

Basic Exterior Scene Settings

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Objective This tutorial helps to set up a basic exterior architectural scene using Physical Sun and Physical Camera.
 Basic Settings Global Switches>Gamma 2.2 (all other values default) Camera>Physical Camera enabled>Still
 Camera>Shutter speed 125>Film Width 36>Zoom 1>F-number 12>Film Speed(ISO) 200>Exposure enabled>Vignetting
 enabled Environment/Sky>GI enabled 1.4>Texture Editor (double click on "m") Common>Type
 Sky>Multiplier 1.5 (all other values default) Image Sampler>Adaptive QMC>Min 1 Max 16> Antialiasing enabled>Area
 1.5 Color Mapping>HSV Exponential>Dark 1 Bright 1 Indirect Illumination>GI enabled>Primary engine Irradiance
 Map Secondary engine Quasi Monte-Carlo Irradiance Map>Min-3 Max -2>HSph. Subdivs 50>Samples 20 (all
 other values default) Quasi Monte-Carlo>Subdivs 8>Secondary Bounces 3 Global Switches

Camera

Environment/Sky

Image Sampler

Color Mapping

Indirect Illumination

Irradiance Map

(For faster test renders you can reduce the HSph. Subdivs to 30)(To increase the quality you can change the Min Rate to -2 and Max Rate to 0, however this will increase render time) Quasi-Monte Carlo GI

Scene Setup Image 1 shows an architectural exterior scene. The goal is to render the exterior using a physical sky and physical camera available using vray. It's important to note that vray takes the sun location and time of day from the SketchUp shadow settings as shown on Image 2. In this SketchUp scene, the only Vray specific material applied is to the glass. The rest of the materials are SketchUp applied materials. This is important to note since a lot of users will have existing SketchUp models that they want to render without spending too much time re-applying materials and this example is meant to illustrate exterior render settings only. Nonetheless, it still demonstrates the speed and quality that can be achieved with a simple and fast setup. Image 1: Exterior Scene in SketchUp

Image 2: SketchUp shadow settings

NOTE: If you enable "Show Calculation Phase" under the Irradiance Map Rollout>Basic Options, You will get a preview of the IM calculation and lighting distribution as shown on Image 3 Image 3: IM Calculation Phase

Image 4: Final Rendering using VfSU setting listed above.

Render time approx. 12 min 800X500 The VfSU render options can be saved to be used on other scenes. Open the Render Options toolbar, select File>Save, Load or Restore Defaults. VfSU comes with preset settings for low, medium and high quality renderings. The above method is just one way of many, I encourage everyone to experiment with their own settings based on their own scenes. I hope this serves as a good starting point.