

Reference

This page provides a list of additional references for lighting, shading, and rendering concepts used by V-Ray.

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Overview

These pages cover some basic concepts regarding physically-based lighting, shading, and rendering. Understanding these concepts will help you use V-Ray tools to their full potential.

Reference Topics

The following topics are covered:

- [Basic Ray Tracing](#) - The basic concept of ray tracing used throughout V-Ray.
- [Classification of GI Methods](#) - The technical details behind various global illumination techniques.
- [Indirect Illumination Reference](#) - A comparison of the global illumination methods offered by V-Ray.
- [Terminology](#) - Definitions of technical terms used in V-Ray documentation.