## **Materials**

This page introduces the different material types in V-Ray for Houdini.

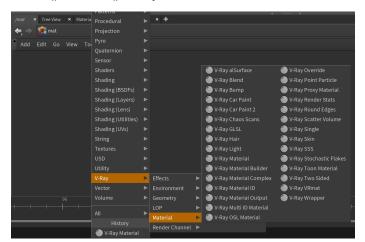
## Overview

There are a number of different materials for use with V-Ray for Houdini. These materials are quite versatile and each can be used in a number of ways to achieve different looks as needed from simulating simple surface properties like plastics and metals, to simulating complex uses such as translucent objects, subsurface materials such as skin, and even lightemitting objects.

For more details on each material, please see the dedicated pages below.

Note: Standard Houdini materials are not supported by V-Ray!

UI Path: ||mat Network|| > V-Ray > Material sub-menu





## List of V-Ray BRDF Materials

List of Additional V-Ray Material Nodes

- V-Ray Material Builder
  V-Ray Material Complex
  V-Ray Material Output
  V-Ray Material ID
  V-Ray Single

## **Useful Links**

- Material Presets tutorial
  Material Overrides tutorial
  Metal Shaders tutorial
  Working with V-Ray materials in Solaris
  Rendering options for materials