

# Revit

This page provides information about the supported .vrscene features exported from V-Ray for Revit.

Chaos Vantage has better support for .vrscene files exported from **V-Ray Next** and later. It is recommend to use the latest officially released **V-Ray** version.

## Lights

Native name	V-Ray plugin name	Support
POINT		
Spherical	LightSphere	✓
Hemispherical	LightRectangle	✗
Spot	LightSpotMax	✓
IES	LightIESMax	✓
LINE		
Spherical	LightRectangle	✓
Hemispherical	LightRectangle	✓
Spot	LightRectangle	✓
IES	LightIESMax	✓
RECTANGLE		
Spherical	LightRectangle	✓
Hemispherical	LightRectangle	✓
Spot	LightSpotMax	✓
IES	LightIESMax	✓
CIRCLE		
Spherical	LightRectangle	✓
Hemispherical	LightRectangle	✓
Spot	LightSpotMax	✓
IES	LightIESMax	✓

## Camera

UI	Native name	V-Ray plugin name	Support
	V-Ray Camera	CameraPhysical	
	Mode:		
	Standard	<b>SettingsCamera/type=0</b>	✓
	VR Spherical Panorama	<b>SettingsCamera/type=9</b>	✗
	VR Cubemap	<b>SettingsCamera/type=10</b>	✗
	Stereo:	<b>RenderView/stereo_on</b>	✗
	Side-by-side		✗
	Top-bottom		✗

<div> <div>V-Ray Camera</div> <div>?</div> <div>×</div> </div> <div> <div>Mode</div> <div>Standard</div> </div> <div> <div>Exposure Settings</div> <div> <div>Exposure (EV)</div> <div> <input type="checkbox"/> Auto           <div>Sunshine</div> <div>14,00</div> </div> </div> <div> <div>White Balance</div> <div> <input type="checkbox"/> Auto           <div>Average Daylight</div> <div>6500</div> </div> </div> <div> <div>▼ Effects</div> <div> <div>Focus Source</div> <div>Fixed Distance</div> </div> <div> <div>Focus Distance</div> <div>3500' 0"</div> </div> <div> <div>Defocus</div> <div>0,00</div> </div> <div> <div>Vignetting</div> <div>0,00</div> </div> </div> </div>		
Exposure (EV)	combination of ISO, f_number, shutter_speed	✓
Exposure (EV) Auto	SettingsCamera/auto_exposure	✗
White Balance	white_balance	✓
White Balance Auto	SettingsCamera/auto_white_balance	✗
Focus Source:		
Fixed Distance	–	–
Fixed Point	–	–
Focus Distance	focus_distance	✓
Defocus	combination of ISO, f_number	✓
Vignetting	vignetting	✗

## Geometry

Native Name	V-Ray Plugin Name	Support
V-Ray Decal		
V-Ray Displacement	GeomDisplacedMesh	✓
V-Ray Fur	GeomHair	✓
V-Ray Proxy	GeomMeshFile	✓
V-Ray Scene	VRayScene	✗
V-Ray Scatter		

## Materials

Native Name	V-Ray Plugin Name	Support
Blend	BRDFLayered	<ul style="list-style-type: none"> <li>Base material</li> <li>Layer materials</li> </ul>
Bump	BRDFBump	<ul style="list-style-type: none"> <li>Bump</li> <li>Map</li> </ul>

Car Paint	<b>BRDFCarPaint</b>	<ul style="list-style-type: none"> <li>• Base color</li> <li>• Base reflection</li> <li>• Base glossiness</li> <li>• Coat color</li> <li>• Coat strength</li> <li>• Coat glossiness</li> </ul>
Emissive	<b>BRDFLight</b>	✓
Generic	<b>BRDFVRayMtl</b>	✓
Hair	<b>BRDFHair3</b>	✗
Outline Override	<b>MtlToon</b>	✗
Override	<b>MtlOverride</b>	✗
PBR	<b>BRDFVRayMtl</b>	✓
Subsurface Scattering	<b>BRDFSSS2Complex</b>	Scatter Color is not supported
Two Sided	<b>Mtl2Sided</b>	<ul style="list-style-type: none"> <li>• Front Material</li> <li>• Back Material</li> <li>• Translucency</li> </ul>
VRscan	<b>BRDFScanned</b>	✗
Wrapper	<b>MtlWrapper</b>	✗

The table below lists the AutoGen materials (native Revit materials automatically converted to V-Ray ones).

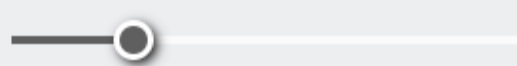
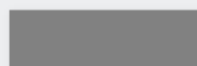
Native Name	V-Ray Plugin Name	Support
Layered	<b>BRDFLayered</b>	✗
Glazing	<b>BRDFVRayMtl</b>	✓
Metal	<b>BRDFVRayMtl</b>	✓
Opaque	<b>BRDFVRayMtl</b>	✓
Transparent	<b>BRDFVRayMtl</b>	✓

## VRayMtl

UI

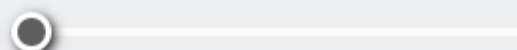
▼ **Diffuse**

Color



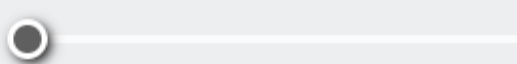
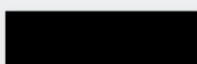
Diffuse Roughness

0



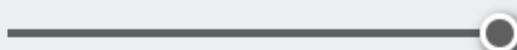
▼ **Reflection**

Reflection Color



Reflection Glossiness

1



Fresnel



Reflection IOR

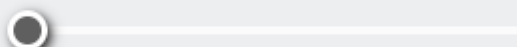


50



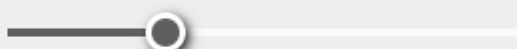
Metalness

0



GGX Tail Falloff

2



Surface Control

Use Glossiness

BRDF

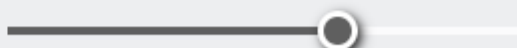
Microfacet GTR (GGX)

Back Side Reflect



Max Depth

5



Affect Channels

Color Only

Trace Reflections



▼ **Anisotropy**

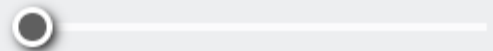
Anisotropy (-1 to 1)

0



Rotation

0



Derivation

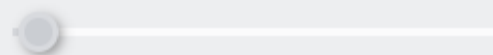
Local Axis

Local Axis

Z

Map Channel/Set

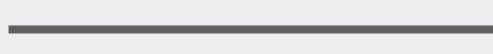
1



▼ **Dim Distance**

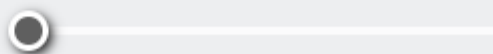
Distance

100



Dim Falloff

0



## ▼ Refraction

Refraction Color



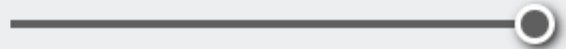
IOR

1.6



Refraction Glossiness

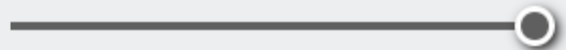
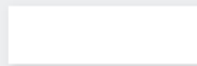
1



Thin-Walled

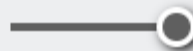


Fog Color



Depth (cm)

1



Translucency

None

Affect Shadows

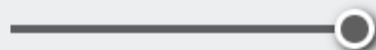


Fog Units Scaling



Max Depth

5



Affect Channels

Color Only

Trace Refractions



*Translucency set to None*

Fog Color

Depth (cm)

1

Translucency

Volumetric

Scatter Color

SSS Amount

1

Translucency set to Volumetric

Scatter Radius

Scale (cm)

1

Translucency

SSS

SSS Color

SSS Amount

1

Translucency set to SSS

▼ Dispersion

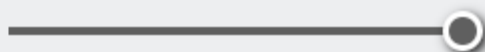
Abbe

50

### ▼ Fog Scattering

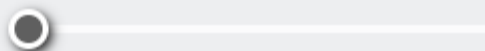
Type Hybrid

Back-side Color



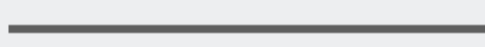
Scatter Coeff

0



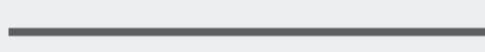
Fwd/back Coeff

1



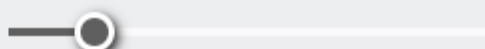
Thickness

1000



Light Multiplier

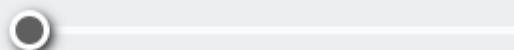
1



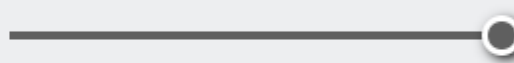
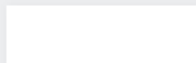
### ▼ Coat

Coat Amount

0

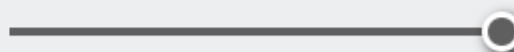


Coat Color



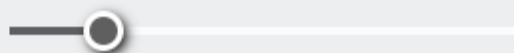
Coat Glossiness

1



Coat IOR

1.6



### ▼ Coat Bump

Mode / Map

Bump Map

Amount

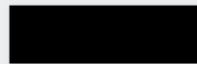
1





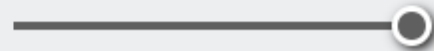
▼ Sheen

Sheen Color



Sheen Glossiness

0.8

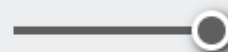


▼ Thin Film

Thickness Map

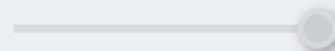
Thickness Min (nm)

250



Thickness Max (nm)

400



IOR

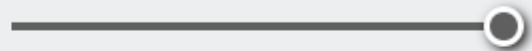
1.6



▼ Opacity

Opacity

1



Custom Source



Diffuse Texture Alpha

Mode

Stochastic

▼ Bump

Mode / Map

Bump Map

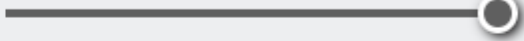
Amount

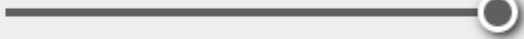
1

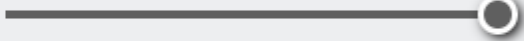


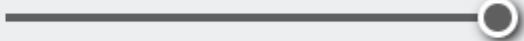
## ▼ Multipliers

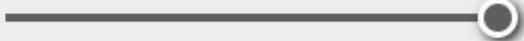
Mode **Multiply**

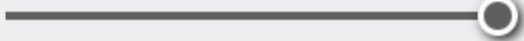
Color **1** 

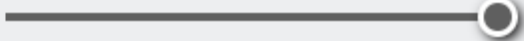
Reflection Color **1** 

Reflection Glossiness **1** 

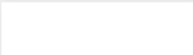
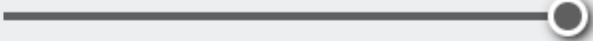
Refraction Color **1** 

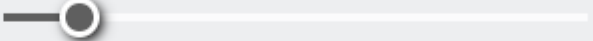
IOR **1** 

Refraction Glossiness **1** 

Opacity **1** 

## ▼ Emissive

Color  

Intensity **1** 

Transparency  

Emit On Back Side ☒

Compensate EV ☒

Color \* Opacity ☒

? Unknown Attachment

## Generic



Base **None**

### ▼ Bump








Mode / Map **Bump Map**

























Amount **1**










Delta Scale **1**

Can be Overridden ☒

## Maps

UI	Native name	V-Ray Plugin Name	Support	Note
 Bitmap	Bitmap	TexBitmap		
 Color	Color	TexAColor		Not supported in bump mapping
 Temperature	Temperature	TexTemperature		Not supported in bump mapping
 UVW Placement	UVW Placement			

 Gradient	Gradient	<b>TexRamp</b>	✓	Not supported in bump mapping
 Color Correction	Color Correction	<b>ColorCorrection</b>	✓	Not supported in bump mapping
 Spline Curve	Spline Curve	<b>TexRemap</b>	✓	Not supported in bump mapping
 Bezier Curve	Bezier Curve	<b>TexBezierCurveColor</b>	✓	Not supported in bump mapping
 Simple Mix	Simple Mix	<b>TexCombineColor</b>	✓	Not supported in bump mapping
 Mix (Value)	Mix (Value)	<b>TexBlend</b>	✓	Not supported in bump mapping
 Mix (Operator)	Mix (Operator)	<b>TexCompMax</b>	✓	Not supported in bump mapping
 Mix (Map)	Mix (Map)	<b>TexMix</b>	✓	Not supported in bump mapping
 Multi-Sub	Multi-Sub	<b>TexMulti</b>	✓	Not supported in bump mapping
 Tri-Planar	Tri-Planar	<b>TexTriPlanar</b>	✓	Not supported in bump mapping
 Checker	Checker	<b>TexChecker</b>	✓	Not supported in bump mapping
 Grid	Grid	<b>TexGrid</b>	✓	Not supported in bump mapping
 Tiles	Tiles	<b>TexTiles</b>	✓	Not supported in bump mapping
 Cloth	Cloth	<b>TexCloth</b>	✓	Not supported in bump mapping
 Leather	Leather	<b>TexLeather</b>	✓	Not supported in bump mapping
 Bulge	Bulge	<b>TexBulge</b>	✓	Not supported in bump mapping
 UVW	UVW	<b>TexUVW</b>	✓	
 Water	Water	<b>TexWater</b>	✗	Not supported in bump mapping
 Noise A	Noise A	<b>TexNoise</b>	✓	Not supported in bump mapping
 Noise B	Noise B	<b>TexNoiseMax</b>	✓	Not supported in bump mapping
 Cellular	Cellular	<b>TexCellular</b>	✓	Not supported in bump mapping
 Marble	Marble	<b>TexMarble</b>	✓	Not supported in bump mapping
 Splat	Splat	<b>TexSplat</b>	✓	Not supported in bump mapping
 Smoke	Smoke	<b>TexSmoke</b>	✓	Not supported in bump mapping

 Stucco	Stucco	TexStucco	✓	Not supported in bump mapping
 Rock	Rock	TexRock	✓	Not supported in bump mapping
 Granite	Granite	TexGranite	✓	Not supported in bump mapping
 Speckle	Speckle	TexSpeckle	✓	Not supported in bump mapping
 Edges	Edges	TexEdges	Partial	'Color' parameters only Not supported in bump mapping
 Falloff	Falloff	TexFalloff	✓	Not supported in bump mapping
 Fresnel	Fresnel	TexFresnel	✓	Not supported in bump mapping
 Curvature	Curvature	TexCurvature	✗	Not supported in bump mapping
 Dirt	Dirt	TexDirt	✗	Not supported in bump mapping

## Geometry

Revit	Support
Revit families replaced with .vrmesh	✓
Native Revit RPCs will render as grey planes	✗
Revit families replaced with a .vrscene	✗
Infinite Ground Plane	✗
Fur	✗
Displacement	✗

## Environment

Native name	V-Ray plugin name	Support
Environment Fog		✓