

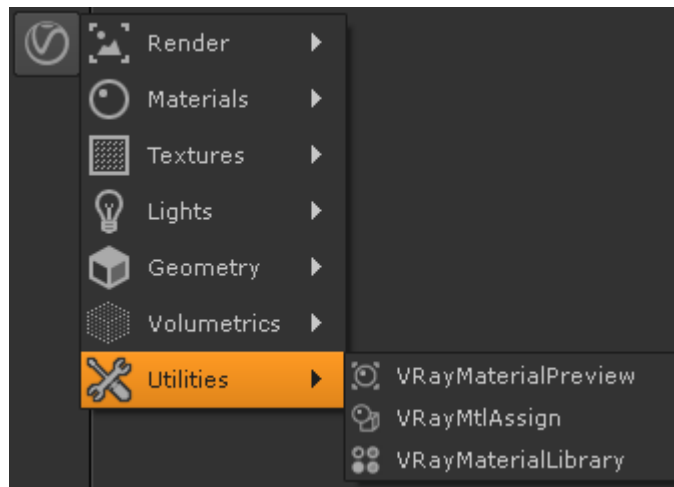
Utilities

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.