XGen in IPR

What is possible

V-Ray can render XGen primitives in IPR as well. Anything that can be done to a scene for a production render can be done while using IPR too. This includes

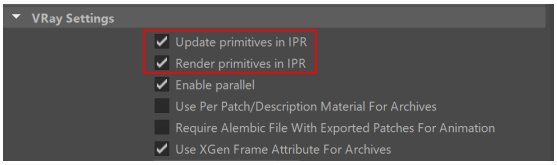
adding/removing patches to/from descriptions
adding/removing descriptions in the scene
moving the original geometry (patch) that XGen primitives are instanced on
changing XGen attributes to change the instantiation of XGen primitives
changing the custom shader parameters (which are just custom attributes)
changing description properties (primitive type, primitive generation, etc.)
playing with modifiers
assigning materials to patches/descriptions
modifying assigned materials

Options

V-Ray has few options for XGen in IPR and they are per description:

Update primitives in IPR – Enables refreshing of an XGen description in IPR.

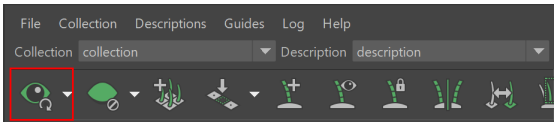
Render primitives in IPR – Enables rendering of an XGen description in IPR.



Notes

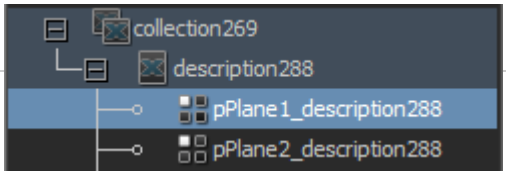
V-Ray renders in IPR whatever the state of the scene in the viewport is.

Whenever a change to XGen is not translated into the **Render View** / **V-Ray VFB** (or the viewport), forcing XGen to refresh might help

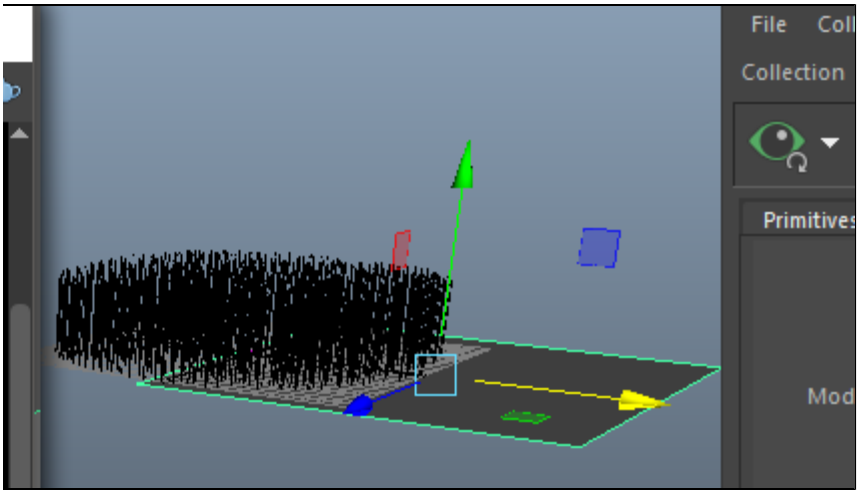


Examples of such situations are:

– when assigning/removing a material to/from a patch/description in IPR



– when moving the original geometry (patch) that XGen primitives are instanced on in IPR you should refresh XGen



– after refreshing: