

Basic Interior Scene Settings

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Objective This tutorial helps to set up a basic interior architectural scene using V-Ray Rectangular Light and Physical Camera in Vray for SketchUp
 Basic Render Option 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 10>Film Speed(ISO) 800>Exposure enabled>Vignetting enabledEnvironment/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 1.5Color Mapping>HSV Exponential>Dark 1 Bright 1Indirect Illumination>GI enabled>Primary engine Irradiance MapSecondary engine Light CacheIrradiance Map>Min-3 Max 0>HSph. Subdivs 50>Samples 20 (all other values default)Light Cache>Subdivs 750>Sample Size 0.01>Scale Screen>Num. Phases 2 (Eq. # Processors)

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 as well as reduce the Max Rate to –2)Light Cache

(For faster test renders reduce the Subdivs to 500 and increase the Sample Size to 0.02. The Num. Phases should be equal to the number of processors on your machine) Scene Setup Image 1 shows an architectural interior scene. The goal is to render the interior using a Vray rectangular light and physical camera using vray. It's important to note that vray takes the sun location and time of day from the SketchUp shadow settings. Image 1: Interior Scene in SketchUp

For this interior scene, a Vray rectangular light was placed directly outside the window as shown on Image 2. The color of the rectangular light is light blue to simulate the color of the sky. Multiplier 30, Invisible enabled (to the camera), No Decay enabled, Ignore Light Normals enabled. Image 2: Vray Rectangular Light

NOTE: If you enable “Show Calculation Phase” under the Irradiance Map Rollout and Light Cache Rollout, you will get a preview of the calculation phases and lighting distribution as shown on Images 2 & 3 Image 3: Light Cache Calculation Phase

Image 4: Irradiance Map Calculation Phase

Image 5: Final Rendering using VfSU settings listed above.

Render time approx. 20 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.