

V-Ray Application SDK

What is V-Ray Application SDK?

V-Ray Application SDK comes packed along with your V-Ray for Maya installation.

The V-Ray Application SDK (AppSDK) allows third-party integrators to create and/or manipulate V-Ray scenes, initiate and control a rendering process that makes use of the V-Ray engine. It provides a high-level API that enables users to load scenes, render them in-process as well as in distributed mode and also manipulate the scene objects known as V-Ray plugins. V-Ray AppSDK can load and save/export ".vrscene"-files exported from DCC applications such as Autodesk 3ds Max, Maya, etc.

The AppSDK shipping with V-Ray for Maya comes only with the Python binding that matches the one V-Ray for Maya is built for. Thus, the Python 3 builds only have AppSDK with Python 3 binding, and the Python 2 builds only have AppSDK with Python 2 binding.

For full documentation of V-Ray Application SDK, please refer to [V-Ray Application SDK](#).

To download SDK samples and sample scenes, you can [download and unpack the official V-Ray App SDK build](#) that contains them. Once installed, by default they reside in **Program Files > Chaos Group > V-Ray > AppSDK > examples** and **Program Files > Chaos Group > V-Ray > AppSDK > scenes**.