

Revit

This page provides information about the supported .vrscene features exported from V-Ray for Revit.

Chaos Vantage has better support for .vrscene files exported from **V-Ray Next** and later. It is recommend to use the latest officially released **V-Ray** version.

Lights

Native name	V-Ray plugin name	Support
POINT		
Spherical	LightSphere	✓
Hemispherical	LightRectangle	✗
Spot	LightSpotMax	✓
IES	LightIESMax	✓
LINE		
Spherical	LightRectangle	✓
Hemispherical	LightRectangle	✓
Spot	LightRectangle	✓
IES	LightIESMax	✓
RECTANGLE		
Spherical	LightRectangle	✓
Hemispherical	LightRectangle	✓
Spot	LightSpotMax	✓
IES	LightIESMax	✓
CIRCLE		
Spherical	LightRectangle	✓
Hemispherical	LightRectangle	✓
Spot	LightSpotMax	✓
IES	LightIESMax	✓

Camera

UI	Native name	V-Ray plugin name	Support
	V-Ray Camera	CameraPhysical	
	Mode:		
	Standard	SettingsCamera/type=0	✓
	VR Spherical Panorama	SettingsCamera/type=9	✗
	VR Cubemap	SettingsCamera/type=10	✗
	Stereo:	RenderView/stereo_on	✗
	Side-by-side		✗
	Top-bottom		✗

V-Ray Camera ? X

Mode ⓘ Standard ▾

Exposure Settings

Exposure (EV)
☐ Auto → Sunshine 14,00 ▴ ▾

White Balance
☐ Auto → Average Daylight 6500 ▴ ▾

▼ **Effects**

Focus Source ⓘ Fixed Distance ▾

Focus Distance 3500' 0"

Defocus 0,00 ▴ ▾

Vignetting 0,00 ▴ ▾

Exposure (EV)	combination of ISO, f_number, shutter_speed	✓
Exposure (EV) Auto	SettingsCamera /auto_exposure	✗
White Balance	white_balance	✓
White Balance Auto	SettingsCamera /auto_white_balance	✗
Focus Source:		
Fixed Distance	–	–
Fixed Point	–	–
Focus Distance	focus_distance	✓
Defocus	combination of ISO, f_number	✓
Vignetting	vignetting	✗

Geometry

Native Name	V-Ray Plugin Name	Support
V-Ray Decal		
V-Ray Displacement	GeomDisplacedMesh	✓
V-Ray Fur	GeomHair	✓
V-Ray Proxy	GeomMeshFile	✓
V-Ray Scene	VRayScene	✗
V-Ray Scatter		

Materials

Native Name	V-Ray Plugin Name	Support
Blend	BRDFLayered	- Base material - Layer materials
Bump	BRDFBump	- Bump - Map

Car Paint	BRDFCarPaint	• Base color • Base reflection • Base glossiness • Coat color • Coat strength • Coat glossiness
Emissive	BRDFLight	✓
Generic	BRDFVRayMtl	✓
Hair	BRDFHair3	✗
Outline Override	MtlToon	✗
Override	MtlOverride	✗
PBR	BRDFVRayMtl	✓
Subsurface Scattering	BRDFSSS2Complex	Scatter Color is not supported
Two Sided	Mtl2Sided	• Front Material • Back Material • Translucency
VRscan	BRDFScanned	✗
Wrapper	MtlWrapper	✗

The table below lists the AutoGen materials (native Revit materials automatically converted to V-Ray ones).

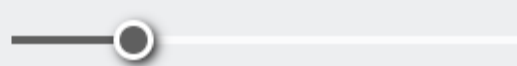
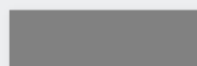
Native Name	V-Ray Plugin Name	Support
Layered	BRDFLayered	✗
Glazing	BRDFVRayMtl	✓
Metal	BRDFVRayMtl	✓
Opaque	BRDFVRayMtl	✓
Transparent	BRDFVRayMtl	✓

VRayMtl

UI

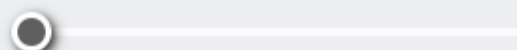
▼ **Diffuse**

Color



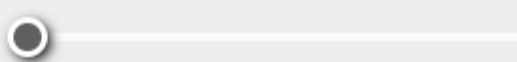
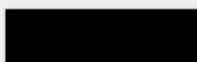
Diffuse Roughness

0



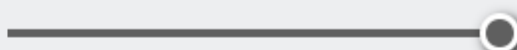
▼ **Reflection**

Reflection Color



Reflection Glossiness

1



Fresnel



Reflection IOR

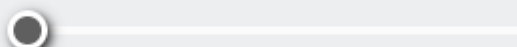


50



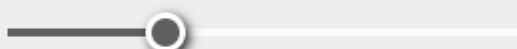
Metalness

0



GGX Tail Falloff

2



Surface Control

Use Glossiness

BRDF

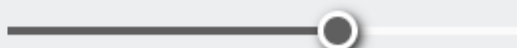
Microfacet GTR (GGX)

Back Side Reflect



Max Depth

5



Affect Channels

Color Only

Trace Reflections



▼ **Anisotropy**

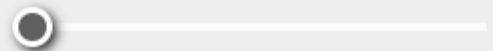
Anisotropy (-1 to 1)

0



Rotation

0



Derivation

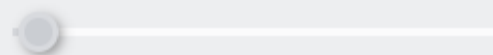
Local Axis

Local Axis

Z

Map Channel/Set

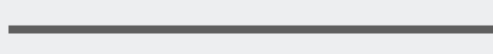
1



▼ **Dim Distance**

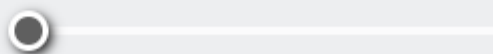
Distance

100



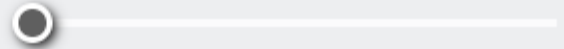
Dim Falloff

0



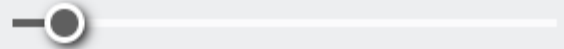
▼ Refraction

Refraction Color



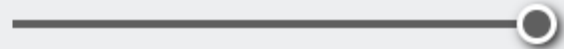
IOR

1.6



Refraction Glossiness

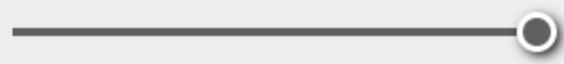
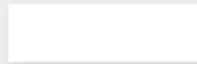
1



Thin-Walled

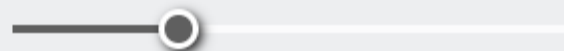


Fog Color



Depth (cm)

1



Translucency

None

Affect Shadows

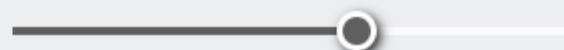


Fog Units Scaling



Max Depth

5



Affect Channels

Color Only

Trace Refractions



Translucency set to None

Fog Color

Depth (cm)

1

Translucency

Volumetric

Scatter Color

SSS Amount

1

Translucency set to Volumetric

Scatter Radius

Scale (cm)

1

Translucency

SSS

SSS Color

SSS Amount

1

Translucency set to SSS

▼ Dispersion

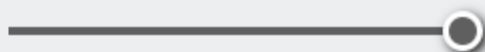
Abbe

50

▼ Fog Scattering

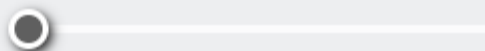
Type Hybrid

Back-side Color



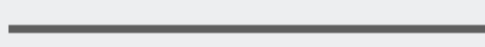
Scatter Coeff

0



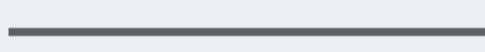
Fwd/back Coeff

1



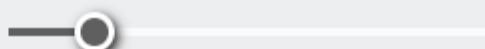
Thickness

1000



Light Multiplier

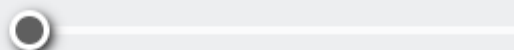
1



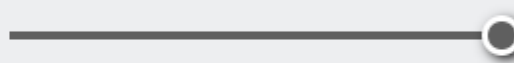
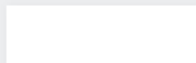
▼ Coat

Coat Amount

0

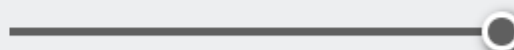


Coat Color



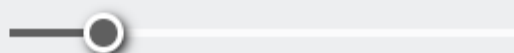
Coat Glossiness

1



Coat IOR

1.6



▼ Coat Bump

Mode / Map

Bump Map

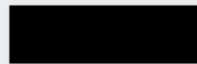
Amount

1



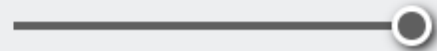
▼ **Sheen**

Sheen Color



Sheen Glossiness

0.8

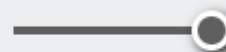


▼ **Thin Film**

Thickness Map

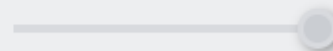
Thickness Min (nm)

250



Thickness Max (nm)

400



IOR

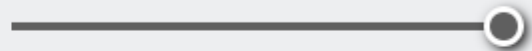
1.6



▼ **Opacity**

Opacity

1



Custom Source



Diffuse Texture Alpha

Mode

Stochastic

▼ **Bump**

Mode / Map

Bump Map

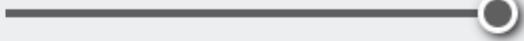
Amount

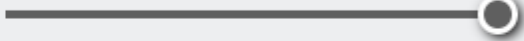
1

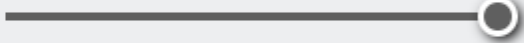


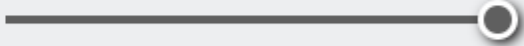
▼ Multipliers

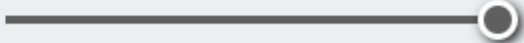
Mode **Multiply**

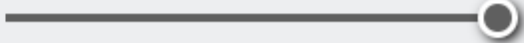
Color **1** 

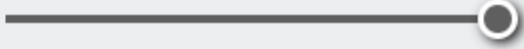
Reflection Color **1** 

Reflection Glossiness **1** 

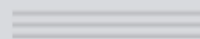
Refraction Color **1** 

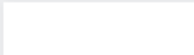
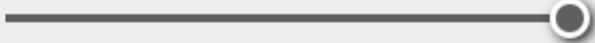
IOR **1** 

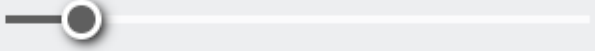
Refraction Glossiness **1** 

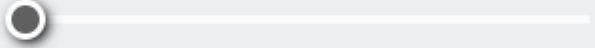
Opacity **1** 

▼ Emissive



Color  

Intensity **1** 

Transparency  

Emit On Back Side ☒

Compensate EV ☒

Color * Opacity ☒

? Unknown Attachment

Generic



Base **None**

▼ Bump

Mode / Map **Bump Map**

Amount **1**

Delta Scale **1**

Can be Overridden ☒

Maps

UI	Native name	V-Ray Plugin Name	Support	Note
 Bitmap	Bitmap	TexBitmap		
 Color	Color	TexAColor		Not supported in bump mapping
 Temperature	Temperature	TexTemperature		Not supported in bump mapping
 UVW Placement	UVW Placement			

 Gradient	Gradient	TexRamp	✓	Not supported in bump mapping
 Color Correction	Color Correction	ColorCorrection	✓	Not supported in bump mapping
 Spline Curve	Spline Curve	TexRemap	✓	Not supported in bump mapping
 Bezier Curve	Bezier Curve	TexBezierCurveColor	✓	Not supported in bump mapping
 Simple Mix	Simple Mix	TexCombineColor	✓	Not supported in bump mapping
 Mix (Value)	Mix (Value)	TexBlend	✓	Not supported in bump mapping
 Mix (Operator)	Mix (Operator)	TexCompMax	✓	Not supported in bump mapping
 Mix (Map)	Mix (Map)	TexMix	✓	Not supported in bump mapping
 Multi-Sub	Multi-Sub	TexMulti	✓	Not supported in bump mapping
 Tri-Planar	Tri-Planar	TexTriPlanar	✓	Not supported in bump mapping
 Checker	Checker	TexChecker	✓	Not supported in bump mapping
 Grid	Grid	TexGrid	✓	Not supported in bump mapping
 Tiles	Tiles	TexTiles	✓	Not supported in bump mapping
 Cloth	Cloth	TexCloth	✓	Not supported in bump mapping
 Leather	Leather	TexLeather	✓	Not supported in bump mapping
 Bulge	Bulge	TexBulge	✓	Not supported in bump mapping
 UVW	UVW	TexUVW	✓	
 Water	Water	TexWater	✗	Not supported in bump mapping
 Noise A	Noise A	TexNoise	✓	Not supported in bump mapping
 Noise B	Noise B	TexNoiseMax	✓	Not supported in bump mapping
 Cellular	Cellular	TexCellular	✓	Not supported in bump mapping
 Marble	Marble	TexMarble	✓	Not supported in bump mapping
 Splat	Splat	TexSplat	✓	Not supported in bump mapping
 Smoke	Smoke	TexSmoke	✓	Not supported in bump mapping

 Stucco	Stucco	TexStucco	✓	Not supported in bump mapping
 Rock	Rock	TexRock	✓	Not supported in bump mapping
 Granite	Granite	TexGranite	✓	Not supported in bump mapping
 Speckle	Speckle	TexSpeckle	✓	Not supported in bump mapping
 Edges	Edges	TexEdges	Partial	'Color' parameters only Not supported in bump mapping
 Falloff	Falloff	TexFalloff	✓	Not supported in bump mapping
 Fresnel	Fresnel	TexFresnel	✓	Not supported in bump mapping
 Curvature	Curvature	TexCurvature	✗	Not supported in bump mapping
 Dirt	Dirt	TexDirt	✗	Not supported in bump mapping

Geometry

Revit	Support
Revit families replaced with .vrmesh	✓
Native Revit RPCs will render as grey planes	✗
Revit families replaced with a .vrscene	✗
Infinite Ground Plane	✗
Fur	✗
Displacement	✗

Environment

Native name	V-Ray plugin name	Support
Environment Fog		✓