

Geometry

This page provides an overview of the V-Ray Geometry nodes.

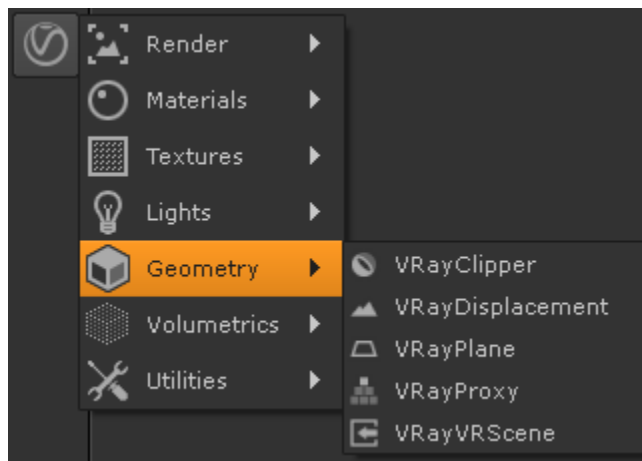
Overview

V-Ray for Nuke provides several nodes for loading and modifying geometry and makes use of two specific file types: *.vrmesh* and *.vrscene*.

V-Ray uses *.vrmesh* files to preprocess, subdivide, and store all geometric information for a mesh that is ready to render. They can be easily previewed in the viewport and imported during render time with a V-RayProxy node.

On the other hand, *.vrscene* files contain information on all the geometry, lights, and shaders in a scene for easy importing, exporting, and rendering between V-Ray applications such as V-Ray Standalone. They can be loaded into Nuke with the help of the V-RayVRScene node.

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



Geometry Nodes

- [V-RayClipper](#) - A geometric primitive that can be used to clip away parts of the scene with a simple plane or defined mesh object.
- [V-RayDisplacement](#) - Allows geometry to be subdivided during render time as well as displacement mapping on objects.
- [V-RayPlane](#) - Creates a procedural infinite plane in the scene.
- [V-RayProxy](#) - Allows geometry from an external mesh to be imported at render time only. The geometry is not actually present in the scene and does not take any resources.
- [V-RayVRScene](#) - Loads a previously saved *.vrscene* file for rendering inside of V-Ray for Nuke.
- [V-RayVRSceneGeometry](#) - Loads a previously saved *.vrscene* file and extracts geometry nodes for rendering inside of V-Ray for Nuke.