

Geometry

This section contains links to Geometry objects and tools in V-Ray for Rhino.

Overview

V-Ray for Rhino adds a number of geometry objects and tools for use with V-Ray. See the [links](#) below for more information.

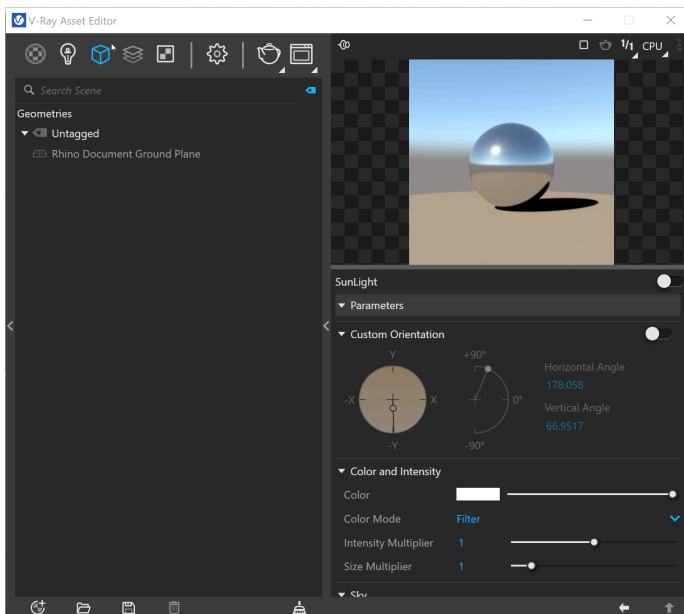
Geometry objects and tools are available from a number of places in the user interface.

Each of the V-Ray geometry types has its respective icon. Clipper and Fur can be turned off/on by clicking on their respective icons.

UI Paths

||V-Ray Asset Editor|| > **Geometry** (right-click)

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



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



Rhino Menus Ribbon

||V-Ray|| > **Objects**

Creating a geometry item from the Asset Editor automatically creates it into the viewport with (0, 0, 0) coordinates.

Creation of geometry is available from two places in the Asset Editor: the **Create Asset** button and the **Geometry category** icon (top). If the **Geometry** category is empty, left-clicking the icon prompts you to create a new asset. Otherwise, it selects the category in which case, right-click opens the creation menu.

The Asset creation dropdown lists remain active when the **Ctrl** key is held, allowing the creation of multiple assets in quick succession. The Asset creation dropdown lists can be activated via the **Create Asset** button or the Asset Category icons.

Virtual Geometry

V-Ray provides a number of tools that create geometry loaded in the scene at render time that does not weigh to the scene.

Clipper

The Clipper is a virtual plane for clipping geometry at render time.

Displacement

Displacement mapping is a technique for adding detail to your scene geometry without having to model it first.

Fur

The Fur option creates a simple procedural fur at render time.

Infinite Plane

The Infinite Plane is a virtual plane that always extends beyond the camera view.

Proxy Mesh

The Proxy Mesh imports geometry from an external mesh, which only loads the full details at render time. The geometry is not present in the scene and does not take any resources.

Proxy Scene

The Proxy Scene imports a .vrscene file as a proxy, which is fully loaded only at render time.

V-Ray Scene Importer

The V-Ray Scene Importer is a tool that lets you import a .vrscene file directly as a Rhino editable file.

Scatter

The V-Ray Scatter creates instances of objects using the surface of another objects to generate points.

Decal

The V-Ray Decal provides an easy way to project one material on top of another regardless of the target UV set.

Enmesh

The V-Ray Enmesh modifier 'coats' an object's surface with a repeating pattern of a rendered geometry that follows the UVW placement of that geometry.

Notes

- A **Reset** option is provided in the context menu of each Number Slider. You can reset the slider value to the default one.
- Most numeric V-Ray parameters come with a slider to make fine-tuning easier. Each slider is set to a default range of recommended or commonly used values. If a value above that range is used the slider adapts by increasing its range accordingly (2x the input value) to maintain usability. If a value below the current slider range is used, the slider again adjusts its range by shrinking it to twice the amount of the input value.
- The slider range does not indicate the parameter's total minimum and maximum input values. The absolute minimum and maximum values of each parameter can be found by hovering over its spinbox.
- Memory usage can be viewed from the [Stats section](#) of the new V-Ray Frame Buffer.
- Starting with V-Ray 5.20.01, V-Ray special objects (Fur/Clipper/Displacement/Mesh Light/Scatter/Decal) are not deleted from the Asset Editor, when the last item with the corresponding special object assigned to it, is deleted from the viewport.