
PATCHED V-Ray 2.40.03 For 3ds Max 2009 - 2014 X86x64

the bundle includes 2 of my original v-ray brdf textures which are suitable for creating many different renderings using different rendering engines. whether you use v-ray, v-ray for sketchup, or any other standalone renderer, these textures cover a huge variety of reflections, refractions, translucency, materials, and textures. after rendering, the renderings need to be cleaned to prepare for post production. as always, a major stumbling block when cleaning images is exposure. in particular, shadows and highlights. if you have already rendered your scene using v-ray, the exported files will already be in the correct exposure, but that's not always the case. the hdr maps in my final sample are produced using a cubemap node. the cube node uses a 2 channel shader, where the red channel holds the exposure and the blue channel holds the brightness. the red channel represents the shadows and the blue channel represents the highlights. v-ray comes with some presets for common combinations of lighting, materials, and camera settings. in the next video, i'm going to show you how to use presets for the pre-baked textures. if you create a clean image, it may not reflect the lighting or tonal values of the original scene. when capturing images within v-ray, you can tweak exposure of the image by dragging it around in the editor. this will reflect on the rendered images. pre-baked textures however, are not exposed in the editor to allow for the variation within the different images. photoshop works differently. the exposure on the original image can be edited directly in the editor using the exposure slider, but the other settings, such as white balance, may not work on the same image. in this case, you will need to create a clean image of the correct exposure, save it as a psd, and then open up the clean image and duplicate it into your v-ray project. after doing this, you can re-map the new duplicate to be one of the desired presets. after that, you can replace it with the original for the final render. be sure to undos any changes you make and re-apply any unused preset settings after making your changes. of course, this method will not work for images that are currently open in photoshop, as the files will be locked. for this reason, i suggest creating a duplicate psd when doing this method.



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with v-ray 5 for sketchup, update 2, chaos has introduced intelligent new tools that make it easy for architects and arch-viz artists to create incredible renders. you can make use of the free models and materials provided in chaos cosmos, customize surfaces with v-ray decal, and tune your render with lightmix and post-processing. the next step is to use the v-ray material override function.

when you are rendering in v-ray, you have the option of using material override. this will allow the render to use the materials that you have set for it. a lot of times, it will be easier to use a texture map. using material override is a good way to ensure that the texture maps are compatible with the other materials you have in your scene. you can use this option to either disable or enable the material override. it can sometimes be helpful to not just apply a texture, but to edit the texture. for this we use the v-ray material editor. the v-ray material editor is a powerful and fast tool that allows you to easily create, edit, or remove materials from your scene. you can also use the v-ray material editor to change the texture map for any material that you have created. with the v-ray material editor, you can edit the texture maps that are used by the materials

in your scene. this makes it possible to preview and edit texture maps for materials, while you are rendering. as you make changes to the material, v-ray will automatically update the texture. the v-ray material editor allows you to make quick and easy edits to any texture map. the interface of the v-ray material editor is similar to the v-ray material editor, except that you are using a sketchup material instead of a v-ray material. 5ec8ef588b

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