

V-Ray Material Library

This page provides information on how to manually load libraries in V-Ray for Rhinoceros.


Overview

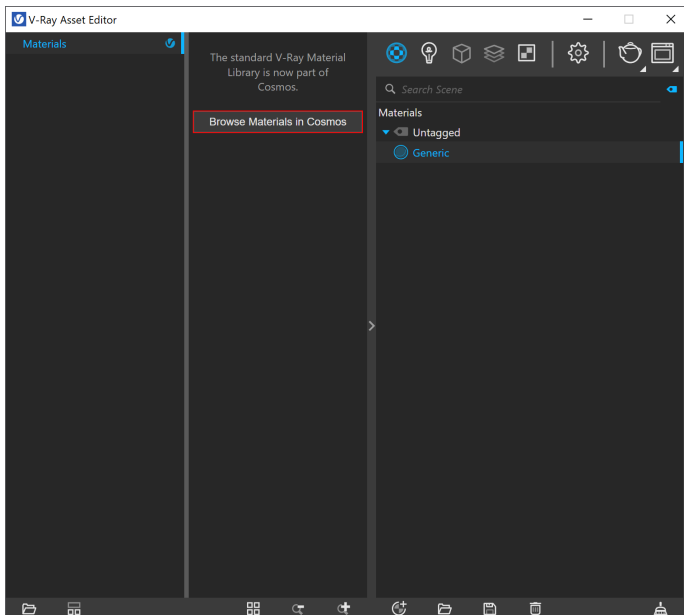
Starting with **V-Ray 6**, the V-Ray Preset Material Library is moved to the Chaos Cosmos Browser. Please use the materials from the Chaos Cosmos Browser for any new projects.

Use the **Browse Materials in Cosmos** button to access all available V-Ray Materials in Chaos Cosmos Browser.

Materials that have already been downloaded with any earlier V-Ray version remain unchanged and can still be loaded as a custom folder at **\\Documents\\V-Ray Material Library** on Windows.

You can also load your own assets into the Library by using the

directory button (). It adds a new file system location to read the *.vrmat* files.



UI Paths and Functionalities

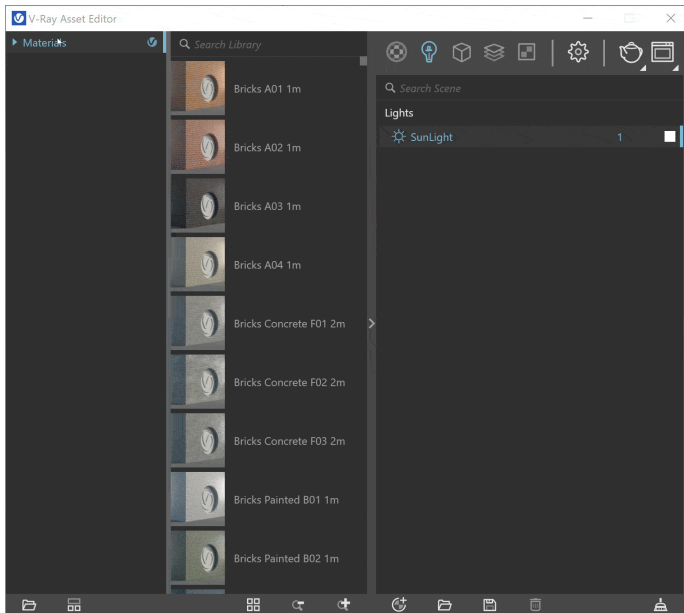
Add assets from the **manually added material libraries** to your Rhino project by drag-and-dropping the asset into the central panel or by right-clicking and selecting the option Add to Scene. The functionality buttons at the bottom enable the reordering of the assets' display.

Use the **Open Folder** button and select the path where your assets reside. They appear automatically in a newly created folder of the asset's tree. Right-click on the folder and use the context menu options to remove or refresh it.

Multi-selection of assets is possible in the Library, but you cannot drag-and-drop more than one asset at a time. Use the **Add to Scene** context menu option to add multiple assets at once.

The Asset lists have some additional multi-selection functionalities:

- **Ctrl on deselected item** – Adds to the selection;
- **Ctrl on selected item** – Removes it from the selection;
- **Ctrl + A** – Selects all items in the list/category;
- **Shift + Left-click** – expands the range of the current selection;
- **Click + Drag** – Leaves only the clicked item selected;
- **Right-Click on deselected item** – Shows the context menu for the item, selects the item and deselects all other items;
- **Right-Click on selected item** – Shows the context menu for the item and doesn't change the selection.



Notes

1. **With the release of V-Ray 5 for Rhino, the Create section within the Preset Material Library is no longer available.**
2. The V-Ray Material Library and Light Gen HDRI assets may be inaccessible for direct download to V-Ray 5 users. This can be avoided by upgrading to V-Ray 6.
Alternatively, the asset files can be acquired manually by downloading the following [archive file](#) and unpacking it at: %USERPROFILE%\Documents\
Restarting V-Ray after the asset files are placed will restore functionality to both the Material Library and the Light Gen. Note that a message prompting you to download assets may still appear - press **Continue** to safely disregard it.