

Ultimate School Of V-Ray

V-Ray Professional Certification

based on Vray Courseware of Chaos Group



V-Ray Licensed Trainer - Chaos Group:



LICENSED
TRAINER



Hello everyone, let me introduce myself to you all, I am Kishor Prajapati. I am a Civil engineer I have been working as Consulting engineer for the last 30 years. 3D Rendering and Animation is my passion. I started 3D visualization in 2003. Initially, I worked as a freelancer. I have been involved in the architectural visualization field for the last 15 years.

Specialties: Architectural Renderings, 3DS Max, AutoCAD, Architectural Revit, V-Ray, Photoshop, After Effects.

CHAOSGROUP

AUTHORIZED TRAINING CENTER

Course Duration, Fees & Certification

Duration: 30 days

Class schedule: 5 days a week

Class duration: 3+ hr. per day

Course fees: ₹ 25,000

Fees Structure with instalments facility

Date of Joining: ₹ 16,000

After 10 days of commencement: ₹ 09,000

V-Ray Professional Certification

Software's used:

3D Max 2015 or higher versions, V-ray 3.6 or higher version,

1)-Introduction of V-Ray & User Interface

User Interface Of V-ray

Use of V-Ray.

Activation of V-ray.

Assign V-Ray renderer Engine

V-Ray as default.

Over view of Production render and Active Shade.

2) Gamma and Color mapping

All about Gamma

Variation of Gamma.

Gamma & colour mapping.

Prevention of overexpose effect from Images.

3) V-Ray Virtual Frame Buffer(VFB)

What the V-Ray Frame Buffer is, and its most useful features.

Colour Correction.

Colour clamping.

VFB history.

4) V-Ray Camera and Physical Camera

V-Ray physical camera.

Properties of physical camera.

Using of focal length.

Depth of field. White Balance

Auto Exposure and Auto White Balance. (Vray Next)

Prevention Of camera distortion.

5) V-Ray Lights

Various types of V-Ray lights.

Control Of V-Ray lights effects with parameter.

Studio Light Setup.

6) V-Ray Materials

Fundamentals of V-Ray materials.

Material editor.

Assigning V-Ray material.

Diffuse.

Reflection map.

Refraction map.

Fresnel reflection.

Metallic reflection.

Creation of realistic materials

Assigning material in a scene and Make Materials Library.

7) V-Ray G.I. Engines

Global Illumination.

Primary engine.

Secondary engine.

8) Dynamic Geometry

V-Ray Displacement – Adding fine detail to scenes with the V-Ray Displacement Modifier.

V-Ray Proxy – Optimize high poly count scenes with V-Ray's Proxy geometry.

V-Ray Instancer – Instance multiple V-Ray Proxy geometries with the help of a Particle Flow system and the V-Ray Instancer helper.

V-Ray Fur – Generate realistic grass with V-Ray Fur.

9) Exterior and Interior Lighting

Interior Rendering day and night.

Exterior rendering day and night.

V-Ray sky. V-Ray Sun

V-ray dome for environment with HDRI.

10) Volumetric Effects

V-Ray Aerial Perspective

V-Ray Environment Fog

11) All bout Vray Render Setting.

V-Ray RT – How to use V-Ray RT as an ActiveShade renderer, and how to set it up to render animations.

V-Ray Production – An overview of the standard V-Ray rendering engine, and how to use it.

Render settings.

Render elements (Beauty Pass, Z-depth, Ambient Occlusion,

Render pass for Masking.) Region and bucket render

Optimize render time

12) Render Elements

Beauty Pass and How to back in Post-production

Multi-pass compositing.

Use of V-ray render elements in Post-production.

Vignette effect.

Color correction.

Different kinds of maps (reflection, bump).

Depth of Field and Fog effects By using z-depth