# User Interface

This page provides details on the V-Ray for Unreal UI and how it is integrated into the Unreal interface.

## Overview

The V-Ray for Unreal toolbar gives you access to all of the settings and options available in V-Ray.

## V-Ray Toolbar

The V-Ray toolbar allows you to render using V-Ray's Interactive renderer and bake lighting with V-Ray Bake. From the V-Ray drop-down menu you can access the V-Ray frame buffer, open the V-Ray Settings tab, open the V-Ray Project Settings and open the VRScene Export Options. From the V-Ray Bake drop-down you can access the V-Ray Bake Settings tab.
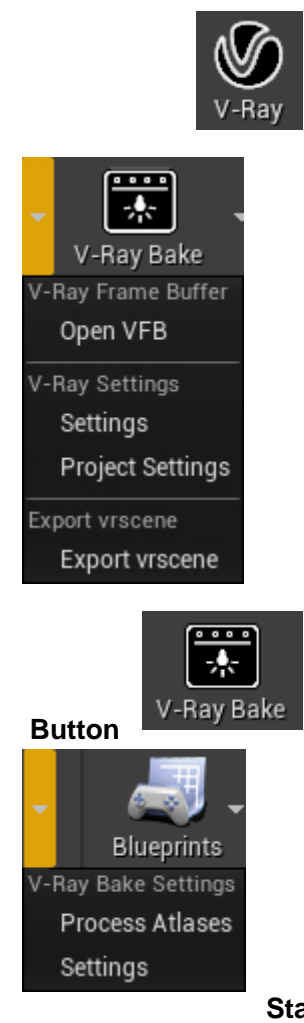
**Button**

**States**

The V-Ray button and V-Ray Bake button have five states depending on the process that is currently running:

**V-Ray Render Button**



**Idle/Neutral**

V-Ray is in idle mode, not processing or rendering the scene.



**Preparing**

V-Ray is preparing the scene for rendering. Meshes, textures, materials and lights are cached into memory.



**Rendering**

V-Ray is rendering the sceene. Click on the button to stop rendering at any time.



**Busy**

V-Ray is unloading resources and exits rendering.



**Finished**

V-Ray has reached specified parameters in V-Ray Settings.

**V-Ray Bake Button**

**Idle/Neutral**

V-Ray is in idle mode, not processing or rendering the scene.



**Preparing**

V-Ray is preparing the scene for baking. Meshes, textures, materials and lights are cached into memory.



**Rendering**

V-Ray is baking the scene. Click on the button to stop rendering at any time.



**Busy**

V-Ray is unloading resources, exits rendering and processes lightmaps.
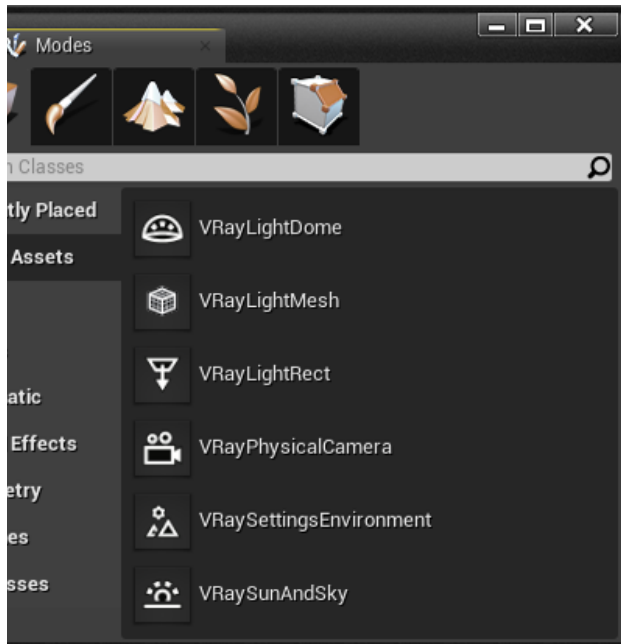


**Finished**

V-Ray has finished baking all atlases and lightmaps.

# V-Ray Assets Category

The V-Ray Assets category in the **Modes** tab allows you to quickly create V-Ray related actors.



## V-Ray Light Dome

A dome light (also considered an area light) creates light within a dome or spherical shape to create a traditional global illumination setup. This Light is frequently used to load HDRI environment images.

## V-Ray Light Mesh

A Mesh light creates a light source from an object's surface area.

## V-Ray Light Rectangle

A V-Ray specific light source object that can be used to create physically accurate area lights of different shapes.

## V-Ray Physical Camera

Simulates a real-world camera with equivalent parameters such as f-stop, shutter speed, and lens focal length.

## V-Ray Settings Environment

Control the color and texture for background in the viewport and also the color and texture used during GI and reflection/refraction calculations at render time.

## V-Ray Sun and Sky

A Sun light is a spherical light source placed at a specific location which simulates the sun in the sky.

# V-Ray Settings

V-Ray Settings provide access to all render options available in V-Ray for Unreal. For more information, see the V-Ray Settings page.
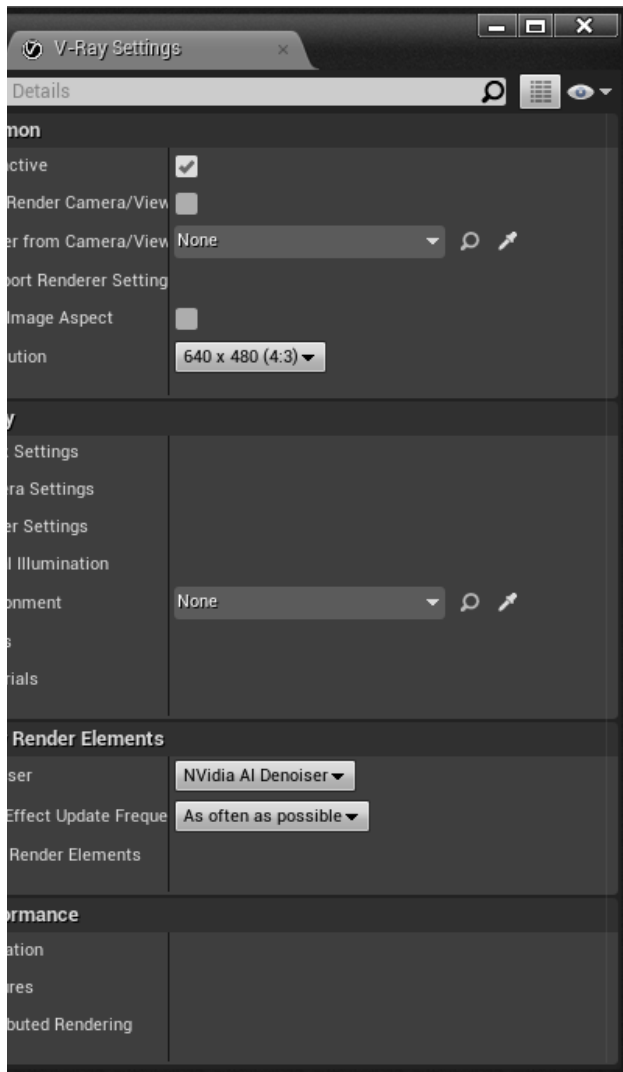


# V-Ray Project Settings

In V-Ray Project Settings you set global option for the entire Unreal project. For more information, see the V-Ray Project Settings page.
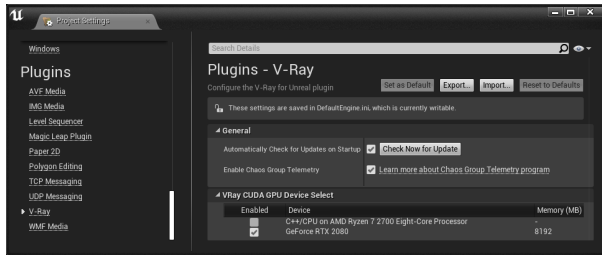
## V-Ray Bake Settings

V-Ray Light Bake or just V-Ray Bake is the process of creating lightmaps with complex light interactions and diffuse interreflection using the V-Ray render engine and it's GI and Lighting calculations. For more information, see the V-Ray Bake Settings page.



## Import vrscene Dialogue

The V-Ray Scene Import Options window appears when you are importing *.vrscene* files into Unreal.

For more information, see the Import a VRayScene page.
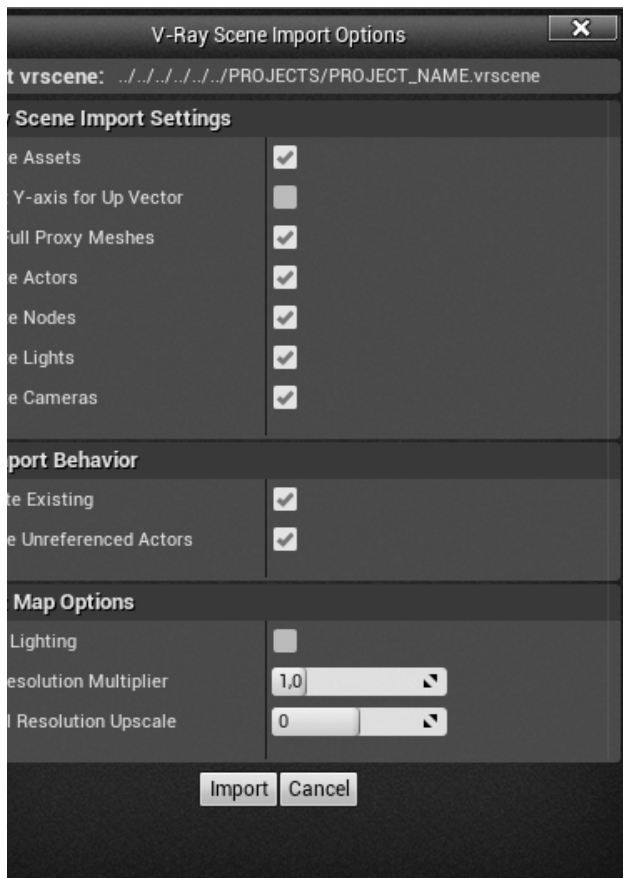
## Exporting vrscene Dialogue

The V-Ray Scene Export Options window appears when you export *.vrscene* files from Unreal.

For more information, see the Exporting a VRayScene page.