Settings

This page introduces the render settings in V-Ray for Rhino.

Overview

V-Ray Settings provide control over the parameters that adjust the rendering process. They can be accessed from the Asset Editor in the Settings tab.

V-Ray Settings are organized in two panels - the main one exposes the default options for a scene setup. The default options usually work for different scenes, but if access to more advanced options is needed, the right-hand side panel of the Asset Editor provides those.

Note that the displayed options in the Advanced settings rollouts change in accordance with the settings from the Default panel. The exposed controls vary depending on the combination of selections between **CPU/GPU**, **Interactive/Production**, and **Progressive/Bucket** options. Changing the **Quality** preset from the Render rollout sets a number of options with appropriate values for the selected preset. Generally, the Quality presets will work for a wide variety of scenes and you do not need to adjust the settings any further.

UI Path

||V-Ray Asset Editor|| > **Settings**

V-Ray Asset Editor

▼ Render

| Engine | CPU | CUDA | RTX ⋮ |

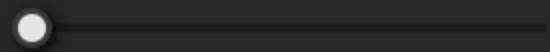Progressive 🔵

Quality **Medium** ————●———

Update Effects **At the End** ●————

Denoiser V-Ray ⌄ ⚪

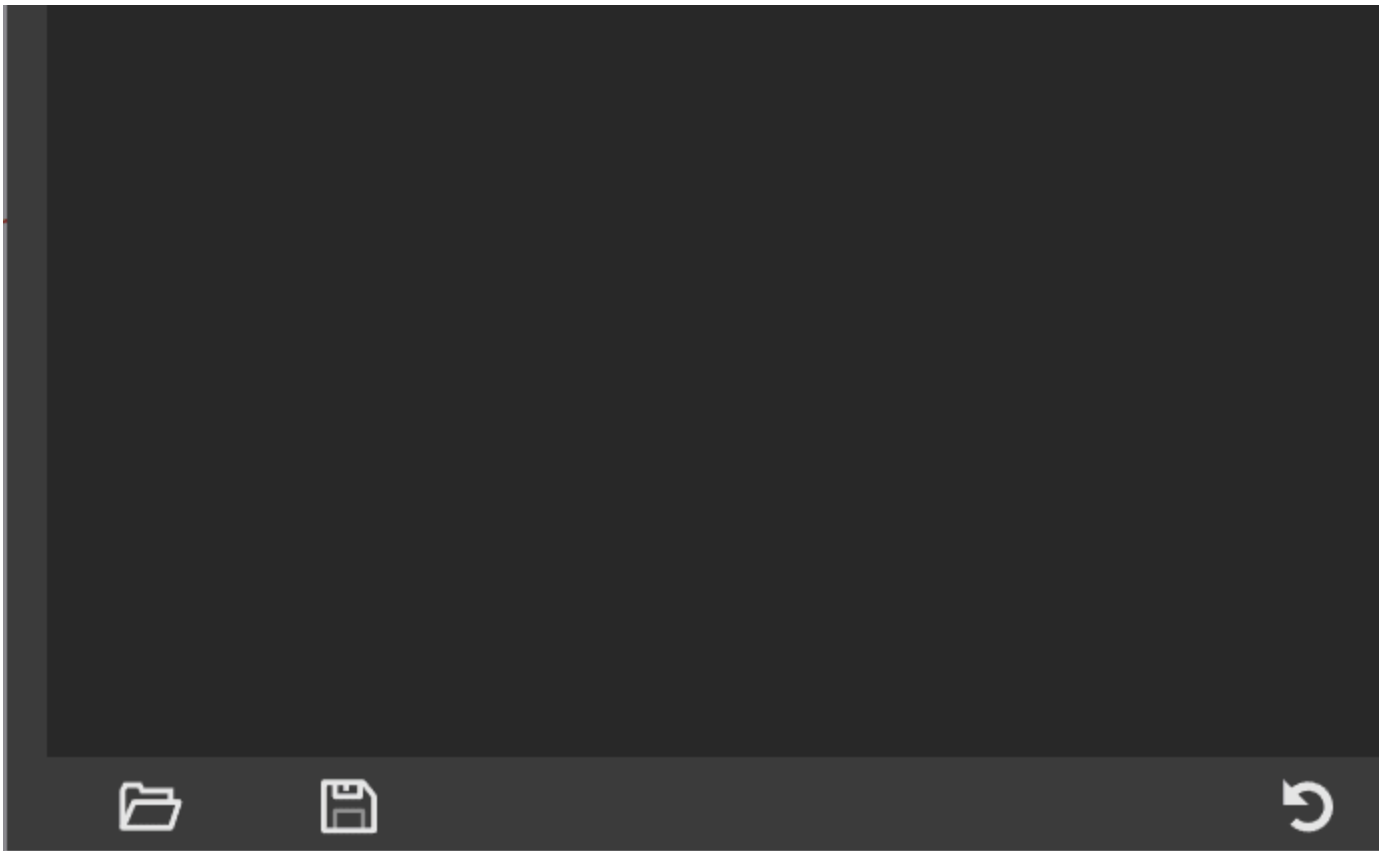▶ Camera

▶ Render Output

▶ Animation ⚪

▶ Environment

▶ Material Override ⚪

▶ Swarm ⚪

The settings in some of the rollouts are organized in *Basic* and *Advanced* mode. You can switch the mode from the toggle button (

) located next to the rollout title or globally from the Configuration rollout.

- The Advanced Camera Parameters rollout can be found on the Camera s ettings page. The Denoiser rollout can be found under the Render Elements page. The **Animation** rollo ut toggle remains grayed out unless an animation is set up in Rhino. For more information, see the **Animation** rollout page.
- You can restore, save and load V-Ray settings (in a *.vropt* file format) from the bottom three buttons in the Settings panel area. The three options are **Load Render Settings from File...**, **Save Render Settings to File...**, and **Revert to Default Render Settings**. These options are inactive during rendering.

Render

Provides convenient access to common Rendering functions such as choosing the render devices or turning on and off V-Ray Interactive and Progressive mode.

Camera

The Camera rollout controls the way the scene geometry is projected onto the image.

Render Output

A number of output settings can be accessed through the Settings tab of the V-Ray Asset Editor.

Animation

From the Animation rollout you can set a frame range for animated scenes.

Environment

You can specify a color or a texture map to be used during GI and reflection/refraction calculations.

Material Override

You can specify a color or a material to be used to override all other materials in the scene.

Swarm Settings

You can specify the Swarm settings.

Render Parameters

You can control the Progressive and the Bucket image samplers, select an Antialiasing Filter, specify a number of Optimization settings.

Global Illumination

You can specify the options of the lighting in a scene/environment.

Volumetric Environment

You can see and adjust the settings of the volumetric effects Aerial Perspective and Environment Fog.

Outlines

The global Outlines rollout gives you more control over linework, making it easier than ever to give your renders an illustrative look.

Denoiser

The denoisers in V-Ray take an existing render and apply a denoising operation to it after the image is completely rendered out via normal means.

Configuration

You can globally configure the Properties display of newly created assets, as well as of already existing ones.