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

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	❌

Mode — Standard

Exposure Settings

Exposure (EV) — Sunshine — ☐ Auto — 14,00

White Balance — Average Daylight — ☐ Auto — 6500

▼ **Effects**

Focus Source — Fixed Distance

Focus Distance — 3500' 0"

Defocus — 0,00

Vignetting — 0,00

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
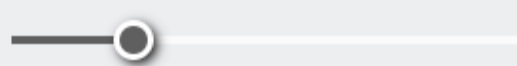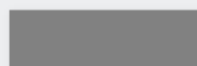
Color	
Diffuse Roughness	0
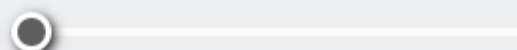
Reflection
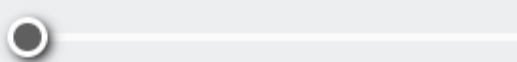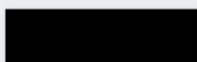
Reflection Color	
Reflection Glossiness	1
Fresnel	☑
Reflection IOR	☑ 50
Metalness	0
GGX Tail Falloff	2
Surface Control	Use Glossiness
BRDF	Microfacet GTR (GGX)
Back Side Reflect	☐
Max Depth	5
Affect Channels	Color Only
Trace Reflections	☑
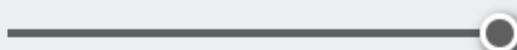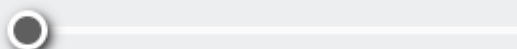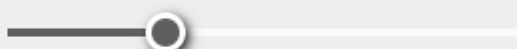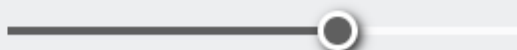
▼ Anisotropy

Anisotropy (-1 to 1)	0	
Rotation	0	
Derivation	Local Axis	
Local Axis	Z	
Map Channel/Set	1	
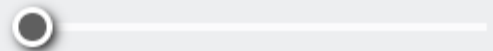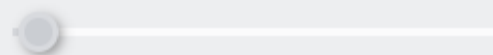
▼ Dim Distance
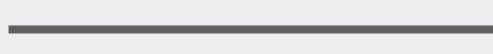
Distance	100	
Dim Falloff	0	
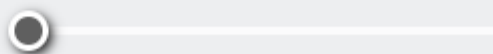
▼ Refraction
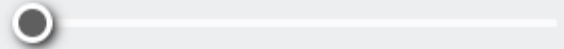
Refraction Color	⬛	○———————————
IOR	1.6	—○———————————
Refraction Glossiness	1	———————————○
Thin-Walled	☐	
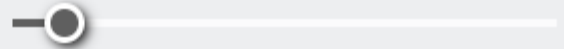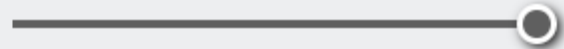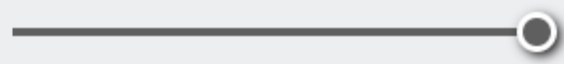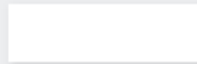
Fog Color	⬜	———————————○
Depth (cm)	1	———○———————
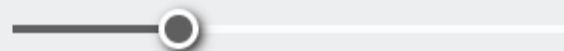
Translucency   **None**

Affect Shadows	☑	
Fog Units Scaling	☑	
Max Depth	5	——————————○—
Affect Channels	**Color Only**	
Trace Refractions	☑	
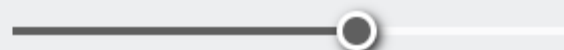
Translucency set to None

| 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
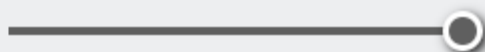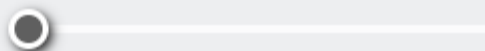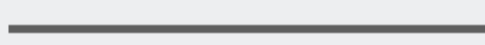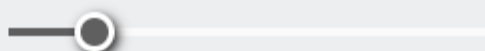
▼ Coat
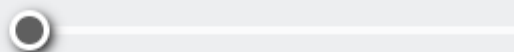
Coat Amount	0
Coat Color	
Coat Glossiness	1
Coat IOR	1.6
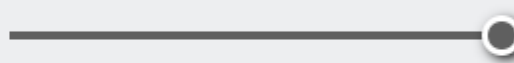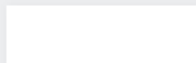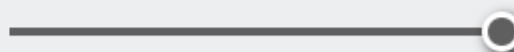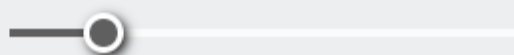
▼ Coat Bump

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
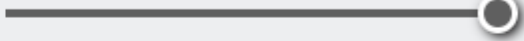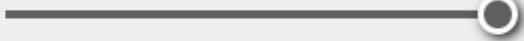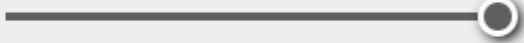
Mode / Map	Bump Map	
Amount	1	
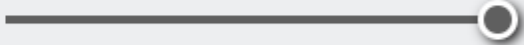
▼ Multipliers
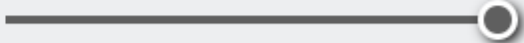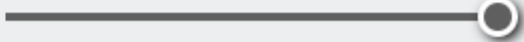
Mode	Multiply
Color	1
Reflection Color	1
Reflection Glossiness	1
Refraction Color	1
IOR	1
Refraction Glossiness	1
Opacity	1
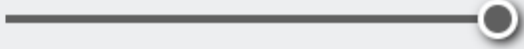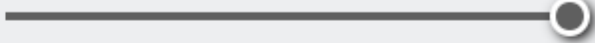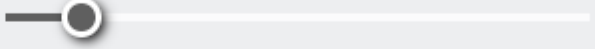
▼ ▬ Emissive
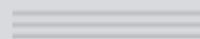
Color	
Intensity	1
Transparency	

Emit On Back Side	✔
Compensate EV	✔
Color * Opacity	✔

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	**TexRamp**	✅	Not supported in bump mapping
Gradient				
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	Stucco	**TexStucco**	✅	Not supported in bump mapping
![Rock] Rock	Rock	**TexRock**	✅	Not supported in bump mapping
![Granite] Granite	Granite	**TexGranite**	✅	Not supported in bump mapping
![Speckle] Speckle	Speckle	**TexSpeckle**	✅	Not supported in bump mapping
![Edges] Edges	Edges	**TexEdges**	Partial	'Color' parameters only Not supported in bump mapping
![Falloff] Falloff	Falloff	**TexFalloff**	✅	Not supported in bump mapping
![Fresnel] Fresnel	Fresnel	**TexFresnel**	✅	Not supported in bump mapping
![Curvature] Curvature	Curvature	**TexCurvature**	❌	Not supported in bump mapping
![Dirt] 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		✅