# Render Theory

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.

- Glossary
- Basic Ray Tracing
- Origin of the DMC Sampler
- Adaptive Sampling
- Classification of GI Methods
- Indirect Illumination Reference
    - Brute Force GI
    - Irradiance Map GI
    - Light Cache GI
- V-Ray Material Structure
- Transparency and Translucency
- Metal Shaders and IOR
- Bump and Normal Mapping in V-Ray
- Displacement Mapping
- Environment Priority
- Lighting Analysis with V-Ray
- V-Ray Illumination Relevance Test
- Antialiasing in V-Ray