

V-RAY FOR 3DS MAX: V-RAY BLEND AND BUMP MATERIALS

This document gives a sample lesson plan for involving the V-Ray Blend and Bump Materials module into a lecture

Lecture

- Discuss overall concept of the V-Ray Blend Material and how advantageous it can be to mixed multiple materials
 - Layered material – the rendering is optimized. V-Ray first calculates the compound effect of all materials and then does the raytracing.
 - Base vs. Coat
 - Masks and how to control the blending
- Next, review some existing renders or images that show examples of blend materials
 - Sudden blends
 - Gradual blends
- Some suggested talking points are:
 - Making a choice between using a Blend material vs. modeling a separate object and assigning it its own material
 - Planning your layers before starting to build the material
 - Nesting Blend materials
- One major point is that the V-Ray Blend Material doesn't have a Bump map slot. To go around that issue we can use the V-Ray Bump Material
- Let the learners know this is an intro to the attributes and they will have a chance to see them at work during the Demo and the Activity stages of the Learning Cycle.
- You will find a lot of material to use in the academic portal as well as cutting and pasting any additional information from the relevant documentation pages (docs.chaosgroup.com)

Demonstration

- In this cycle, you can use the provided scene and handout to demonstrate how to set up the V-Ray Blend material and how to add bump mapping to it using the V-Ray Bump Material

Activity

- In this cycle, you are going to let your students experiment with the provided scene. You may want to give them the provided handouts to use as a guideline