

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

This document gives a basic sample lesson plan for a lecture on using V-Ray Production

Lecture

- This lesson gives a basic overview of the ways we can work with V-Ray Production
- You can start with discussing the overall concept V-Ray Production
 - VFB and Render settings
 - Designed to produce photorealistic results
 - Introduces many different tools in 3ds Max: materials, textures, effects etc.
- Next you can move into the two different modes in which V-Ray Production operates:
 - Bucket Rendering
 - Progressive Rendering
 - You can talk about the pros and cons of each
- Next you can speak about how both modes operate inside the V-Ray Frame Buffer when options like Render region and Track mouse while rendering are enabled
- Next you can discuss the Render Mask functionality and how and when it can be useful
- Finally spend some time discussing on how to render animations when using each of the two modes of rendering
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Demonstration

- In this cycle, you are going to demonstrate the topics covered in the lecture using either the scene we provided or your own scene
- You can use the provided handout as a guideline or perform your own demonstration.

Activity

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