Utilities

This page provides information on the V-Ray Utilities.
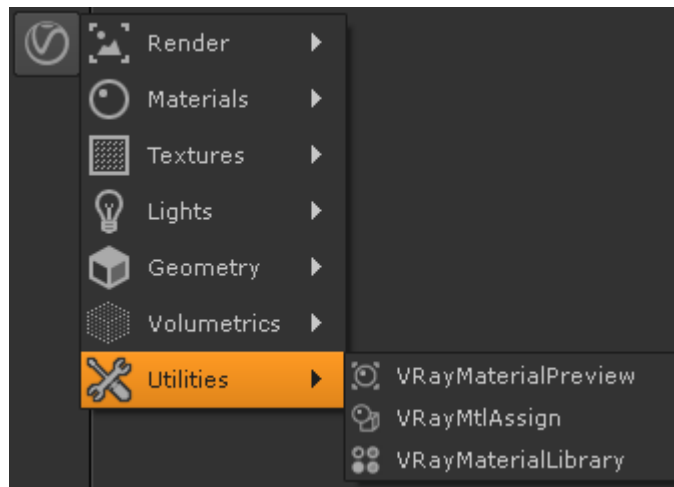
Overview

V-Ray provides additional utilities for setting up and editing V-Ray materials in Nuke.

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

Utility Nodes

The following utilities are provided by V-Ray:

- VRayMaterialPreview – Allows the user to quickly preview a material that is being edited
- VRayMtlAssign – Allows the user to quickly assign V-Ray Materials to multiple objects
- VRayMaterialLibrary – allows the user to create V-Ray Materials with preset values for commonly used situations.