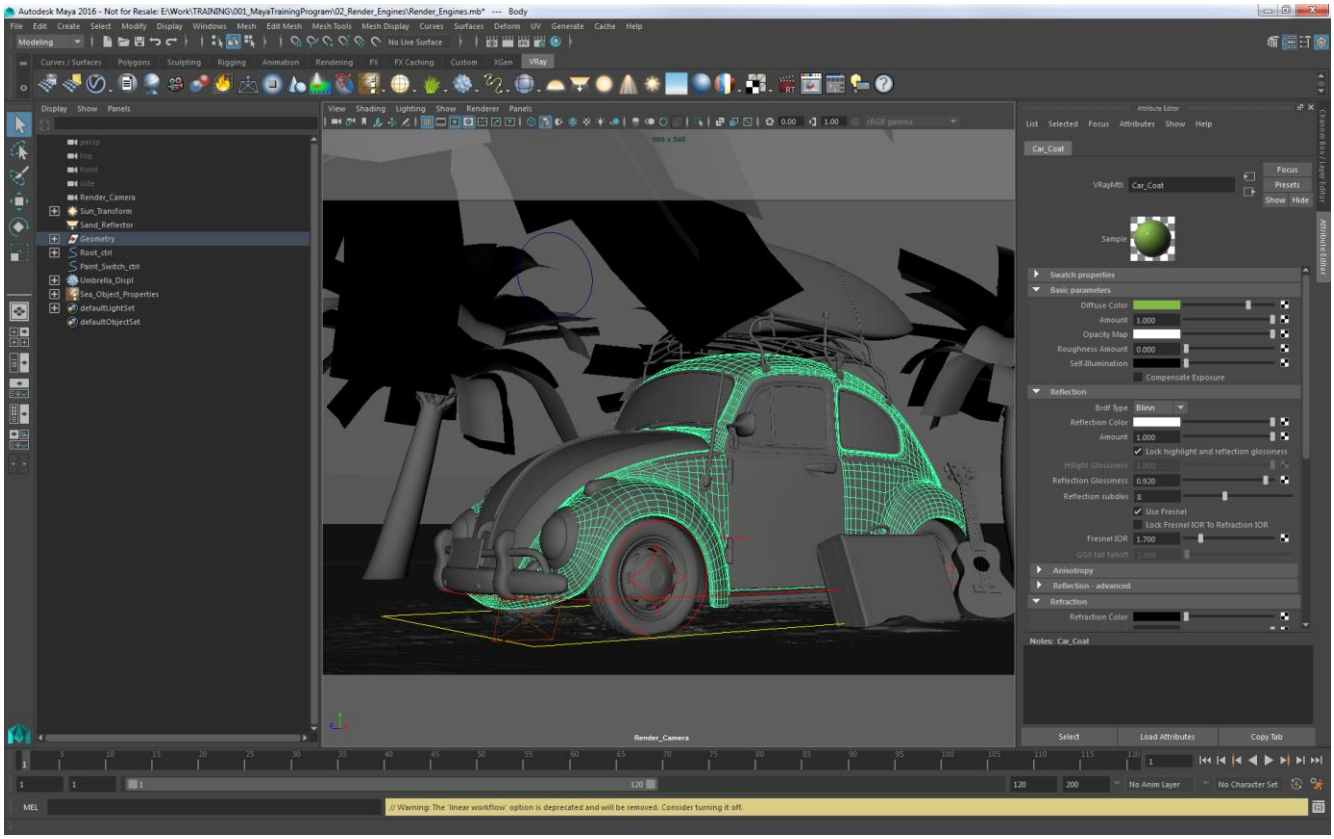
Rendering Animations with V-Ray Demonstration

OVERVIEW

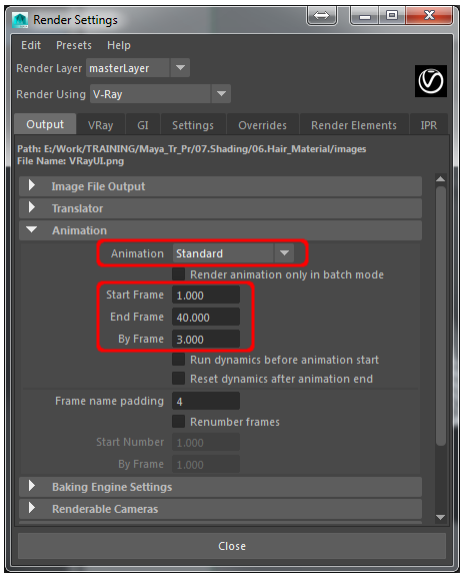
This demonstration takes you through the process of setting up and rendering animations with V-Ray.

PROCEDURE

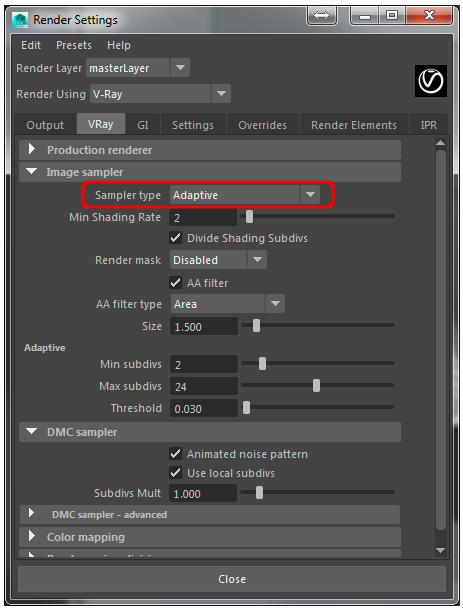
1. Open the scene **VRay_Production.mb** make sure all assets are present.



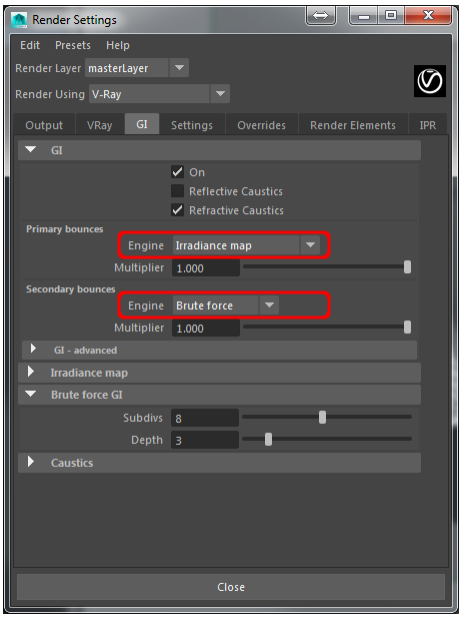
2. Preview the animation by dragging the animation slider.
3. Open the **Render Settings** window. In the **Animation** rollout under the **Output** tab, set the **Animation** parameter to **Standard**. Note that the scene is set to render every third frame for the first 40 frames.



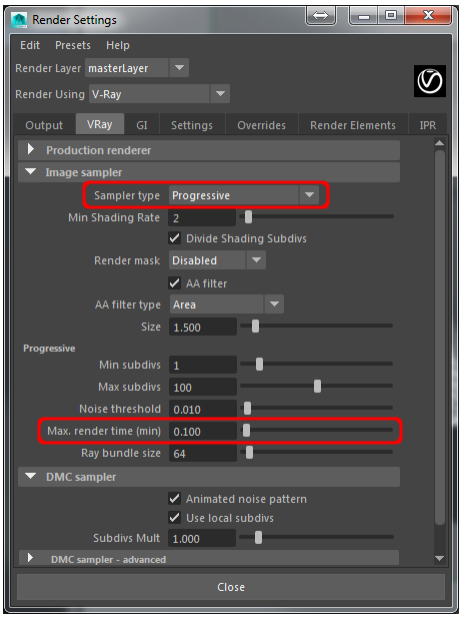
4. In the **Image sampler** rollout under the **VRay** tab set the **Sampler type** to **Adaptive**.



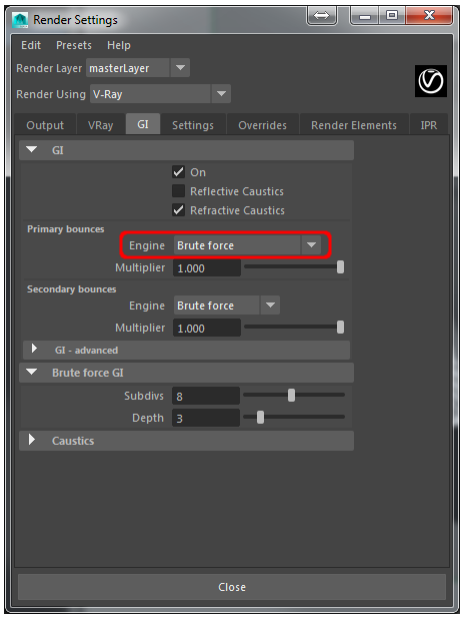
5. Under the **GI** tab, make sure the **Engine** for **Primary bounces** is set to **Irradiance map** and the **Engine** for **Secondary bounces** is set to **Brute force**.



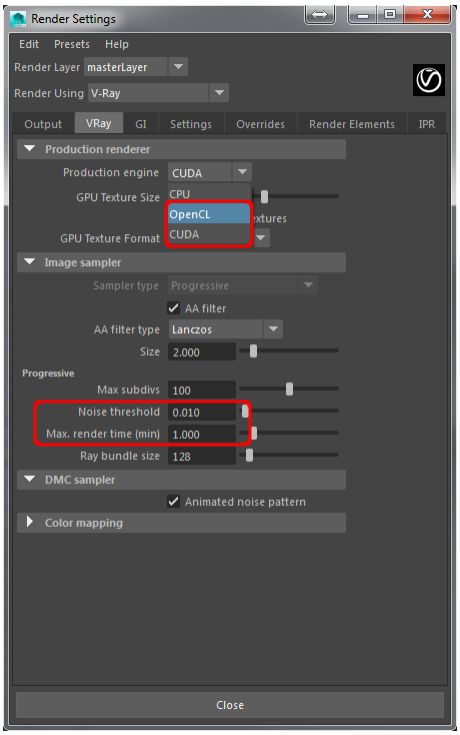
6. Render the animation. Note the number of passes necessary to render each frame.
7. Open the **Render Settings** window. In the **Image sampler** rollout under the **VRay** tab, set **Sampler type** to **Progressive** and **Max. render time (min)** to *0.100*.



8. Go to the **GI** tab and set the **Engine** for **Primary bounces** to **Brute force**.



9. Render the animation. Note that each frame is rendered directly and no pre-passes are made.
10. Open the **Render Settings** window and go to the **VRay** tab. Set the **Production engine** to **OpenCL** (for AMD graphics cars) or **CUDA** (for nVidia graphics cards), the **Max. render time(min)** to *0.100*, and the **Max. noise** to *0.010*.



11. Hit the **Render** button