Download Assets and Scenes

Download the **scenes and assets** for this training, grouped into separate files for each module.

The scenes and assets are packed into a project file. These must be downloaded together to ensure that all textures and other assets will load correctly. Once you download the zip file, extract it anywhere on your machine and make sure not to change the folder structure.

The courseware was created to deliver all necessary knowledge, while demonstrating the industry standard workflows for generating photo-realistic renders. This approach allows us to demonstrate what each feature does as well as teach how and when to use it. To do that we have provided:

- Lesson plan – This gives a basic sample lesson plan for the respective lecture.
- Lecture – This introduces the theory of the topic. This is the time to show imagery, discuss theories, make the connection between CG and the real world, and explain what settings do.
- Demonstration – Topics discussed in the lecture are put into action by the educator. It is important that students do not try to copy what is being shown so they can pay full attention to the demonstration and explanations.
- Activity – Students gain vital hands-on experience be reproducing what they have seen, and can do their own experiments. This cycle gives the students the chance to try out settings, solve problems, and ask questions.

The **lectures** are included in each module.

The **lesson plans, presentations and activity handouts** are in the Available Materials section in each module.

Archived versions

You can download below archives of the Courseware for older, unsupported V-Ray versions for offline use.

To view them properly, unzip the archive and load one of the html files in your browser. This loads the whole website offline.

V-Ray NEXT for 3ds Max

V-Ray 3.x for 3ds Max