



**IFS ACADEMY**

Training For The Future!!

**V-Ray for Architects**  
**Instructor-Led Online Training**  
**Course Curriculum (Duration: 40 Hrs.)**

**Note: This course will be taught in conjunction with Autodesk 3DS MAX.**

**Chapter 1: Getting Ready to Render with V-Ray**

- a. Installing V-Ray
- b. Setting up V-Ray
- c. Locating V-Ray's tools and features
- d. V-Ray's image-saving options

**Chapter 2: Critical V-Ray Concepts**

- a. Image sampling explained
- b. Understanding subdivs
- c. Using the DMC Sampler
- d. Overview of color mapping
- e. Understanding the color-mapping modes

**Chapter 3: Key Lighting Tools**

- a. Introduction to lighting in V-Ray
- b. Dealing with lighting problems
- c. Adding a spherical fill light
- d. Creating a mesh light
- e. Creating a skylight effect
- f. Working with the dome light

**Chapter 4: Global Illumination**

- a. Global illumination (GI) explained
- b. Understanding primary and secondary bounces
- c. How irradiance mapping works
- d. Using irradiance mapping, part 1
- e. Using irradiance mapping, part 2
- f. How light cache works
- g. Using light cache
- h. Understanding brute force GI
- i. Using brute force G

**Chapter 5: Camera**

- a. Physical Camera – Physical Camera settings, and how they affect the exposure of the rendered image.
- b. Physical Camera: Motion Blur and Depth of Field – How to use Motion Blur and Depth of Field effects, and how to balance the exposure of the rendered image.

**Chapter 6: The V-Ray Materials**

- a. Introduction to V-Ray-specific materials
- b. Creating a diffuse color
- c. Making reflective materials
- d. Blurring reflections
- e. Making clear and colored glass
- f. Creating a translucency effect

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- g. Quality Control with Image Sampling

**Chapter 7: Introduction to image sampling**

- a. Using the Fixed-Rate sampler
- b. How to use the Adaptive DMC sampler
- c. Working with the Adaptive Subdivision sampler
- d. Comparing image-sampling renders

**Chapter 8: The Physical Workflow**

- a. The physical workflow explained
- b. Working with VRaySun and VRaySky
- c. Controlling the VRayPhysicalCamera

**Chapter 9: V-Ray's Effects Tools**

- a. Depth of field: VRayPhysicalCamera
- b. Depth of field: using a perspective viewport
- c. Creating a motion blur effect
- d. Generating caustic effects
- e. Using VRayFur
- f. Stereoscopic 3D rendering

**Chapter 10: Using Render Elements**

- a. Render elements workflow
- b. Preparing to composite
- c. Compositing V-Ray elements
- d. Putting extra elements to work
- e. Post-lighting a scene

**Chapter 11: V-Ray RT**

- a. Overview of V-Ray RT
- b. Demonstrating the RT workflow
- c. Conclusion

**Chapter 12: Advanced Optical, Lighting and Environment Effects**

- a. DOF (In Camera and Post)
- b. Motion Blur (Camera and P DOF (In Camera and Post)
- c. Dispersion / Glare / Bloom
- d. Volume Light / Caustics
- e. V-Ray Environment Fog

**Chapter 13: V-Ray Hands on Examples**

- a. Exterior Rendering VXL
- b. Adv. Exterior Rendering
- c. Interior Day Rendering
- d. Interior Night Rendering
- e. Exterior Day and Night
- f. Interior Day and Night
- g. Exterior Dynamic Geometry

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