

V-RAY FOR 3DS MAX: GI INTRODUCTION

This document gives a basic lesson plan for involving the V-Ray GI Introductory module into a lecture

Lecture

This GI Introduction gives primers and definitions for what GI is and roughly how it works to familiarize learners with GI concepts prior to starting to use GI methods, which are also covered in other prepared lessons:

- This module is Lecture-only and is a primer on GI theory and background
- It's best to start talking about how GI is helpful to lighting, and connect how light bounces in the real world to how GI tries to calculate and simulate that light behavior
- Show real life images of how light fills hard to reach areas and of color bleed and caustic effects
- These are some of the suggested talking points:
 - Indirect Lighting– how light bounces and fills areas that direct light does not reach
 - Caustics – Bending of light through different mediums
 - Color Bleed – How colors from one object can affect nearby objects
 - Occlusions – how light can be blocked and reduced by geometry
 - Primary vs Secondary Bounces
 - Different GI Engines
 - Brute Force
 - Irradiance Map
 - Light Cache
- 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)
- We have created PowerPoint slides with much of this information you can use directly, or cut and paste for your own slides