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Advanced V-Ray for Rhino
Outline and Objectives

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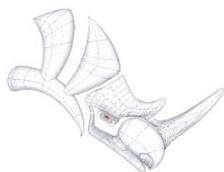
Rhinoceros®
NURBS modeling for Windows

Goals

The goal of the Advanced V-Ray for Rhino course is for users to have a deep and thorough understanding of V-Ray that goes beyond individual parameters or settings. This understanding will be gained through a series of concepts and exercises that aim to expose the nature of how V-Ray carries out its processes. Suitable for Architects, Jewelers, Interior, Industrial, Furniture and Product Designers, the Advanced V-Ray for Rhino course will give users the knowledge and tools to truly exploit V-Ray's capabilities in a variety of situations.

The Core Topics that will be covered deal with many of the concepts and issues that are wildly used within the V-Ray environment. Indirect Illumination is a large focus, going over the concepts and strategies of Irradiance Mapping, Light Cache, and DMC GI. This discussion will go beyond individual settings and expose the process by which each engine solves the problem of gathering indirect light. Advanced Material techniques, such as advanced control of reflections, manipulating material parameters through textures, and quality control through material subdivisions will be covered. Basic Texture Mapping operations will be reviewed, but also expanded to include alternative techniques for mapping complex polysurfaces and necessary workflow adjustments to manage texture mapped objects. Lighting techniques, such as studio setups along with exterior and interior lighting, will be discussed along with proper utilization of lighting parameters.

Expanded Topics will explore some of the features and techniques that are not pivotal to using V-Ray, yet play an important role in creating top notch imagery. In general, these topics are chosen based on the needs of the trainees so that the training covers the issues that are used the most within their daily rendering tasks. Material topics that are available to be covered included translucent materials, dispersive materials, multi-layer materials, and working with multiple mapping channels. Camera Effects, such as Depth of Field and Bokeh Effects are available, as well as working with the Physical Camera. Expanded Environment Control along with creation of custom HDRIs is a topic that many find extremely useful.

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Core Topics

Irradiance Mapping Overview of IR process and explanation of what aspects of that process are controlled by which parameters. Discussion of how to achieve speed and quality with IR. Using and creating IR maps for multiple views and for use with high resolution imagery.

Light Cache Overview of LC process and explanation of what aspects of that process are controlled by which parameters. Explanation of how to achieve the most detail from an LC solution, and how LC can help other aspects of the rendering process

DMC GI Explanation of proper ways to control quality of DMC GI. Discussion of what situations are most suitable for using DMC GI

Advanced Reflection Control Review of all of the reflection parameter, including Anisotropy. Understand how to describe those parameters, such as reflection value, glossiness, and filter color, with textures.

Mapping Complex Objects Overview of using mapping widgets. Explain how surface orientation can be used for placing textures. Explore additional mapping tools such as Jess Maertterer's Mesh Mapper script and Clement Greiner's UVcUnwrap plugin.

Lighting Explore different lighting situations and several ways to approach lighting. Discuss similarities between different lighting techniques. Review some of the techinical issues regarding lighting, such as dealing with large numbers of lights, optimization, and the difference between lights and light emiting materials.

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Expanded Topics

Specialty Materials	Explain some of the process that's involved in making specialty materials, such as translucent plastics, dispersive diamonds, brushed metals, multilayer materials, and materials involving multiple mapping channels.
Advanced Environments	Explain some of the available options for environments including per material environments and blending different maps. Discuss the process of creating your own HDRI maps for things like studio setups. Briefly touch on editing HDRI images.
Camera Affects	Explore techniques such as Depth of Field, and learn how to easily control its affect. Expand on the affects of Depth of Field with an introduction to Bokeh Efffects.
Physical Camera	Discuss how using the exposure of the Physical Camera can change the workflow of manipulating lighting within the scene. Understand effective ways to control exposure to not only create proper illumination levels, but also to control DOF and Motion Blur. Explore other manipulations that can be done with the Physical Camera, such as White Balance and Vertical shift
Basic Post Processing	Review some of the basic steps involved in post processing an image, such as Levels, Saturation, and basic masking.
High Resolution Images	Explain some of the changes in V-Ray's behavior that happen when doing high resolution rendering along with the proper adjustments that need to be made in order for high resolution images to be achieved as quickly as possible.
Caustics	Understand the steps that are needed in order to create caustics, including light setup, multipliers, and how to manage settings for best results.
To Book	email training@simplyrhino.co.uk or call us on 0208 498 9900

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