

# SketchUp – Rendering with V-Ray

## Training course outline

V-Ray for SketchUp provides a designer-friendly rendering solution that offers faster rendering, better lighting tools, and the ability to create and visualise complex scenes.

This course teaches how to get the most out of V-Ray to create highly realistic 3D visualisations of your designs.



### Course summary

Teaches how to use V-Ray to create highly realistic 3D architectural and interior design scenes incorporating features such as:

- Lighting (daylight, sunlight and skylight).
- Reflective surfaces.
- Moving cameras.

This course is highly practical and hands-on; delegates carry out exercises throughout to practice the techniques taught.

The course content can be tailored for each client to be relevant to the type of models and visualisations you require.

### Duration

Two days.

### Pre-requisites?

Delegates should have a basic understanding of SketchUp, be familiar with the techniques taught in our *Introduction to SketchUp* course.

### 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](http://armada.co.uk/live-online-training).

### General information

SketchUp courses are hosted by experts in 3D modelling and CGI, who have been providing training in SketchUp and related applications in industry for over 20 years.

*SketchUp – Rendering with V-Ray* training is arranged on-request, i.e. one-to-one training or a course for your group. This means that the training can be:

- Provided when it suits you.
- Adapted to reflect the type of visualisations you're producing.

Whilst attending training at our centres, delegates have the use of a computer running SketchUp and V-Ray to practice the techniques taught. Refreshments and lunch are also provided.

Course fees can be paid by card or bank transfer. We accept purchase orders from UK-registered companies and public sector organisations.

If you're self-funding your training, you can pay in staged payments, interest-free, over 12 months.

### Course materials and certificate

Delegates receive:

- A comprehensive training guide.
- An e-certificate confirming successful completion of a *SketchUp – Rendering with 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 to learn the techniques taught.

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

### After course support

Following SketchUp training, you're entitled to 30 days' email support from your trainer.

### Further information

For further details see [armada.co.uk/course/sketchup-rendering-with-v-ray-training](http://armada.co.uk/course/sketchup-rendering-with-v-ray-training).

For a quote and details of our availability, please contact us.

### Course syllabus

See over.

# Course syllabus

What is possible using SketchUp in conjunction with V-Ray?

Intermediate Modelling techniques

Getting to understand V-Ray materials

What makes a good texture?

Where to find textures

How to edit textures

Limits to graphics and bitmaps

And how to manage your textures

Getting to know lighting

Adding lights and updating scenes

Using the different types of lights

Colour temperature and IES

Getting to understand V-Ray camera

Exposure and white point

Techniques for rapid setup

Rendering scenes

Digital output

Files and formats

Do's and don'ts

Vary quality settings for faster scene creating

Control output quality and render speeds

2D to 3D

Modelling requirements for visualisation

Using follow me techniques

Using push pull techniques

More components

Choosing groups or components

Controlling V-Ray frame buffer

Saving 2D graphics out automatically

File types and properties when and where

V-Ray materials editor

Adding layers

Previews

Controlling shiny materials

Adding bumps and bitmaps

Discovering ambient occlusion

Advanced modelling techniques

Magic Box modelling techniques

Polygon modelling techniques

Projected UVW mapping

Adjusting mapping size

Adjusting mapping position

Locking mapping

Using Alpha channels

Preparing graphics with Alpha channels

Rendered output and Photoshop

Practical exercises from concept to render

Hardware requirements