V-Ray Material Complex

This page provides information about the V-Ray Material Complex in V-Ray for Houdini.

Overview

V-Ray Material Complex represents a network of connected V-Ray nodes that can be used for various purposes. It is basically a preset V-Ray Material Builder, that has its interface exposed for easier tweaking of the settings.

All assigned texture maps can be made visible in the Houdini viewport. The tabs of the V-Ray Material Complex have two options of displaying the parameters - in default mode, where the most common settings reside, and in advanced mode, where you can have finer control.

Surface

Reflection

Transmission

Textures

Displacement

Options

Wrapper

Enabled – Enables the Wrapper options.

Main

Generated GI Mult. – A multiplier for the amount GI generated by the material.

Received GI Mult. – A multiplier for the amount GI received by the material.

Generated Caustics Mult. – A multiplier for the amount of caustics generated by the material.

Received Caustics Mult. – A multiplier for the amount of caustics received by the material.

Subdivs Mult. – A multiplier for the subdivisions of all secondary ray tracing done for the particular surface.

Matte Properties

Alpha Contribution – Determines the appearance of the object in the alpha channel of the rendered image. A value of *1.0* means the alpha channel is derived from the transparency of the base material. A value of *0.0* means the object does not appear in the alpha channel at all and shows the alpha of the objects behind it. A value of *-1.0* means that the transparency of the base material is cut out from the alpha of the objects behind. Matte objects are typically given an alpha contribution of *-1.0*. Note that this option is independent of the Matte surface option (i.e. a surface can have an alpha contribution of *-1.0* without being a matte surface).

Generate Render Elements – When enabled, V-Ray generates zDepth, velocity, extra tex and multi matte render element for matte objects. When this check box is disabled V-Ray does not generate any render elements for matte objects.

Matte Surface – Makes the material appear as a matte material, which shows the background, instead of the base material, when viewed directly. Note that the base material is still used for things like GI, caustics, reflections, etc.

Shadows – When enabled, makes shadow visible on the matte surface.

Affect Alpha – When enabled, makes shadows affect the alpha contribution of the matte surface. Areas in perfect shadow produce white alpha, while completely unoccluded areas produce black alpha.

Shadow Tint – An optional tint for the shadows on the matte surface.

Shadow Brightness – An optional brightness parameter for the shadows on the matte surface. A value of *0.0* makes the shadows completely invisible, while a value of *1.0* shows the full shadows.

Reflection Amount – Shows the reflections from the base material.

Refraction Amount – Shows the refractions from the base material.

GI Amount – Determines the amount of GI shadows.

Advanced Options

Dive To Wrapper Node – Press this button to dive into the Complex Material network of nodes and select the Wrapper Node.

Wrapper

☑ Enabled

Main

Generated GI Mult.	1	
Received GI Mult.	1	
Generated Caustics Mult.	1	
Received Caustics Mult.	1	
Subdivs Mult.	1	

Matte Properties

Alpha Contribution	1	

☑ Generate Render Elements

☐ Matte Surface

☐ Shadows

☐ Affect Alpha

Shadow Tint			0	0	0
Shadow Brightness	1	
Reflection Amount	1	
Refraction Amount	1	
GI Amount	1	

Advanced Options

Dive To Wrapper Node