

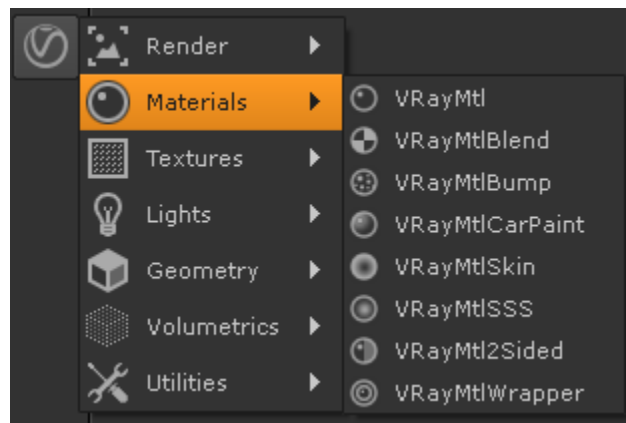
Materials

This page provides an overview of V-Ray Materials that can be used with Nuke.

Overview

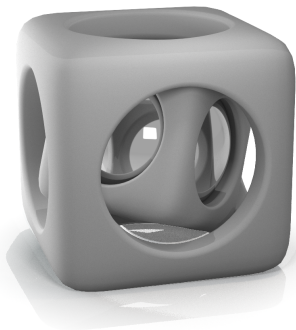
There are a number of different materials for use with V-Ray for Nuke. These materials are quite versatile and each can be used in a number of ways to achieve different looks, ranging from simple surfaces like plastics and metals to complex uses such as translucent objects and subsurface materials such as skin.

UI Path: ||Toolbar|| > **V-Ray menu icon** > **Materials**

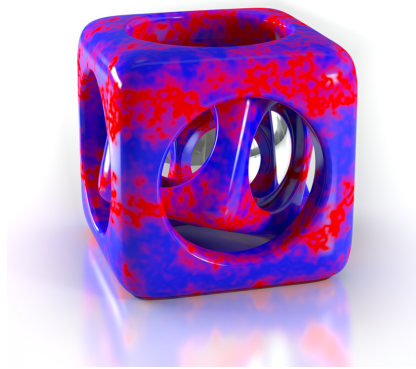


V-Ray Materials

V-Ray for Nuke adds a number of material specifically for use with V-Ray renderer. Examples are shown below.



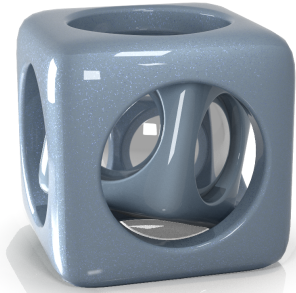
[V-Ray Material | VRayMtl](#)



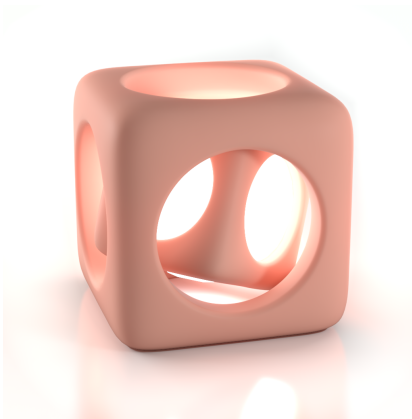
[Blend Material | V-RayMtlBlend](#)



[Bump Material | V-RayMtlBump](#)



Car Paint Material | [VRayMtlCarPaint](#)



Skin Material | [VRayMtlSkin](#)



Subsurface Scattering Material | VRayMtlSSS



Translucent Two-Sided Material | VRayMtl2Sided



[Wrapper Material | VRayMtlWrapper](#)