

V-Ray

Installation . Settings-

- Installing V-Ray
- Setting up V-Ray
- Locating V-Ray's tools and features
- V-Ray's image-saving options

Sample and DMC Understand-

- Sampling explained
- Understanding subdivs
- Using the DMC Sampler
- PROJECT (LEVEL - 1)

Introduction and setup light-

- Introduction to lighting in V-Ray
- Dealing with lighting problems
- Adding a spherical fill light
- Creating a skylight effect
- PROJECT (LEVEL - 2)

Understand Global Illumination . Irradiance . light cache-

- Global illumination (GI) explained
- Understanding primary and secondary bounces
- How irradiance mapping works
- Using irradiance mapping, part
- How light cache work
- PROJECT (LEVEL - 3)

Camera . Material-

- Introduction to V-Ray-specific materials
- Light Material
- VRay Physical Camera
- PROJECT (LEVEL – 4)