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.

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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