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.
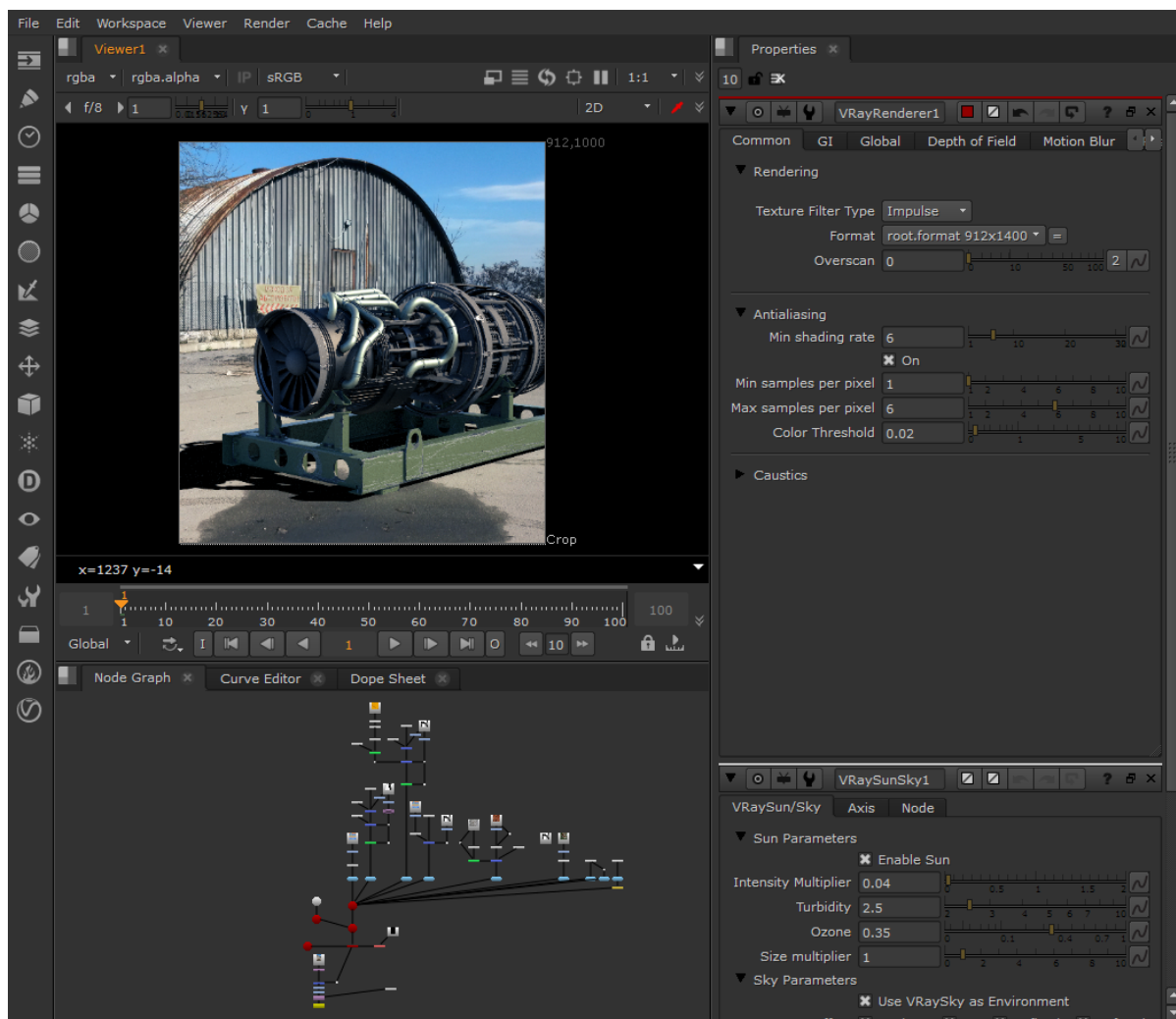
Rendering with V-Ray for Nuke

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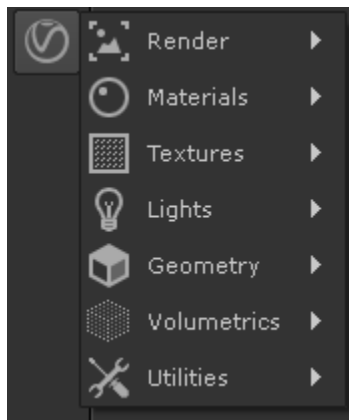
V-Ray Renders are Calculated in the VRayRenderer node. Activating that node in the viewer will display the Render. Numerous Light, Camera, Material, Texture, and Geometry nodes are added to Nuke to build the scene.

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* filles 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*