

3DS Max

Virtual Reality in Vray



Course Guide:

3 Days

Starting a project
Setting a project folder
Setting Rendering Engines
3D Modelling
Lighting Using Vray Lights
Studio 2 & 3 point lighting
HDRI for exteriors
Interior Lighting using IES
Vray Sun and Sky using Global Illumination
Creating draft rendering presets
Creating beauty rendering presets
Exposures
Important Vray Settings
Creating Cameras
F-stop, Shutter, ISO Settings
Realtime Rendering techniques
Camera Settings
Best Practices for rendering
Creating Materials
Saving Materials to a library
Loading Materials
Perspectives
Rendering for interiors
Rendering for exteriors
Animated walkthroughs
Setting manual and autokeys
Setting 360 degree field of view cameras
Setting image aspects
Outputting sequenced jpg's and png's
Injecting Metadata
Uploading to Youtube for Stereoscopic viewing
Viewing model with Virtual Reality Goggles
