Exporting V-Ray Scene Files

This page provides information on V-Ray Scene Files (*.vrscene*) and how to use them in workflows.
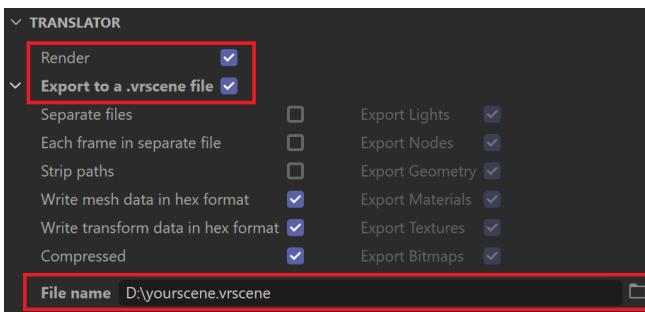
Overview

The *.vrscene* file format is an ASCII file that can be exported from Cinema 4D and other platforms that use V-Ray. It contains all the information about the scene such as geometry, lights, and shaders, and can be rendered with the V-Ray Standalone. This functionality can transfer lights and entire assets with their textures and materials between V-Ray platforms. Animation is also included.

UI path: ||Render Settings|| > **V-Ray** > **Common** > **Translator**

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1. If you do not want to render your scene when exporting the .vrscene file, disable the **Render** option.
2. Enable and expand the **Export to a. vrscene file** rollout.
3. Set the directory and the name of the file in the **File name** field below.

4. Go to the **V-Ray** menu and click on **Start Production Render** to save the .vrscene file.