Materials

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

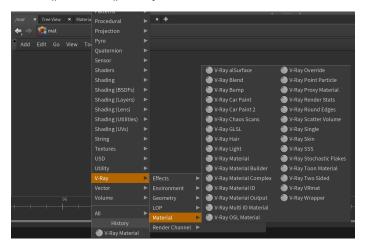
Overview

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