

V-Ray Material

This page provides information on the BRDFV-RayMtl which is the basis for most shading networks in V-Ray.

Overview

The BRDFV-RayMtl node is a very versatile material that allows for better physically correct illumination (energy distribution) in the scene, faster rendering, and more convenient reflection and refraction parameters. This material can be easily set up to simulate a huge variety of surfaces from plastics to metals to glass and more by adjusting a handful of parameters.


Furthermore, with the BRDFV-RayMtl you can apply different texture maps, control the reflections and refractions, add bump and displacement maps, force direct GI calculations, and specify the BRDF type for determining how light interacts with the material.

Read more about the properties of each V-Ray Material layer using the [links below](#).

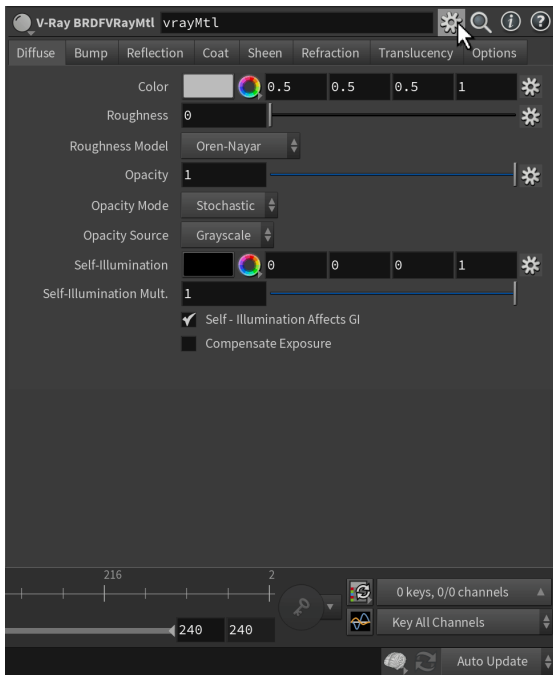
Read more about the material's structure and the functions of its layers at [V-Ray Material Structure](#).



Presets

Presets – Available in the  menu, the V-Ray Material presets offer values for commonly used materials. See the [Material Presets in V-Ray for Houdini](#) tutorial for more information.

Presets use settings that work well (in terms of speed and realism) as a starting point or for general-use cases. However, when a custom scene requires it, the material parameters values can be further edited to work best. For example, Glass uses glossiness values that speed up rendering, but rendering a close-up view of a realistic glass object may require further adjustments.



Each V-Ray Material tab has its own dedicated page listed below:

Diffuse

Bump

Reflection

Coat

Sheen

Refraction

Translucency

Options