

V-RAY FOR 3DS MAX: V-RAY LIGHT

This document gives a basic sample lesson plan for introducing the V-Ray Light in its Sphere, Plane/Disc and Mesh modes.

Lecture

- Since this is the introductory lesson in V-Ray lights you may first spend some time to review how light works in real life and how it's used as an artistic expression. You may spend some time on
 - The physical properties of light and how it behaves in nature i.e. intensity and decay
 - Light size and its effect in creating shadows and highlights
 - Light color and temperature and how to create certain moods
 - You may add some examples of light sources used in photography i.e. soft box, spot light etc.
- Next you can move into CG lights and the settings they have, to reflect real world properties.
 - Start with where the different V-Ray lights can be found and what possible light Types we have
 - Color, Temperature and Multiplier are the most direct settings to affect your render
 - It is important to talk about the Units parameter and how to use it to create physically accurate lights (if they want to match the intensity of real world light sources)
 - Talking about shadows as a creative expression it's important to note that in V-Ray the softness of shadow depends on the size of the light
 - CG lights have the advantage of being able to do things which are impossible in the real world. Talk about the Cast Shadows, Invisible and No decay options
 - Include/Exclude lists allow users to control which objects in the scene are affected
 - We can also control how lights interact with different components of a material i.e. Diffuse, Reflection and Specular
 - Next you can move into the options specific for each of the Lights discussed in this lecture. Sphere, Plane/Disc and Mesh
 - Sphere – the only specific thing here is the Radius and how it affects shadows
 - Talking about Disk and Plane the important settings are
 - Double Sided – note the relationship with the Units parameter
 - Both lights can be Targeted
 - Both lights can use a texture for their color
 - Both lights can be turned into spot lights using the Directional parameter
 - Mesh light is useful to create light sources with complex shapes

Demonstration

- In this cycle, you are going to demonstrate the different modes and settings of the V-Ray Light. Use the provided handouts and scenes as a guideline or create your own exercises
- The scene Vase (Est).max is the same scene used in the demonstrations but it has shaders applied.

Activity

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