

Infinite Plane

This page provides information about the V-Ray Infinite Plane.

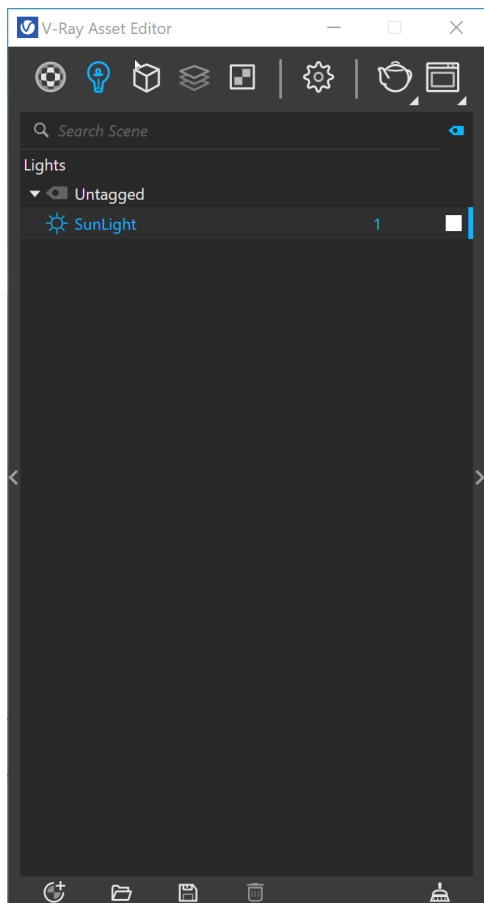
Overview

The V-Ray infinite Plane is a very simple option that implements a procedural infinite plane primitive for V-Ray.

UI Paths

||V-Ray Asset Editor|| > **Geometries** (right-click) > **Infinite Plane**

||V-Ray Asset Editor|| > **Create Asset** (left-click) > **Geometries** > **Infinite Plane**



||V-Ray Objects Toolbar|| > **Infinite Plane**



SketchUp Menus Ribbon

||Extensions|| > **V-Ray** > **Objects** > **Infinite Plane**

Parameters

The V-Ray Infinite Plane does not have any V-Ray specific parameters.

Note

- When exporting a project from SketchUp to LayOut, you may want to hide the V-Ray objects (proxies, lights, fur, clipper and infinite plane) exposed in the viewport. This is possible by using the **Hide V-Ray Widgets** button in the [V-Ray toolbar](#).