V-Ray Shelf

This page provides information on the V-Ray Shelf.

Overview

V-Ray includes a shelf with easy shortcuts to some of the most commonly used V-Ray components. The shelf can be added to the shelf dock the first time you launch Houdini with V-Ray installed.
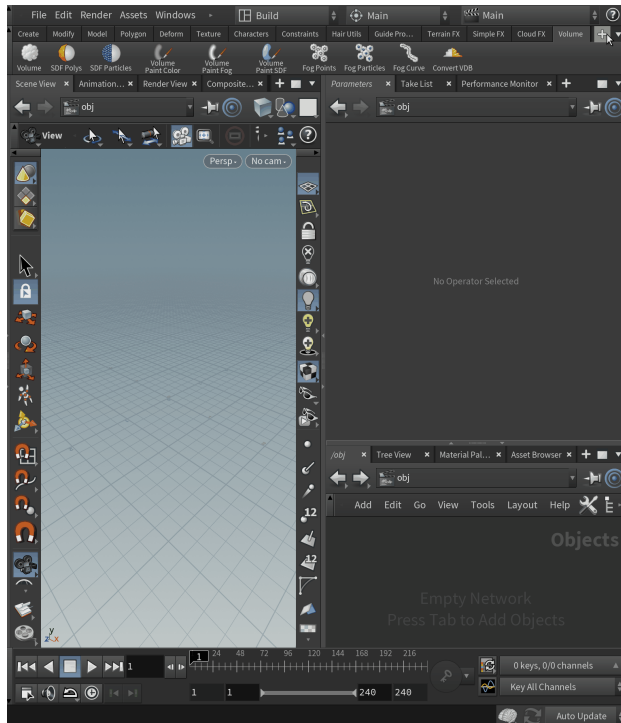

Adding the V-Ray Shelf

To add the V-Ray tab into your Houdini UI after the first time you run the batch file /installer, follow the steps below:

1. Click the **+** button at the far right of the Houdini Shelf Dock.
2. Go to the **Shelves** sub-menu and choose **V-Ray** to add a check to that shelf option.

For more details on the tools available from the shelf, please see the Shelf Functions section.

Shelf Functions

The V-Ray Shelf provides the functions listed below.

Button Icon	Button Name	Description
	Render	Starts a Production render and launches the VFB window. Note: A camera must be set in the viewport to start the render. Shift + Left-click on the button to select a different render.
	ROP Parm	Opens the V-Ray Renderer settings. Shift + Left-click on the button to select different ROP parameters.
	IPR (VFB)	Starts an Interactive Production Rendering (IPR) session and launches the VFB window. Shift + Left-click on the button to select a different IPR render.
	Show VFB	Launches the V-Ray Frame Buffer window. Shift + Left-click on the button to select different ROP parameters.
	Camera Properties	Allows you to override some of the Camera Overrides in the Renderer window on an individual camera-by-camera basis, such as Field of View (FOV) value and camera type.
	Phys. Camera	Adds V-Ray Physical Camera properties to the active Houdini Camera.
	Object Props	Adds a number of properties on per-object basis. See the Object Properties page for more information.
	Subdivs Props	Assigns displacement properties to a Geometry node.
	Hair Props	Assigns V-Ray Hair Properties to the selected Geometry node.
	Cosmos	Opens the Chaos Cosmos Browser.
	Import Mtl	Imports material from a .vrscene file. Select the correct file path to import the material in Houdini.
	Import .aur	Imports an .aur file, i.e. a Phoenix simulation cache file.
	Light Direct	Creates a V-Ray Direct Light.
	Light IES	Creates a V-Ray IES Light.
	Light Rect.	Creates a V-Ray Rectangle Light.

	Light Spot	Creates a V-Ray Spot Light.
	Light Sun	Creates a V-Ray Sun Light.
	Light Dome	Creates a V-Ray Dome Light.
	Light Lister	Opens the V-Ray Light Lister window that gives users an easy access to all the V-Ray lights in a scene.