

V-Ray Toolbar

This page provides details on the V-Ray Toolbar.

Overview

V-Ray includes a toolbar with easy shortcuts to some of the most commonly used V-Ray components. By default, the toolbar consists of four floating toolbars that can be docked where needed in the SketchUp interface. The V-Ray Toolbars can be easily placed to either a horizontal or vertical position by pulling at the top end of each toolbar.



Add V-Ray toolbars from the SketchUp **View** menu > **Toolbars**.

Toolbars

Toolbars Options

Toolbars:

☐ Advanced Camera Tools

☐ Camera

☒ Chaos Vantage

☐ Classifier

☐ Construction

☐ Drawing

☐ Dynamic Components

☐ Edit

☒ Getting Started

☐ Large Tool Set

☐ Location

☐ Measurements

☐ Principal

☐ Sandbox

Reset

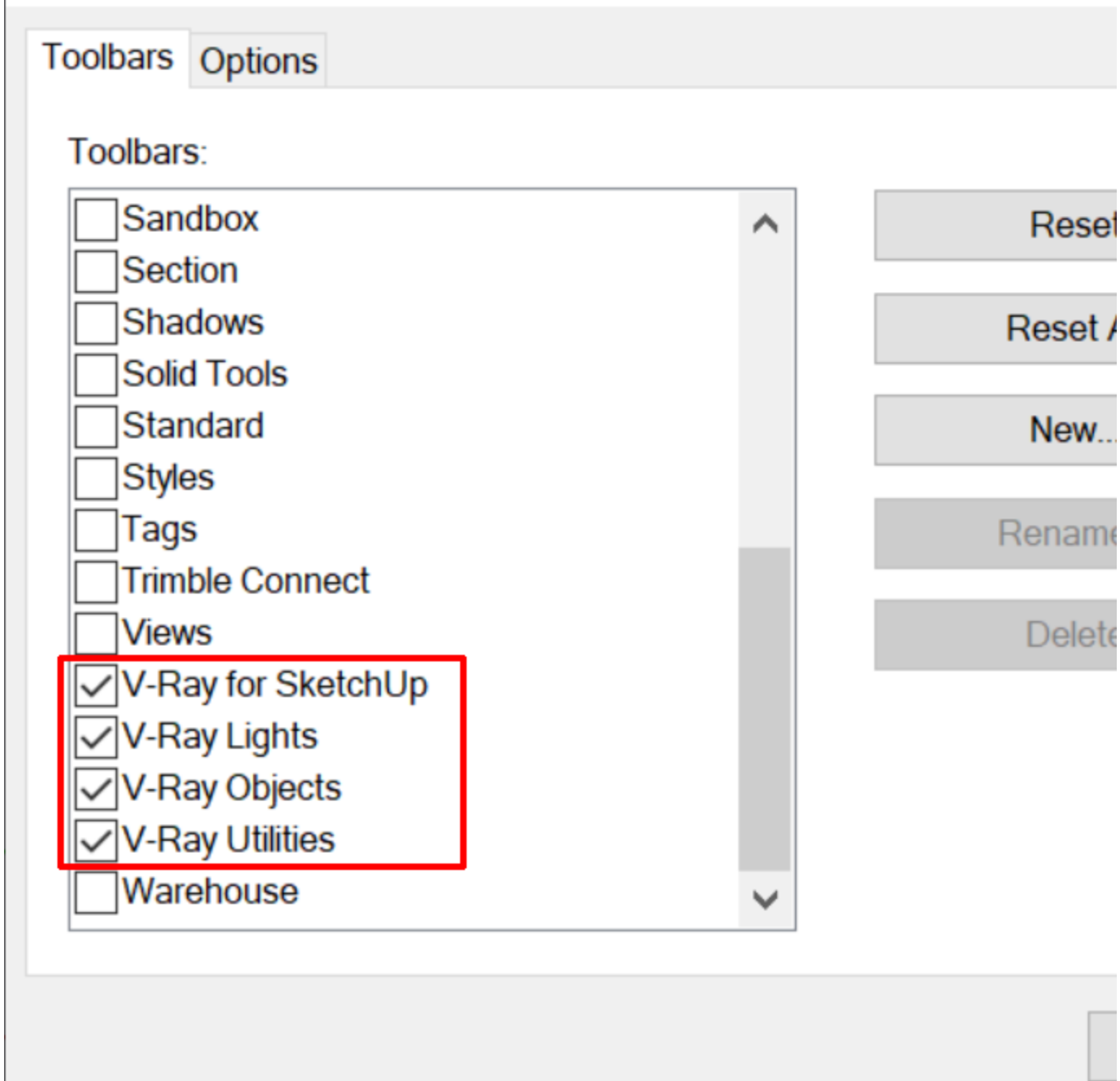
Reset A

New...

Rename












Delete




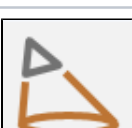

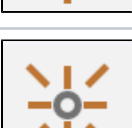



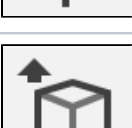
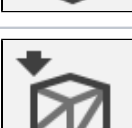

Toolbars




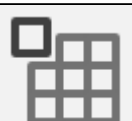



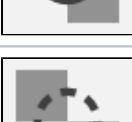



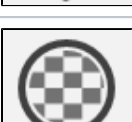





Toolbar Functions

The V-Ray toolbar provides the functions listed below. Note that all buttons check if V-Ray (or respectively V-Ray Interactive) is the current renderer, and if not, prompt you to set the renderer to V-Ray. When you click on the V-Ray (or respectively V-Ray Interactive) button in the toolbar, the icon background changes color. The render buttons can be clicked again to stop the rendering process.

Button	Description
	Shows the Asset Editor window
	Shows the Chaos Cosmos window.
	Starts or stops a non-Interactive render.
	Starts or stops an Interactive Render .
	Opens the Chaos Cloud window from where jobs are submitted to Chaos Cloud for rendering.
	Opens the Chaos Cloud window from where jobs are submitted to Chaos Cloud for batch rendering.
	Starts V-Ray Vision .
	Triggers an Interactive Viewport Render in SketchUp.
	Shows the V-Ray Frame Buffer (VFB).
	Starts or stops a Batch Render . This iterates through all scenes of the SketchUp project and renders them one by one.
	Allows the camera to move without updating the render view during Interactive Rendering.

	Starts V-Ray Light Gen .
	Activates the Rectangle Light tool. Click and drag in a viewport to create the light.
	Activates the Sphere Light tool. Click and drag in a viewport to create the light.
	Activates the Spot Light tool. Click and select a point in a viewport to create the light.
	Activates the IES Light tool. Click and drag in a viewport to create the light.
	Activates the Omni Light tool. Click in a viewport to create the light.
	Activates the Dome Light tool. Click in a viewport to create the light.
	Creates a Mesh Light . Converts the selected Group or Component into a V-Ray Mesh Light object.
	Creates an Infinite Plane object. Click in a viewport to create the object.
	Exports the selected Group or Component as a .vmesh file. Optionally, replaces a selection with the created V-Ray Proxy.
	Imports a .vmesh file as a V-Ray Proxy object in the scene.
	Converts the selected Group or Component into a V-Ray Fur object.

	Creates a Clipper Plane . Converts the selected Group or Component into a V-Ray Mesh Clipper object.
	Add V-Ray Displacement to the selected Group or Component.
	Creates V-Ray Decal that projects one material on top of another.
	Adds V-Ray Enmesh to the selected Group or Component.
	Adds a Scatter modifier to a selected group or component.
	Makes the Scatter preview visible in the viewport.
	Enables the use of faces for the viewport widgets. Only lines are used when this option is disabled.
	Hides V-Ray Lights, Fur, Proxies ² , Infinite Plane, Mesh Clipper and Enmesh widgets from the viewport. This option does not affect rendering. This option provides a cleaner export to LayOut without any unnecessary V-Ray widgets and preview geometries.
	Removes the material from the currently selected face, group, or component and all its children.
	Modifies the texture placement for the selected objects. A cubic projection is used with texture size independent of object scaling.
	Modifies the texture placement for the selected objects. A cubic projection is used with texture scaled to match objects bounding box size.
	Modifies the texture placement for the selected objects. A spherical projection ¹ with texture size independent of object scaling.

	Modifies the texture placement for the selected objects. A spherical projection with texture scaled to match objects bounding box size.
	Activates a tool for inspecting scene hierarchy, material, and V-Ray Object ID assignments. Hold down Shift while hovering to select parent group or component definitions. Hold down Shift while hovering and left mouse click to select a material assigned to any group or component in the current hierarchy. The tool can also be used for interactive light intensity manipulation.
	Starts Chaos Vantage .

Footnotes

1 – When applying Spherical projection only to specific faces of an object, the mapping does not set properly. This generally occurs with faces aligned along the X or Y axes.

2 – Proxy objects are hidden in the viewport only when the preview type is Bounding Box or Point (origin).