

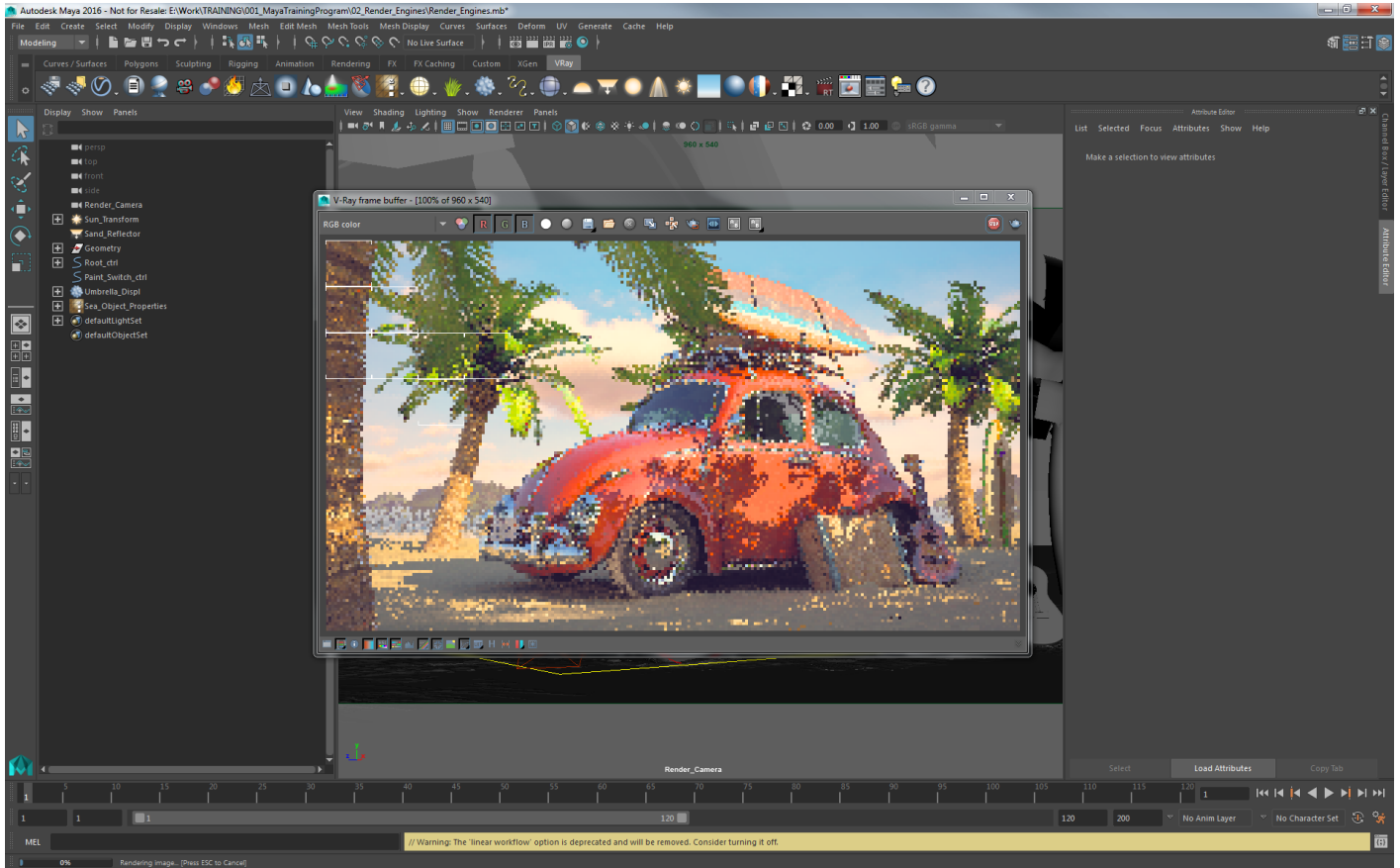


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Production Render Engines Demonstration

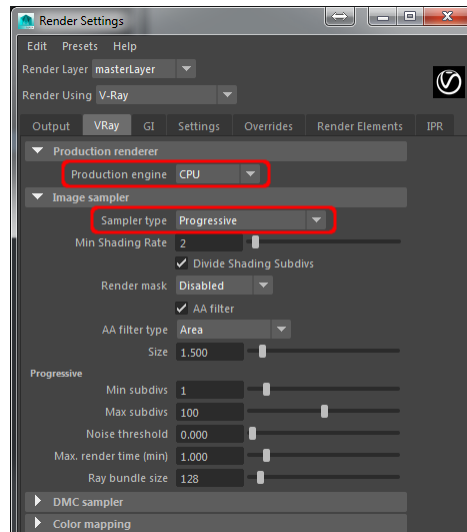
OVERVIEW

This demonstration takes you through the process of exploring the different V-Ray Production Render Engines.

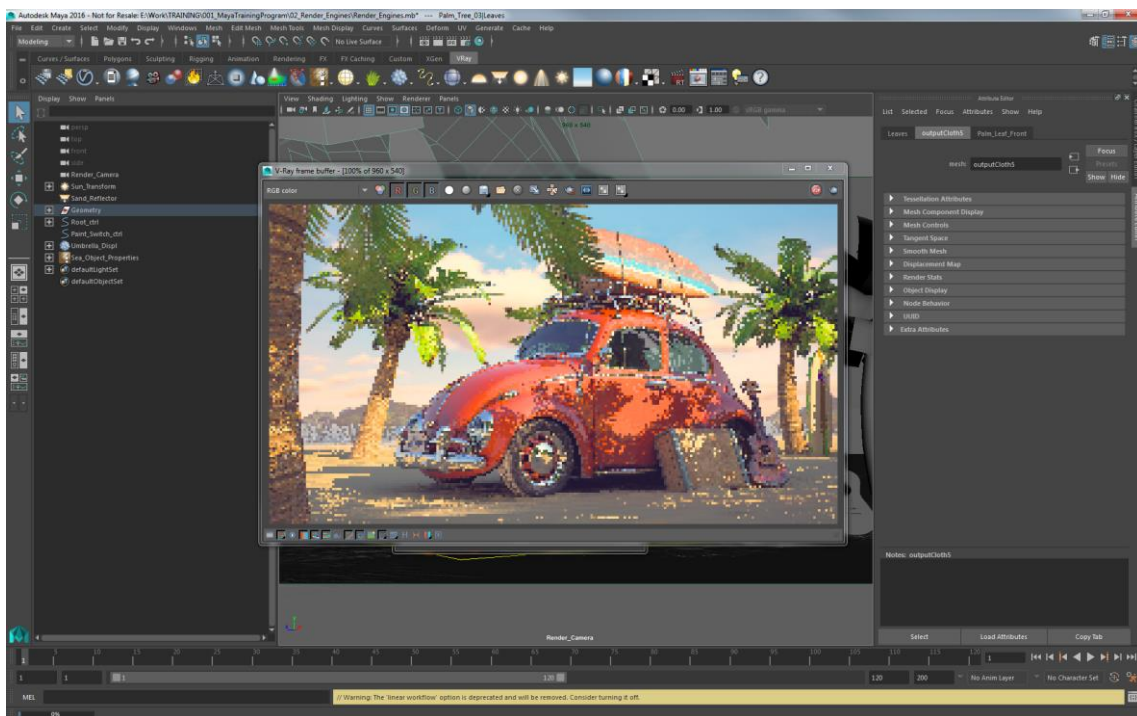


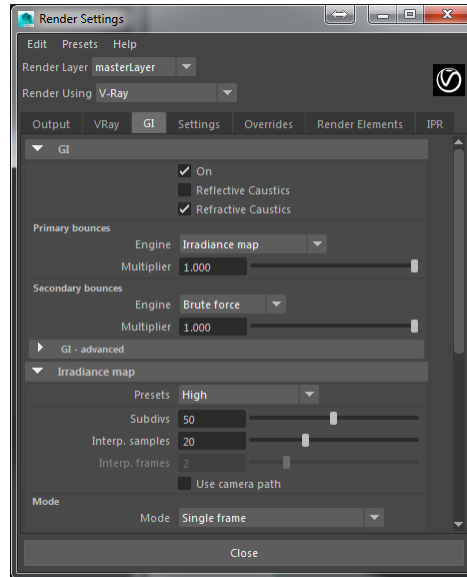
PROCEDURE

1. Open the scene **VRay_Production.mb** make sure all assets are present.
2. Open the **Render Settings** window. In the **Image sampler** rollout under the **VRay** tab, make sure that the **Production engine** is set to **CPU** and set the **Sampler type** to **Progressive**.

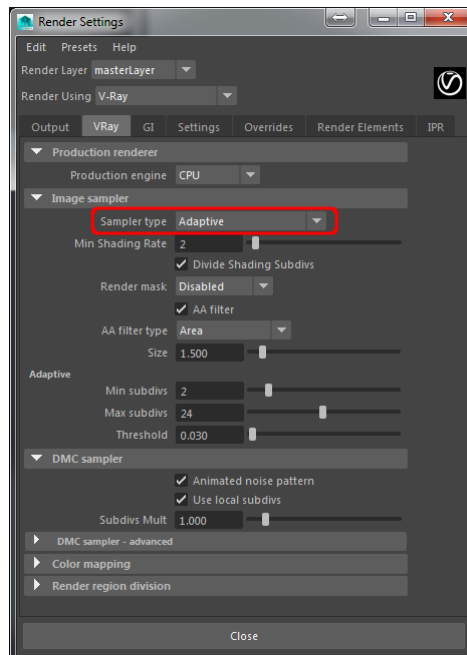


3. Start rendering and watch the process. Why is there a pre-pass? Hint. Check the settings for GI. Note that after the pre-pass, V-Ray renders the whole image at once.

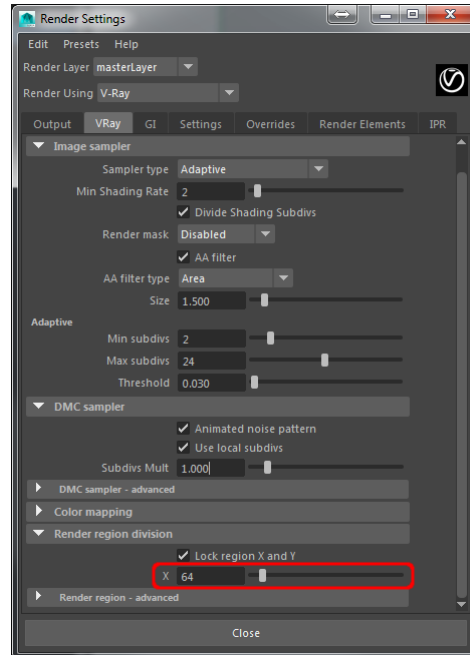




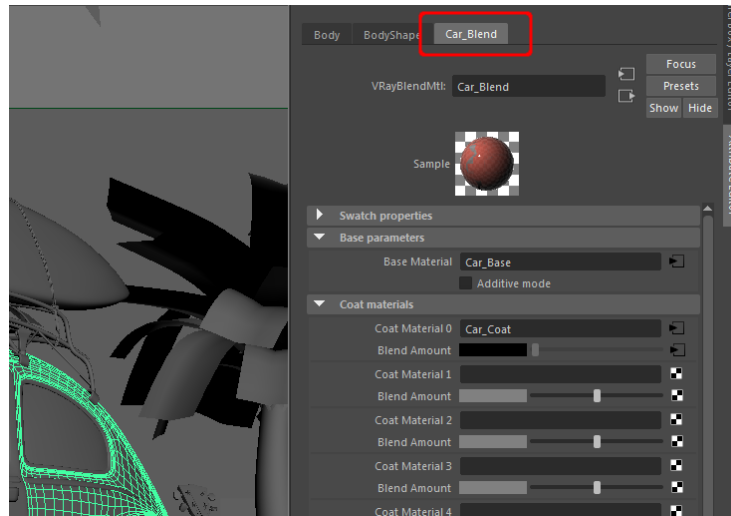
4. While the Progressive rendering engine is clearing out the noise, take a look at some of the render elements in the V-Ray frame buffer.
5. Stop the rendering by pressing the **Stop** button in the V-Ray frame buffer. In the **Render Settings** window, change the **Sampler type** to **Adaptive**. Render the image.



- While the rendering is going on, scroll down the **VRay** tab in the **Render Settings** window and note the **X** value in the **Render region division** rollout.



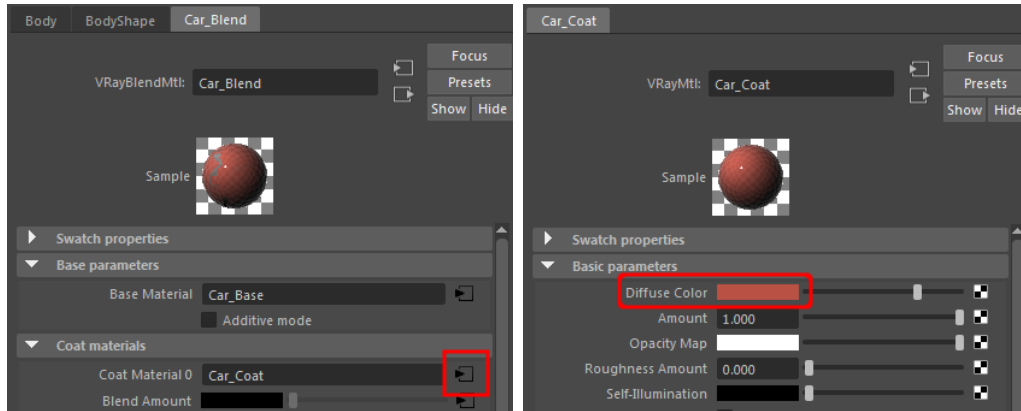
- Try a smaller value for the **X** parameter and render again. What has changed?
- Select the car body. In the **Attribute Editor** go to the **Car_Blend** tab.



- Click the arrow next to the **Coat Material 0** slot and pick a different color for the **Diffuse Color** parameter.



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10. Click the **Region render** button and draw a region around the car only. Now render the image to see the difference the new color made.

