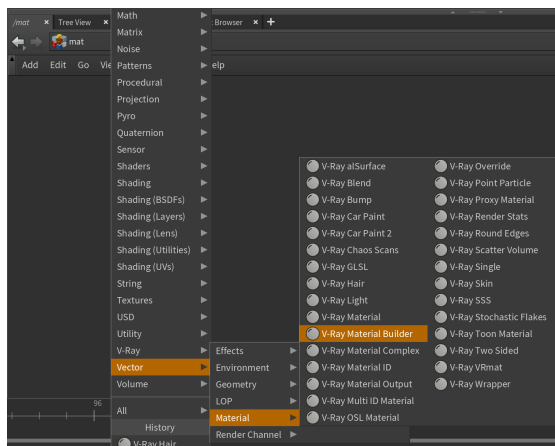


Material Presets in V-Ray for Houdini

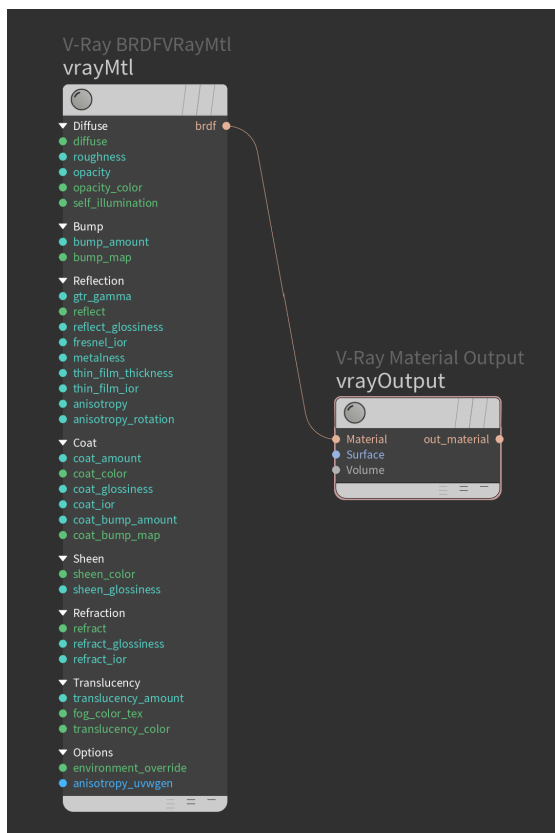
This simple tutorial shows how to access and use V-Ray Material Presets provided in a number of V-Ray materials.

Workflow

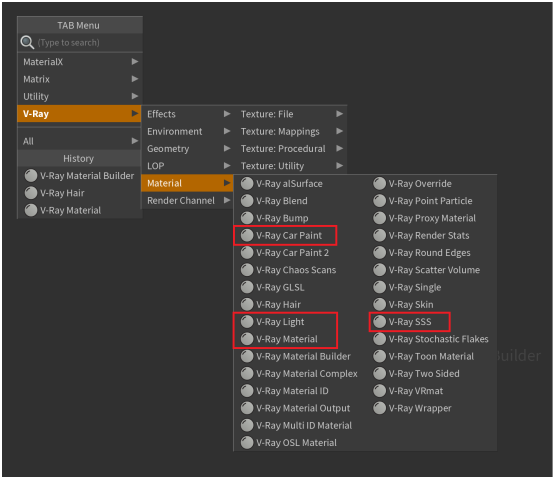
Go to the **mat network** and create a **V-Ray Material Builder** node.



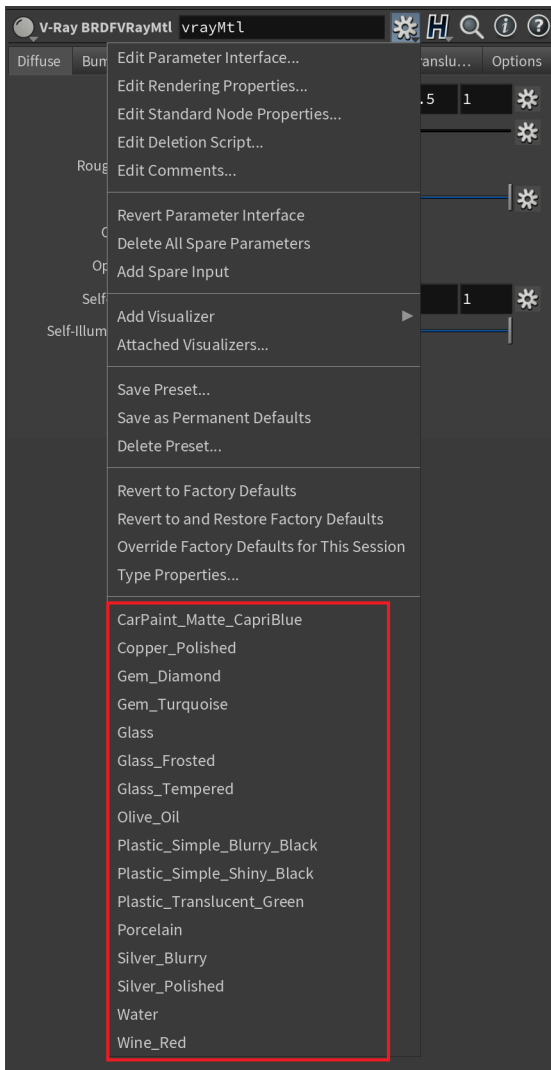
You can go into the node with double mouse click and pressing the **Enter** key.



Ready-to-render presets are available in the following shaders: [V-Ray Material](#), [V-Ray CarPaint](#), [V-Ray Light](#), [V-Ray SSS](#), and [V-Ray VolumeGrid Shader](#).

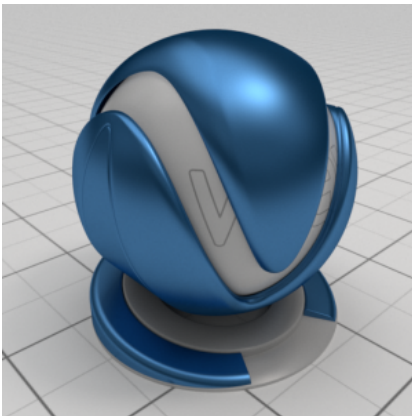


In the material's parameters, find the gear menu icon, which opens the presets. The picture shows the V-Ray Material presets.

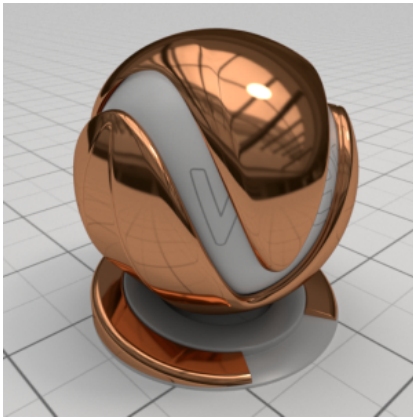


V-Ray Material Presets: Rendered Samples

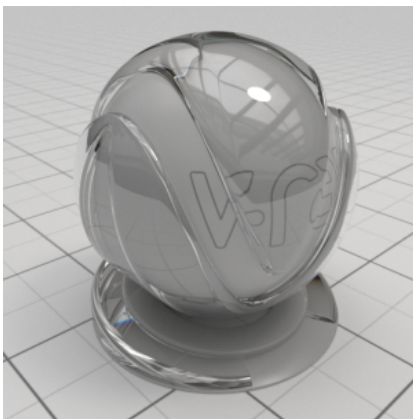
The following render swatches display all of the V-Ray Material's presets.



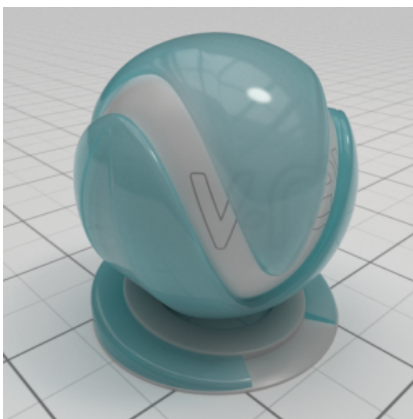
CarPaint_Matte_CapriBlue



Copper_Polished

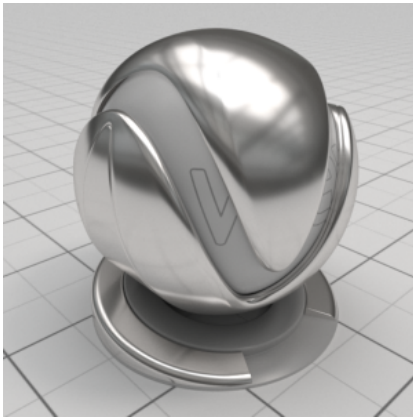


Gem_Diamond

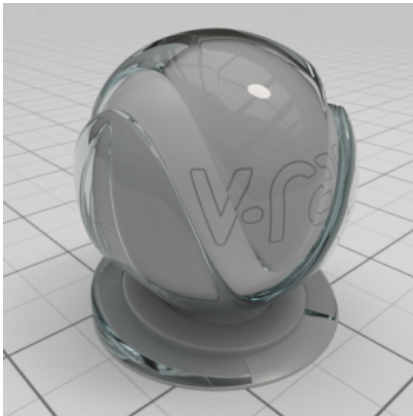


Gem_Turquoise

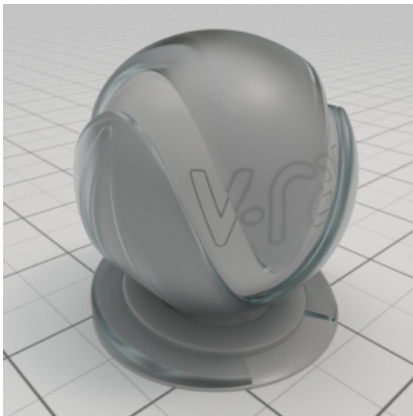




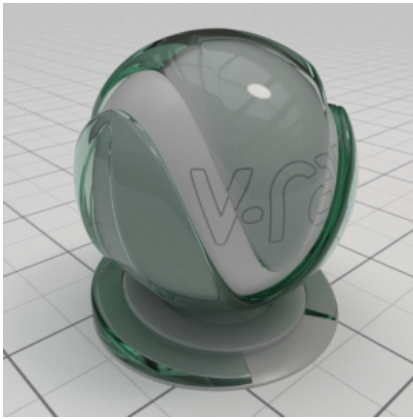
Silver_Blurry



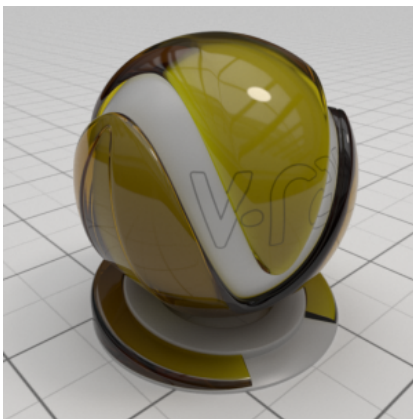
Glass



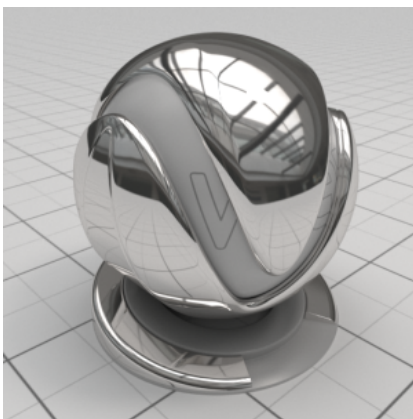
Glass_Frosted



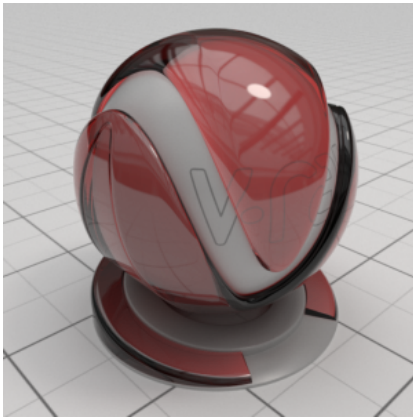
Glass_Tempered



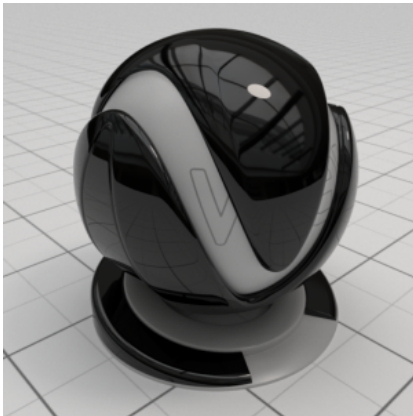
Olive_Oil



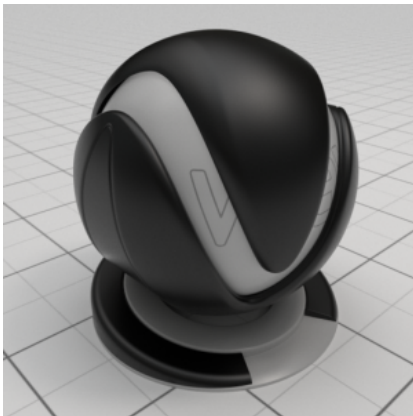
Silver_Polished



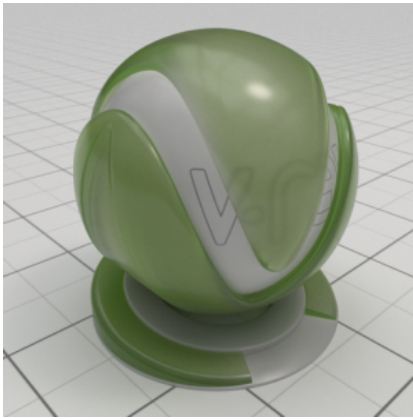
Wine_Red



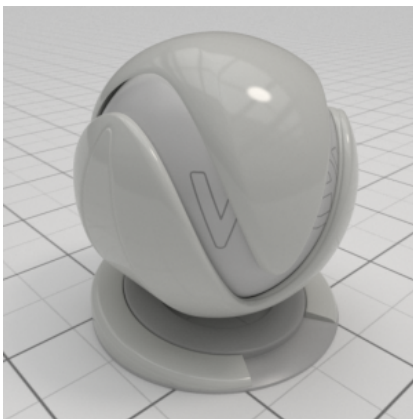
Plastic_Simple_Shiny_Black



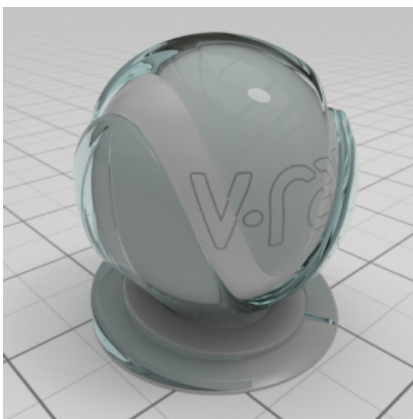
Plastic_Simple_Blurry_Black



Plastic_Translucent_Green

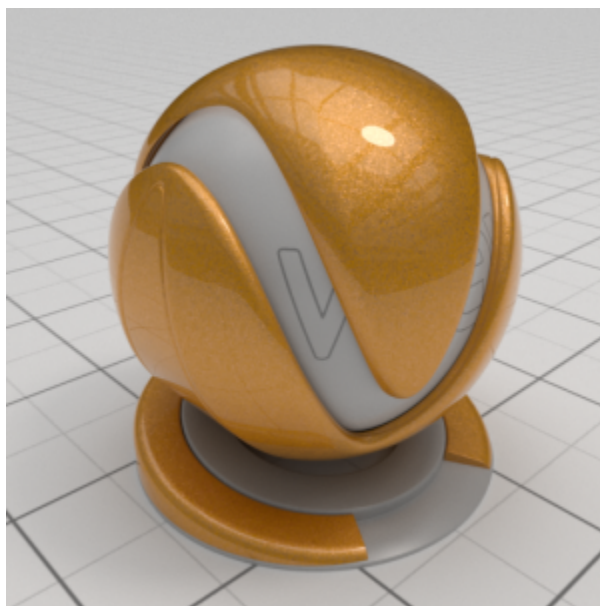


Porcelain



Water

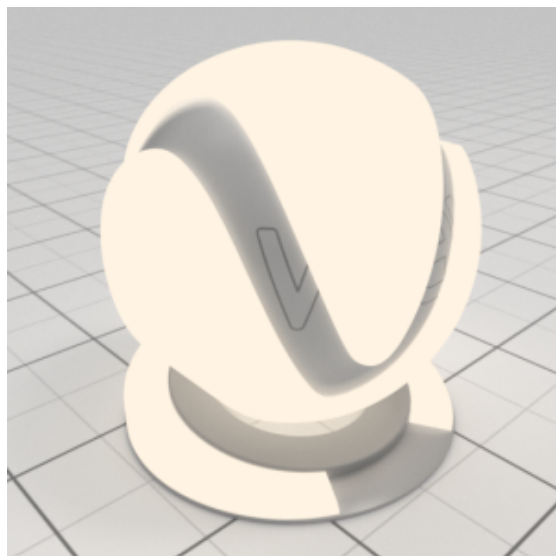
V-Ray CarPaint Material Presets: Render Example



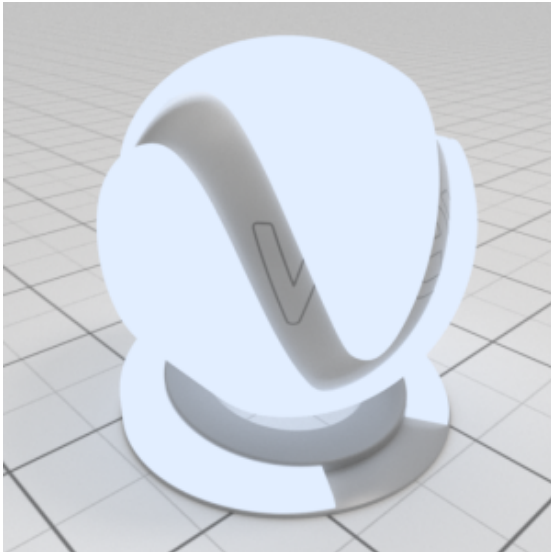
CarPaint_Flakes_DahliaYellow

V-Ray Light Material Presets: Render Examples

The following render swatches display all of the V-Ray Light's presets.

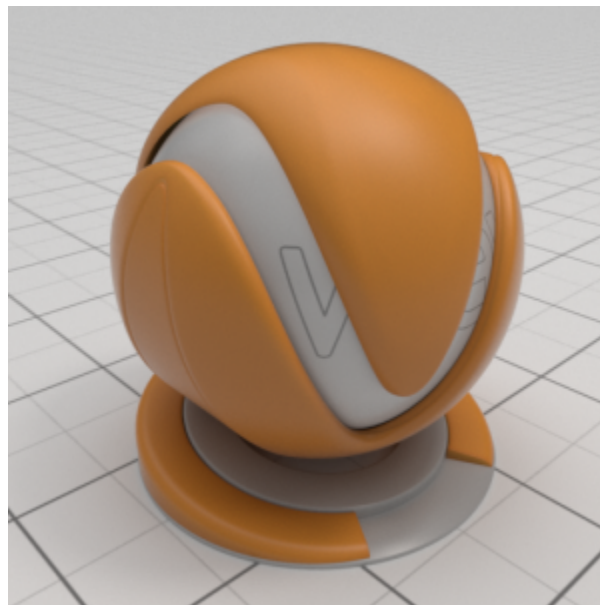


LED_5500K



LED_8000K

V-Ray SSS Material Presets: Render Example



Plastic_SSS_Orange