

V-RAY FOR 3DS MAX: CAUSTICS

This document gives a basic sample lesson plan for involving the V-Ray Caustics 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:

- You may begin with showing some real-world images of how light behaves when passing through glass objects, or through water like the bottom of a swimming pool to show what caustic light effects look like in reality
- Next you may discuss caustics in CG
 - What is the difference between GI Caustics and photon mapped caustics?
 - What is the process V-Ray uses to generate photon mapped caustics?
 - These points are included in the PowerPoint presentation for this lesson
- Next you may cover the different variables that affect the look and feel of caustics
 - Shaders – Reflection, Refraction and Fog colors, Fresnel and Reflection IORs and Dispersion
 - Lights – color and intensity
- Then you can discuss the settings that affect the quality of Caustics in V-Ray
 - Caustics settings
 - V-Ray Light Properties
 - Caustics specific settings of the V-Ray Dome Light and V-Ray Sun
- You can find all the necessary information in the provided PowerPoint presentation

Demonstration

Here you can use the provided scene file (or your own) to demonstrate how to put the topic to use. You can use the provided handout as guideline.

Activity

At this point you are going to give the students a chance to play around with setting up caustics effects. You can either use the provided scene and handout or create your own