

V-Ray in Nuke

This page provides an overview on V-Ray for Nuke including which Nuke features are supported by the V-Ray renderer.

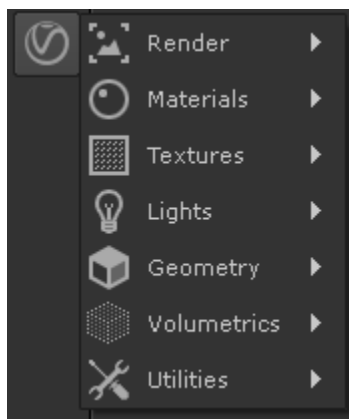
Overview

V-Ray for Nuke is a plugin that renders Nuke scenes with the V-Ray rendering engine. It also provides support for advanced atmospheric and liquid effects such as fire and water.

For information on specific Nuke features supported by V-Ray for Nuke, see [Supported Nuke Features](#).

Rendering with V-Ray for Nuke

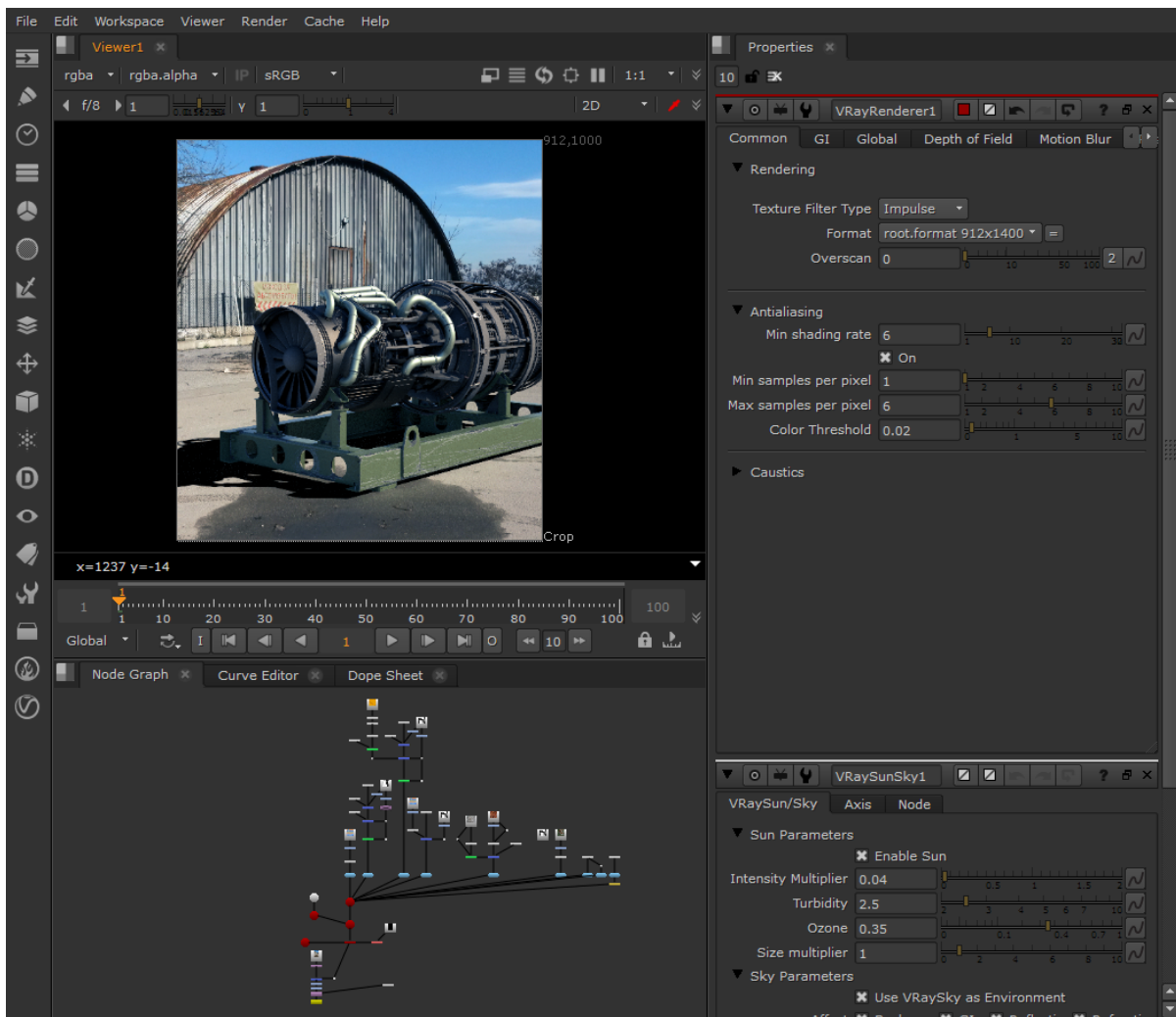
V-Ray for Nuke works by attaching V-Ray nodes to a Scene node in Nuke. These nodes can be seamlessly added to your project through the V-Ray Menu in the Toolbar or through the quick tab search in the node graph. These new nodes can be used with the standard Nuke nodes.



V-Ray Renders are Calculated in the [VRayRenderer](#) node. Activating that node in the viewer will display the Render. Numerous [Light](#), [Camera](#), [Material](#), [Texture](#), and [Geometry](#) nodes are added to Nuke to build the scene.

Once Rendered, the final render can be broken up into individual [Render Elements](#) that can be individually fine-tuned and composited without leaving the software.

Visit the [V-Ray for Nuke QuickStart guides](#) section for a more in depth look at quickly getting started. There you will find overviews of all of the primary functionalities of V-Ray for Nuke.



Rendering inside Nuke onto a live-action plate.

If you don't see the V-Ray Menu on the Nuke toolbar docked on the Left of Nuke, then V-Ray for Nuke wasn't properly installed. See the [Install V-Ray for Nuke](#) page for more information.

Demo Restrictions

When using the demo version of V-Ray for Nuke, the following restrictions are in place:

- Watermarks on rendered images
- .vrscene files cannot be exported

Advanced Console Output

The console dump level can be controlled using a dedicated global [environment variable](#) named **VRAY_FOR_NUKE_DUMP_LEVEL**.

The possible values are:

- 0 – console dump fully disabled
- 1 – Error only
- 2 – Error + Warning
- 3 – Error + Warning + Information (default value)
- 4 – All (Error + Warning + Information + Debug)



Values above or below the valid range are clamped, so for instance, setting 10 as the dump level will result in a value of 4.

By default, the console dump is set to 3. If the environment variable is defined and the dump level set to a non-default value, it should print a debug note in the log file mentioning the new console dump level.

Ex: *Console dump level set to 0*