Vray for sketchup manual chaos group

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Go to the recently updated all false false false false False Home PageWelcome on the official documentation site of Chaos Group. Below are links to a few popular topics, but feel free to use the full list of products found in the list on the left. V-Ray Next for SketchUpBelow are navigation buttons to some of the most common documentation sections for V-Ray for SketchUp. For a full list of sections, please use the tree page on the left. Please note that V-Ray for SketchUp 2.0 is no longer supported before. It's an outdated documentation space! Please contact V-Ray Next for SketchUp for the most important information. This page contains an introduction to internal lighting in V-Ray for SketchUp.Page ContentsIntroductionIt tutorial covers the basics of lighting the inner scene using V-Ray's SketchUp. It will build from previous exterior lighting to quickstart and include various V-Ray Lights for day and night renders. Eventually, you'll get an idea of the overall lighting process for interiors in SketchUp.To you follow this tutorial, you'll need to have a V-Ray for SketchUp plugin installed. This tutorial is a companion to go along with the quickStart videos posted on our YouTube channel and available here: Tutorial StepsOpen Example SceneBegin by launching SketchUp. Open the project file Interior_Lighting_Start.skp, which can be downloaded from the Tutorial Assets section above. Start an interactive visualization. Note that the scene has a re-definition material that affects everything except the glass to allow the light to come from the outside. To see how this was configured, go to the Asset Editor at Materials.Select Glass Material and open the Settings.In Options deployment, you can see that the option can be override, so Glass doesn't respond to the Material Redefining Set for the rest of the scene in the rendering settings. Adjust the time of day so that we get the light through this window. Go to the Settings tab. Open the camera deployment. Set the exposure value to 9 to allow more light into the camera and decorate the scene. When satisfied, stop the interactive visualization. Setting up portal lights with V-Ray Plane LightsNext, we'll do some portal lights to help light up the room. From the V-Ray toolbar, create a V-Ray Plane light. Place and scale it so in front of the window. Copy this light and then place it outside this sliding glass door, the size of it to about the scale of the door. This external light will send light through the glass door to the room, while the other inside we will soon make in the portal of light to facilitate the existing sunlight to come through from the outside environment. Set a view RenderView_00 and run an interactive visualization. We have a giant square of light in the scene, not quite what you see in real life. To adjust the adjustment Open the asset editor, and in the Lights section, find a rectangular light. Change the color, and watch as the interactive render updates and fills the room with color. In the options, change this to the light of the portal. The render upgrades to fill the room with a much more natural view of light coming from outside. There are two types of portal lights, the usual light portal that I use here, and a simple light portal. The simple type ignores all the objects behind it, effectively cutting the hole to allow light out of your environment, while regular Portal Light samples all the objects behind it, including solid objects and those with transparent materials. If you compare the Simple portal light with the previous normal Portal light, you can easily see how the curtains affect the light coming into the room, as well as a little less illuminated in general. A simple portal is faster, but the usual portal look more accurate. The lightSimple portal Light We'll stay with the simple light portal. Now that we have a basic view for lighting, turn off the material override, and watch Interactive Visualization to see the lighting with the proper materials in the scene. The set-up of the day production of RenderTurn from interactive and progressive in the settings tab assets Editor.Set quality is very high. Set Resolution 1280 x 720.Feel free to adjust the resolution and level of quality to your system's comfort level, as this high quality HD visualization will take some time to process. Click Render. You can continue the next steps with your own visualization or you can upload the finished image as we have. To make the latter, in the VFB, click the load image icon. Go to IL_Day_01.vrimg in downloaded assets to download this visualization instead of waiting on your own, because we will be making image adjustments to the VFB further. Color correction and lens effects with the day renderIn VFB, allow show correction control also Force color clamp to show which areas of the image are blown up. Turn on the exposure and set Highlight Burn to about 0.5. Be careful not to go too low, as this can smooth out the look of the image. For the visualization provided, set Highlight Burn to 0.75, which provides a good balance so that overbright areas are not expressed. Turn white's balance and set it to 6000.The Hue/Saturation controls provide color and lightness adjustments. Color Balance allows for a more sophisticated way of controlling the color of the image. Experiment with these controls to find a good color balance for your taste. Curve control is a good way to adjust contrast levels in a scene. Now click the Open lens Settings button at the bottom of the VFB. Turn on Bloom for a more photographic response to the light in the far window. Change Flowering and making it smaller for a more subtle effect so set the value to 20.50. 20,50. controls how much the bloom affects the entire image. Set this to 2.83 to provide just a hint of flowering. Then adjust the size 9.41.At this point, save the image with the Save icon, and we'll move on to creating a night time scene. Save your scene as well as we will change it. Adjust the scene for NightTurn to interactive and reduce the resolution to 900 x 506 for faster rendering testing. Turn On Material Redefining to then start interactive visualization. In the Asset Editor section, turn off the settings SunLight.In tab in the Lights section. Under the deployment of the environment, turn off the background map and see how much light we lose inside. Set the color to a slightly darker purple and increase the background value to 2. Then set the color that you prefer for the night sky. As the interactive render works, feel free to customize the background color to your liking. Then stop the visualization. Let's add a few artificial lights further. Adding V-Ray Spot Lights to scene ComponentsAdding light to one component will add that light to all the components in the scene. We'll use this to add V-Ray Spot Lights to the pendant lights in the scene. Choose a light pendant here. Click Spot Light on the V-Ray toolbar. Place it in the center of the light pendant. Notice how it appears on all other hanging lights. To finish editing the component, click the right button once and select Close Component and repeat to select Close Group.Adding V-Ray IES Lights and Sphere LightNext, let's add a couple of IES lights to this corner of the room. Move the camera to get a better view. Tap the IES Light icon in the toolbar. Go to the 10.IES file provided. Click to put the IES light in the scene. Then make a copy of it for the other side as well. These IES lights will give a real good view in this corner. Finally, the kitchen can use some general lighting. Go to a better kind of kitchen. Click on the Sphere Light icon in the toolbar. Place it close to the ceiling to illuminate this part of the house. Fine-tune LightsReturn to the original view by clicking on the RenderView_00, and run an interactive visualization. We will focus on IES lights first. To isolate the lights of IES, other lights in the scene can be turned off temporarily. In the Asset Editor Lights section, select V-Ray Spot Light and expand your settings. Turn off the dot light as well as the Sphere Light.Click the Render icon in VFB and draw a box around this area of the image to keep the render updates only in this part. Then select the IES light. IES profiles have built-in brightness information, but we'll redefine them for the scene. Click Override Intensity and set intensity to 4000 manually done the lights are a little brighter than before. Now identify this area of the image to work on a random kitchen light. Give the Sphere Light a little heat Color.Then increase the intensity intensity 100.If you need to expand the visualization area a bit, then, select Spot Light, and turn it on. Select the dot light and turn it on again. Open the options deployment where we can see Decay and Penumbra Falloff options. Change the decay to the reverse area to more accurately show the decay of light from a distance, and set Penumbra Falloff to a smooth Cubic.The scene becomes a little dim as a result. We need to change our intensity quite a bit to explain the natural decay of light. The first set of units is radiant energy (W) and that gets us too bright in 30. Reducing the intensity to 8. Expand the Angle deployment and increase the angle of the cone to 1.8 for wider distribution. The Angle Penumbra softens the edges of the stain, so I'll put my 0.8 for a more natural look. Check out a few regions to see the contribution of the pendant light to the stage. Here on this chair, note that the shadows are quite sharp. Change the Shadow Radius to one to add softness to them. When satisfied, turn off the VFB region visualization to update the entire image. Set the amber tone in the spotlight in your color parameter. You will see that a little color goes a long way. I will do the same to reduce the saturation of my kitchen Sphere of Light. Now, since it is a common light in the corner that we do not see directly, using an unmotivated device less light as it may make sense. Set up a night production RenderStop render and set my resolution back to 1280 x 720.Turn Off Interactive and Progressive; Set the quality high. Turn the material override. Click visualization, and after about 35 minutes of the past time, we have a fantastic quality internal visualization. Color correction

and lens effects with night renderFor the finishing touches in the VFB, you can use your own render, or click Download image and choose provided IL_Night_01.vrimgClick Show Correction Management here at the VFB to open the color adjustments available to us. Start by adjusting the exposure as you wash away the fit. I'm going to adjust the White Balance a little bit. Then customize the richness of my colors with saturation.Then add a little kick with some trim to the color balance to find the right look. Finally, I'll make a small curve like this to punch the tones in the visualization for more exposure. When you're happy with your own fixes, click the right button on the VFB background here and select Black for the background. Click on Global ... bar and you'll be able to keep your color corrections on the drive. Let's download the sample that we made for you after you save your own. Just click Download and select file night_CC_01.vccglb from downloaded assets. Download night_CC_02.vccglb for warmer, more interpretation of this render. Close the correction control and tap the Open Lens Effects icon into the VFB so we can add some lenses of flowering and glare. Turn on the flowering effect and use shape, size and weight sliders Find a beautiful flowering light. Then turn on the glare effect and set the type of glare type with camera pairs. Set the weight about 11.3.Notice how nice these pod lights look. Now we do not add these pod lights like traditional lights in this video, they use emission materials to illuminate, which we will talk about in future videos. Increase them and experiment with different flowering and glare values to get the right photographic look from these lights. Below are the final visualizations of day and night renders. Has.