

# V-Ray Tools

Pages in this section provide information about additional standalone tools included as part of the V-Ray installation.

## Overview

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No matter what software application in which V-Ray is used in, a number of standalone tools to assist in the rendering process are included. These programs do not require the V-Ray host application (e.g. 3ds Max, Maya, etc) to be running at the same time and can be run from a common prompt (or terminal window), but many include a shortcut within your OS to make them easier to access.

## Rendering Tools and Utilities

Contains tools that can be used after rendering with V-Ray. They include the [Denoiser Tool](#) to remove noise in renders and the [VRImg to OpenEXR Converter](#) for converting .vrimg files.

## GI Tools and Utilities

Contains tools related to Global Illumination. They include the [Irradiance Map Viewer](#), which allows you to see where GI samples were taken from during rendering.

## Camera Tools and Utilities

Contains tools related to the V-Ray camera and lens. The [Lens analysis tool](#) is used for working with V-Ray lens files and camera distortion effects. The [Lens Effects Filter Generator](#) helps create high dynamic range (HDR) filter kernels for lens effects.

## Texture Tools and Utilities

Includes tools for creating textures. The [Image to Tiled Multiresolution EXR Converter](#) tool can create multi-resolution tiled .exrs to be used with V-Ray.

## Geometry Tools and Utilities

Includes tools used with mesh objects. The [OBJ GEO PLY to .vmesh converter](#) tool can easily create lightweight V-Ray proxy files from high-detail meshes. The standalone [V-Ray mesh viewer](#) can make it easy to preview static or animated V-Ray Mesh and alembic files.

## Misc

Includes [miscellaneous tools](#) that are not packed with the V-Ray installation.