rendering to get the frames downloaded right away. You can click refresh list to force the check without waiting for the next cycle. You can make payments in the Billing panel in Web Manager. We accept debit cards, credit cards, PayPal and DotPay payments. Get help You can talk to GarageFarm. NET tech team any time of the day, any day of the week. You can contact us through our live chat in the web dashboard or in our app when you log in to your account or message us here through the guest chat. We also recommend checking out our FAQ page which answers most of the questions new users have.

Chapter 3 : Manual Sketchup Vray - [PDF Document]

V-Ray for SketchUp Version | New Features User Guide Page 12 Lights: Spotlight Spotlight: This is a new V-Ray for SketchUp light type that can be used to create a spotlight.

In that tutorial he used version 1. Since many new features have been added with the latest version of V-Ray for SketchUp, we have decided to do this mini series of tutorials with the latest versions. In this first tutorial I will be using V-Ray Beta version 1. Here is a screen shot of the particular interior that I will be using. The only difference is instead of using a rectangular light to show the light source, I will be just using a Emissive map. Settings for Material This is the first render. Since this is a tutorial, allow me to put 4 spotlights in my four recess lamps. I also use a Emissive map on the light receptacle. Position Spotlight Icon Here is the settings for my Spotlight. For me the most critical setting is the Shadow Radius which controls the softness of the shadows, Shadow Subdivision controls the smoothness of the shadow and last but not the least is the Penumbra Angle. In the image below I used 0. Spotlight Settings Here is the render using Spotlight. In this render I used a very low resolution. This is the reason why I have splotches and grains. This can be corrected easily by using higher Subdivisions and Samplings. Render Using Spotlight 3. Lampshades Here is a simple lamp I modeled in SketchUp. I will show you how to place V-Ray rectangular lights. V-Ray rectangular 1 and 2 run along the height of the shade. The one that casts shadows is the third V-Ray rectangular light. This one casts shadows, double sided but I made it invisible. Rectangular Lights Here are the settings of my V-Ray rectangular lights. Lampshade Material Settings Here is the resulting render. Night Scene 2 Cheers! I hope you will wait for the second part of this tutorial and my guide to lighting with V-Ray for SketchUp.

Chapter 4 : V-Ray Crack For SketchUp Full version Latest

Help Portal Home Page. Welcome to the official Chaos Group documentation site. Below are links to a few popular topics, but feel free to use the full list of products found on the list to the left.

There are now more V-Ray options on the plug-ins menu of SketchUp. Enable and Disable V-Ray: This option will allow you to automatically disable or enable the program. This option will take effect the next time you start SketchUp. For this new version we re-worked our old toolbar icons. Allows you to create V-Ray materials. You can access this window by clicking on the first icon on the V-Ray toolbar. The V-Ray material editor has three areas: By clicking the preview button you can see a preview of the selected material or layer. This area shows all of the created materials. By right clicking on them you will find more material options. Allows you to change and control all of the material properties. How to add materials: Choose one of the V-Ray material types. V-Ray for SketchUp has five different material types: Skp Two Sided Material 2. V-Ray Default Material 3. Angle Blend Material 5. By right clicking on one material you will have more options to improve or manipulate the material. How to add layers to materials: Right click on the material. Select the desired layer to add. Using the explained steps you can: This option allows you to add a texture mapping images or procedural textures to the materials. The Texture editor has three areas: By clicking the preview button you can see a preview of the selected texture. This area allows you to select the type of texture mapping. Allows you to change and control the parameter for the textures. V-Ray for SketchUp Version 1. Select the desired texture mapping ex. Controls all the rendering parameters in V-Ray. You can setup options from anti-aliasing and Environment to camera and resolution. Allows you to save all of the V-Ray parameters to use in the future. Allows you to open the pre-saved V-Ray options. Allows you to revert back the settings to the V-Ray default options. Click on the title bar to open its parameter. This new option improves the anti-aliasing around the edges of the geometry and on vertical and horizontal lines. Your edges will always be sharp using Object Outline. This option displaces the sampler slightly to get better anti-aliasing on horizontal and vertical lines, and avoids the unwanted banding of edges. Randomize Sampler Off Randomize Sampler On As you can see in this example, the image on the right has better anti-aliasing and no banding edges. With this new feature you have the ability to create different lens effects, such as spherical images and a Fisheye lens using the physical camera. Allows you to setup a different intensity for the sky mapping without affecting the intensity of the sunlight. With this option you can get a clear sky or a dark sky with a moon, no matter the brightness of the sun. This shading method will add more realism to your render and can produce the feeling of a more detailed image. This option enables or disables Ambient Occlusion. Determines the amount of area where the AO effect is produced. Determines the quality of Ambient Occlusion. Large values mean better quality, but might increase the render time. The amount of Ambient Occlusion. Larger numbers mean more Ambient Occlusion. This image has no AO. Note how the details on the door and windows are missing. In the image on the left, without AO, the render looks flat and some details in the ceiling are missing. The image on the right has AO, and the details are sharp. If you want to create an AO pass for post-processing purposes, use an override material and select a white color, then enable AO. Color Mapping We added two new options in this version. Allows you to define the level at which color components will be clamped. Now you can control the range of color. The color mapping will not be applied with this option. However, V-Ray will proceed with its calculation as though color mapping is applied. The icon is located in the V-Ray main toolbar. Turns on or off the IES lights. Turns on or off the IES shadows. This causes the light to take into account the information about the light shape in the IES file if there is any shape defined so that it produces proper soft shadows. Determines the color of the shadows. Bias moves the shadow toward or away from the shadow-casting object or objects. If the Bias value is too extreme in either direction, shadows might not render at all. This value controls the number of samples V-Ray takes to compute lighting the quality of the shadows. Lower values mean more noisy results, but will render faster. Higher values produce smoother results but take more time. Note that the actual number of samples also depends on the DMC Sampler settings. Allows you to load the IES file that defines the light distribution. This parameter determines the color of the light. This determines

whether the light is affecting the diffuse properties of the materials. This determines whether the light is affecting the specular of the materials. When this option is Off, the particular light will be rendered as a point light in the specular reflections. Determines the intensity of the light in lumens. A typical W electric bulb emits about lumens of light. This parameter specifies a threshold for the light intensity, below which the light will not be computed. This can be useful in scenes with many lights, where you want to limit the effect of the lights to some distance around them. Larger values cut away more from the light; lower values make the light range larger. If you specify 0. This option controls the amount of photons that V-Ray will trace to estimate caustics quality of the caustics. Large numbers slow down the calculation of the caustics photon map and may take more memory. This is used for cases where the light shines on surfaces with extreme bump mapping. For such surfaces, it is possible that the bump map will turn the surface normal towards the light, even though the light shines on the back of the surface. The light option defines whether such portions of the material will be lit or not. Click on the scene to select the location of the IES light. At this point you can adjust the setting of the IES light to get your desired effect. For example, if you are using the Physical Camera you might have to increase the power to make the light visible. For this reason when you are using the physical camera you might use a very high value. The physical camera will control the exposure of the sun and also reduce the brightness of every other type of light. Once you created an IES light you have to scale the icon to your desired position. Remember the lower part of the cone is the light emitter. Do not close that part inside of the other surface because you can hide the IES light. Do not hide this part on the ceiling. This is a new V-Ray for SketchUp light type that can be used to create a spotlight. The icon is located in the main V-Ray toolbar. Turns on or off the spotlight.

Chapter 5 : V-Ray for SketchUp – Powerful Rendering Plugin for SketchUp | Chaos Group

learn v-ray , in a more explanatory and simple way. step by step guidance with examples to make the understanding fast. no long videos, to the point disci.

New features in version 1. There are now more V-Ray options on the plug-ins menu of SketchUp. Enable and Disable V-Ray: Allows you to create V-Ray materials. For this new version we re-worked our old toolbar icons. By clicking the preview button you can see a preview of the selected material or layer. This area shows all of the created materials. Allows you to change and control all of the material properties. How to add materials: By right clicking on one material you will have more options to improve or manage. 2. Choose one of the V-Ray material types. How to add layers to materials: Right click on the material. Skp Two Sided Material 2. V-Ray Default Material 3. Select the desired layer to add. Angle Blend Material 5. By clicking the preview button you can see a preview of the selected texture. This area allows you to select the type of How to add mapping: Select the desired texture parameter for the textures. V-Ray for SketchUp Version 1. Controls all the rendering parameters in V-Ray. You can setup options from anti-aliasing and Environment to camera and resolution. Allows you to save all of the V-Ray parameters to use in the future. Allows you to open the pre-saved V-Ray options. Load Default V-Ray Option: Allows you to revert back the settings to the V-Ray default options. Click on the title bar to open its parameter. This new option improves the anti-aliasing around the edges of the geometric lines. This option displaces the sampler slightly to get better anti-aliasing on horizontal edges. With this new feature you have the effects, such as spherical images and a Fisheye lens using the physical camera. Randomize Sampler Off As you can see in this example, the image on the right has better anti-aliasing and no banding edge V-Ray for SketchUp Version 1. Physic Sun and Sky Sky Brightness: Allows you to setup a different intensity for the sky mapping without affecting the option you can get a clear sky or a dark sky with a moon, no matter the brightness of the sun. If you change this option through http: This shading method will add more realism to your render and can produce image. This option enables or disables Ambient Occlusion. Determines the quality of Ambient Occlusion. Large values mean better quality, but might increase the render time. The amount of Ambient Occlusion. Larger numbers mean more Ambient Occlusion. In the image on the left, without AO, the render floor and ceiling are missing. The image on the right has AO, and the details are sharp. If you want to create an AO pass for post-processing purposes, use an override material and select a white color, then enable AO. Now you IES Light: The color mapping will not be applied. Turns on or off the IES lights. Turns on or off the IES shadows. Determines the color of the shadows. If the Bias value is too extreme in either direction, shadows will be rendered as a point light. Shadow Subdivs: This value controls the number of samples V-Ray takes to compute lighting the values mean more noisy results, but will render faster. Higher values produce smoother results but actual number of samples also depends on the DMC Sampler settings. This parameter determines the color of the light. Lower values will render faster. Higher values produce smoother results but take more time. This determines whether the light is affecting the diffuse properties of the material http: This determines whether the light is affecting the diffuse properties of the material Affect Specular: This determines whether the light is affecting the specular of the materials. When this option is Off, the particular light will be rendered as a point light in the Power: Determines the intensity of the light in lumens. This parameter specifies the location of the IES light; lower values make the light more focused. This option controls the estimated caustics quality of the caustics. Lower values make the caustics photon map and may take more memory. Bumped Below Surface: This is used for case extreme bump mapping. For such surfaces, it may take more memory. At this point you can adjust the setting of the IES light to get your desired effect. This is a bulb that emits about lumens of light. For this used to create a spotlight. The physical camera will control the Parameters: Turns on or off the spotlight. Once you created an IES light you have to scale the icon to Shadows: Do not close that part inside of the other Affect Diffuse: This determines whether the light is affecting surface because you can hide the IES light. Determines the intensity of the light. Allows choosing

the light units. The different units are: Total emitted visible light power measured in lumens. When this setting is not dependent on its size. A typical 100W electric bulb emits about 1000 lumens of light. Visible light surface power measured in lumens per square meter per second: Visible light surface power measured in lumens per square meter per second used, the intensity of the light depends on its size. Total emitted visible light power measured in watts. When using this setting depends on its size. Keep in mind that this is not the same as the electric power consumed by a 100W light bulb only emits between 2 and 3 watts of visible light. Visible light surface threshold for the light intensity, below which steradians are cut off. Cutoff Threshold: Larger intensity of away more from the light; lower values make the light range larger. If you specify for all surfaces. Allows you to adjust light will transition cone. Determines how the angle of a light from the source. Please see the no lighting inside Photon Subdivs: This option controls the amount of photons that V-Ray will trace to estimate caustics. Numbers slow down the calculation of the caustics photon map and may use more memory. If the Bias value is too extreme in either direction, at all. This is the radius of the light source. If you increase this value you can create softer shadows. Default Shadow Subdivs: This is used for cases where the light shines on surfaces with extreme bumps. It is possible that the light intensity is inversely proportional to the distance from the light. Decay: Normally, bump map will turn the surface normal towards square of the distance from the light. The light intensity is darker whether such portions are closer to the light. No Decay at all, and light remains at the same intensity.

Chapter 6 : V-Ray 3 for SketchUp is here | Chaos Group

Vray Cracked Full Version For SketchUp Vray Crack is a powerful and efficient plug-in for 3D graphics for rendering images. It was designed by Bulgaria based company ChaosGroup.

Chapter 7 : Documentation - Chaos Group Help

Tutorials This tutorial section presents step-by-step walkthroughs for some of the most common rendering tasks. Some of the tutorials also demonstrate specific usage of V-Ray's features.

Chapter 8 : Tutorials - V-Ray for SketchUp - Chaos Group Help

The SketchUp User's Guide contains step-by-step instructions on how to perform most all basic SketchUp tasks. The majority of SketchUp help content is now maintained in our online Help Center, which means you can easily search for answers to your questions or browse through our guides.

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