

V-RAY FOR 3DS MAX: V-RAY RENDER ELEMENTS

This document gives a sample lesson plan for involving the V-Ray Render Elements module into a lecture

Lecture

- You may begin with a discussion of the concept of multi-pass rendering and compositing and the benefits it offers
 - Splitting the image into its components doesn't affect the render times
 - Composing the image back together allows us to color correct each element separately which in turns allows us much greater control over the final look
 - Images need to be saved in linear color space (open EXR file) in order for the workflow to work
 - Open EXR file format can keep all render elements in layers in a single file. Some compositing tools like NUKE can open and extract each layer.
- Custom render elements can be created for specific tasks
- MultiMatteElement allows us to create selection masks for certain objects or for specific materials
- V-RayExtraTex render element can render the entire scene with a texture applied to it. This can be used to create specific render passes based on the pipe line in the studio. When combined with a V-RayDirt map it creates an Ambient Occlusion pass
- V-RayZDepth renders a depth map of the scene, taken from the camera. It can be used to apply lens blur in Photoshop effectively faking Depth of Field. This approach is used when render times need to be kept at minimum

Demonstration

- In this cycle, you can use the provided scene and handouts to demonstrate how to use the render elements functionality of V-Ray

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