

Materials

This page provides an outline of the different methods for using materials in V-Ray for Unreal.

Overview

V-Ray for Unreal incorporates several different means to produce and use materials in Unreal. Materials can come from Unreal itself using the native Unreal Material, Material Instance or the V-Ray Material Instance Asset. The *Render material from .vrscene* feature enables the use of the original material from the imported vrscene. More powerful and versatile materials, created by external software using V-Ray, can be exported to .vrscene files that serve as External Material Libraries and used within V-Ray for Unreal.



Native Unreal Materials and Material Instances

V-Ray for Unreal supports the native Unreal Materials with complex shader graphs and Material Instances.

V-Ray Material Instance Asset

The V-Ray Material Instance Asset is a material asset that enables you to easily create V-Ray materials in Unreal.

Render material from .vrscene

This feature allows you to switch between rendering the material that was set in Unreal Engine or the material that was stored in the .vrscene file.

External Material Libraries

If you would like to use a material that is not yet supported, you can take advantage of the functionality to map Unreal materials to V-Ray materials created with another V-Ray plugin.