

3ds Max – Rendering using V-Ray

Training course outline

V-Ray is the renderer of choice for many users world-wide. 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.

In-class or live online

You can attend course in-person at any of our centres, or participate online from your place of work or home.

To read about our approach to online training, see armada.co.uk/live-online-training.

General information

V-Ray courses are hosted by trainers with vast experience of CGI and using the V-Ray renderer on a wide range of projects.

3ds Max - Rendering using V-Ray training is arranged on-request, i.e. one-to-one training or a 'closed course' for your group. This means that the training can be:

- Provided when it suits you.
- Adapted to reflect the work you're going to be doing in V-Ray, focusing on topics that are most important to you.

Course materials and certificate

Delegates receive:

- Comprehensive V-Ray training materials.
- An e-certificate confirming attendance and successful completion of a *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 delegates learn the techniques taught.

Delegates have ample opportunity to discuss specific requirements with the trainer.

After course support

Following V-Ray training, you entitled to 30 days' email support from your trainer

Further Information

For further details, see: armada.co.uk/course/3ds-max-rendering-with-v-ray-training. For a quote and details of our availability, please contact us.

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