



▼ **Shadows**

Shadow Color



▼ **Raytrace Shadow Attributes**



Use Ray Trace Shadows

Shadow Radius

0.000



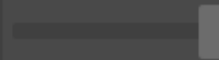
Shadow Rays

1



Ray Depth Limit

3



(Ambient Light only)

► **Depth Map Shadow Attributes**

▼ **Raytrace Shadow Attributes**



Use Ray Trace Shadows

Light Angle

0.000



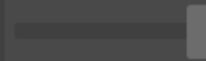
Shadow Rays

1



Ray Depth Limit

3



(Directional Light only)

▼ Light Effects

Light Fog

Fog Spread

1.000

Fog Intensity

1.000

Light Glow

Intensity Curve

Create

Color Curves

Create

Barn Doors

Left Barn Door

20.000

Right Barn Door

20.000

Top Barn Door

20.000

Bottom Barn Door

20.000

▼ Decay Regions

Use Decay Regions

▼ Region 1

Start Distance 1

1.000

End Distance 1

2.000

▶ Region 2

▶ Region 3

(Spot Light only)

## ▼ Basic parameters

☒ Enabled

Color Mode Color ▼

Light Color

Temperature 6500.000

Intensity multiplier 1.000

☒ Dome Spherical☒ Dome Adaptive

## ▼ Texture

☐ Use Dome Tex☐ Multiply By The Light Color

Dome Tex

Dome Tex A 1.000

## ▼ Finite Dome

☒ Finite Dome

Finite Radius 100.000

Projection Height 50.000

Ground Blend 0.200

	<input type="checkbox"/>	Invisible
	<input checked="" type="checkbox"/>	Affect Diffuse
	<input checked="" type="checkbox"/>	Affect Specular
	<input checked="" type="checkbox"/>	Affect Reflections
	<input checked="" type="checkbox"/>	Affect Atmospherics
	<input checked="" type="checkbox"/>	Affect Alpha
Diffuse contribution	<input type="text" value="1.000"/>	<input type="range" value="1.000"/>
Specular contribution	<input type="text" value="1.000"/>	<input type="range" value="1.000"/>
Atmospherics contribution	<input type="text" value="1.000"/>	<input type="range" value="1.000"/>

Light cut-off threshold	<input type="text" value="0.001"/>	<input type="range" value="0.001"/>
Texture resolution	<input type="text" value="512"/>	<input type="range" value="512"/>

▼ **Shadows**

	<input checked="" type="checkbox"/>	Shadows
Shadow bias	<input type="text" value="0.020"/>	<input type="range" value="0.020"/>
Shadow color	<input type="text" value=""/>	<input type="range" value=""/>

▼ **Photon emission**

Target radius	<input type="text" value="100.000"/>	<input type="range" value="100.000"/>
Emit distance	<input type="text" value="150.000"/>	<input type="range" value="150.000"/>
Caustics subdivs	<input type="text" value="1000"/>	<input type="range" value="1000"/>
Caustics multiplier	<input type="text" value="1.000"/>	<input type="range" value="1.000"/>

▼ **Basic parameters**

☒ Enabled

Toggle Target

Color Mode Color ▼

Light Color

Temperature 6500.000

Intensity multiplier 30.000

Units default ▼

Shape Type Rectangle ▼

▼ **Size**

U size 1.000

V size 1.000

▼ **Directionality**

Directional 0.000

Directional Preview Length 10.000

Directional Preview Selected ▼

▼ **Texture**

☐ Use Rect Tex

☐ Multiply By The Light Color

Rect Tex

Rect Tex A

1.000

Show in viewport

Disabled



☐ Double Sided

☐ Invisible

☐ Occlude Other Lights

☒ Affect Diffuse

☒ Affect Specular

☒ Affect Reflections

☒ Affect Atmospherics

Diffuse contribution

1.000

Specular contribution

1.000

Atmospherics contribution

1.000

▼ **Sampling**

Light cut-off threshold

0.001

☐ Override motion blur samples

Motion blur samples

2

Texture Resolution

512

▼ Decay

☒ Near decay on

Near decay start 1.000

Near decay end 10.000

☐ Far decay on

Far decay start 20.000

Far decay end 30.000

▼ Shadows

☒ Shadows

Shadow bias 0.020

Shadow color

▼ Photon emission

Caustics subdivs 1000

Caustics multiplier 1.000

▼ UI

Locator scale 1.000



▼ **Basic parameters**

☒ Enabled

Color Mode Color ▼

Light Color

Temperature 6500.000

Intensity multiplier 30.000

Units default ▼

▼ **Size**

Radius 1.000

Sphere segments 20

▼ **Options**

☐ Invisible

☐ Occlude Other Lights

☒ Affect Diffuse

☒ Affect Specular

☒ Affect Reflections

☒ Affect Atmospherics

Diffuse contribution 1.000

Specular contribution 1.000

Atmospherics contribution 1.000

▼ **Sampling**

Light cut-off threshold 0.001

☐ Override motion blur samples

Motion blur samples 2

▼ **Shadows**

☒ Shadows

Shadow bias 0.020

Shadow color

▼ **Photon emission**

Caustics subdivs 1000

Caustics multiplier 1.000

▼ **Decay**

☒ Near decay on

Near decay start 1.000

Near decay end 10.000

☐ Far decay on

Far decay start 20.000

Far decay end 30.000

▼ **UI**

Locator scale 1.000

▼ **Basic parameters**

☒ Enabled

Toggle Target

IES File Name

Color Mode

Color



Light Color

Temperature

6500.000

Filter color

Intensity

1.000

▼ **Shadows**

☒ Shadows


☐ Soft Shadows


Shadow bias


0.020

Shadow color


- ☒ Affect Diffuse
- ☒ Affect Specular
- ☒ Affect Atmospherics
- ☒ Area Speculars

Diffuse contribution 1.000 

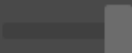
Specular contribution 1.000 

Atmospherics contribution 1.000 

### ▼ Sampling


Light cut-off threshold 0.001 

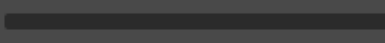
☐ Override motion blur samples

Motion blur samples 2 

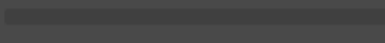
### ▼ Decay

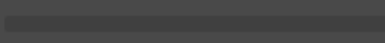
☒ Near decay on

Near decay start 1.000 

Near decay end 10.000 

☐ Far decay on

Far decay start 20.000 

Far decay end 30.000 

▼ **Photon emission**

Caustics subdivs 1000

Caustics multiplier 1.000

▼ **UI**

Locator scale 1.000

▼ **Light shape**

Light Shape From IES file

Width 1.000

Length 1.000

Height 1.000

Diameter 1.000

▼ **Basic parameters**

☒ Enabled

Color Mode Color

Light Color

Temperature 6500.000

Intensity multiplier 30.000

Units default

▼ **Texture**

☐ Use Texture

Texture

Texture Alpha

1.000

☒ Cache Texture

☐ Double Sided

☐ Invisible

☐ Occlude Other Lights

☒ Affect Diffuse

☒ Affect Specular

☒ Affect Reflections

☒ Affect Atmospherics

Diffuse contribution

1.000

Specular contribution

1.000

Atmospherics contribution

1.000

▼ **Sampling**

Light cut-off threshold

0.001

☐ Override motion blur samples

Motion blur samples

2

Texture Resolution

256

▼ **Shadows**

☒ Shadows

Shadow bias 0.020

Shadow color

▼ **Decay**

☒ Near decay on

Near decay start 1.000

Near decay end 10.000

☐ Far decay on

Far decay start 20.000

Far decay end 30.000

▼ **Photon emission**

Caustics subdivs 1000

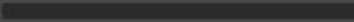


Caustics multiplier 1.000

	<input checked="" type="checkbox"/> Enabled	
Intensity multiplier	1.000	
Turbidity	2.500	
Ozone	0.350	
Size multiplier	1.000	
Sky Model	Hosek et al.	
Horiz Illumination	25000.000	
Color Mode	Filter	
Filter Color		
Ground Albedo		
Blend Angle	5.739	
Horizon Offset	0.000	

	<input checked="" type="checkbox"/> Shadows	
	<input checked="" type="checkbox"/> Cast shadows from environm	
Shadow bias	0.020	
Shadow Color		

	<input type="checkbox"/> Invisible	
	<input checked="" type="checkbox"/> Affect Diffuse	
	<input checked="" type="checkbox"/> Affect Specular	
Diffuse contribution	1.000	
Specular contribution	1.000	



Photon radius	50.000	
Caustics subdivs	1000	
Caustics multiplier	1.000	

☒ Clouds On

☐ Ground Shadows

Density 0.500

Density Multiplier 1.000

Variety 0.300

Seed 0

Cirrus Amount 0.200

Longitude Offset (m) 0.000

Latitude Offset (m) 0.000

Height (m) 1000.000

Thickness (m) 500.000

Longitude Phase (%) 0.000

Latitude Phase (%) 0.000

☒ Enable Contrails

Number of Contrails 5

Contrails Strength 0.500

Contrails Distortion 0.500

Contrails Offset Long. (m) 0.000

Contrails Offset Lat. (m) 0.000

Contrails Time 0.000

## Camera

	UI	Native Name	V-Ray Plugin Name	Support	
Maya Camera		Camera	RenderView		
	<div><div>▼ Camera Attributes</div><div><div>Controls</div><div>Camera</div><div>▼</div><div>Angle of View</div><div>54.43</div><div><div></div><div></div></div><div>Focal Length</div><div>35.000</div><div><div></div><div></div></div><div>Camera Scale</div><div>1.000</div><div><div></div><div></div></div><div><div><input checked="" type="checkbox"/></div> Auto Render Clip Plane</div><div>Near Clip Plane</div><div>0.100</div><div><div></div><div></div></div><div>Far Clip Plane</div><div>10000.000</div><div><div></div><div></div></div></div></div>	Controls:			
		Camera	–	<div>✓</div>	
		Camera and Aim	–	<div>✓</div>	
		Camera, Aim and Up	–	<div>✓</div>	
		Angle of View	fov	<div>✓</div>	
		Focal Length	mayaFocalLength	<div>✓</div>	
		Camera Scale	zoom	<div>✗</div>	
		Auto Render Clip Plane	–	<div>–</div>	
		Near Clip Plane	RenderView/clipping_near	<div>✓</div>	
		Far Clip Plane	RenderView/clipping_far	<div>✓</div>	
		<div><div>▼ Film Back</div><div><div>Film Gate</div><div>User</div><div>▼</div><div>Camera Aperture (inch)</div><div>1.417</div><div>0.945</div><div><div></div><div></div></div><div>Camera Aperture (mm)</div><div>36.000</div><div>24.000</div><div>Film Aspect Ratio</div><div>1.50</div><div><div></div><div></div></div><div>Lens Squeeze Ratio</div><div>1.000</div><div><div></div><div></div></div><div>Fit Resolution Gate</div><div>Fill</div><div>▼</div><div>Film Fit Offset</div><div>0.000</div><div><div></div><div></div></div><div>Film Offset</div><div>0.000</div><div>0.000</div><div><div></div><div></div></div><div><div><input type="checkbox"/></div> Shake Enabled</div><div>Shake</div><div>0.000</div><div>0.000</div><div><div></div><div></div></div><div><div><input type="checkbox"/></div> Shake Overscan Enabled</div><div>Shake Overscan</div><div>1.000</div><div><div></div><div></div></div><div>Pre Scale</div><div>1.000</div><div><div></div><div></div></div><div>Film Translate</div><div>0.000</div><div>0.000</div><div><div></div><div></div></div><div>Film Roll Pivot</div><div>0.000</div><div>0.000</div><div><div></div><div></div></div><div>Film Roll Value</div><div>0.000</div><div><div></div><div></div></div><div>Film Roll Order</div><div>Rotate-Translate</div><div>▼</div><div>Post Scale</div><div>1.000</div><div><div></div><div></div></div></div></div>	Film Gate:	–	<div>–</div>
		Camera Aperture (inch)	mayaAperture	<div>✗</div>	
		Camera Aperture (mm)	–	<div>–</div>	
		Film Aspect Ratio	–	<div>–</div>	
		Lens Squeeze Ratio	–	<div>–</div>	
		Fit Resolution Gate:	–	<div>–</div>	
		Fill	–	<div>–</div>	
		Horizontal	–	<div>–</div>	
		Vertical	–	<div>–</div>	
		Overscan	–	<div>–</div>	
		Film Fit Offset	–	<div>–</div>	
		Film Offset	–	<div>–</div>	
		Shake Enabled	–	<div>–</div>	
		Shake	–	<div>–</div>	
		Shake Overscan Enabled	–	<div>–</div>	
		Shake Overscan	–	<div>–</div>	
		Pre Scale	–	<div>–</div>	
		Film Translate	–	<div>–</div>	

		Film Roll Pivot	—	⊖
		Film Roll Value	—	⊖
		Film Roll Order:	—	⊖
		Rotate-Translate	—	⊖
		Translate-Rotate	—	⊖
		Post Scale	—	⊖
	<div> <div>▼ Depth of Field</div> <div> <input checked="" type="checkbox"/> Depth Of Field <div> <div>Focus Distance</div> <div>5.000</div> <div></div> </div> <div> <div>F Stop</div> <div>5.600</div> <div></div> </div> <div> <div>Focus Region Scale</div> <div>1.000</div> <div></div> </div> </div> </div>	Depth of Field	—	⊖
		Focus Distance	—	⊖
		F Stop	—	⊖
		Focus Region Scale	—	⊖
	<div> <div>▼ Environment</div> <div> <div>Background Color</div> <div></div> </div> <div> <div>Image Plane</div> <div>Create</div> <div></div> </div> </div>	Background Color		✗
		Image Plane		✗
	<div> <div>▼ Special Effects</div> <div> <div>Shutter Angle</div> <div>144.000</div> <div></div> </div> </div>	Shutter Angle	—	⊖
	<div> <div>▼ Orthographic Views</div> <div> <input type="checkbox"/> Orthographic <div> <div>Orthographic Width</div> <div>30.000</div> <div></div> </div> </div> </div>	Orthographic	orthographic	✗
		Orthographic Width	orthographic Width	✗
V-Ray Physical Camera		Physical Camera	CameraPhysical	
		Treat as V-Ray Physical camera		✓
		Type:		
		Still camera	type=0	✓
		Cinematic camera	type=1	✗
		Video camera	type=2	✗
		Film gate (in mm)	film_width	✓
		Focal length (in mm)	focal_length	✓
		Specify FOV:		
		Off	specify_fov=0	✓
		Specify	specify_fov=1	✓
		From Maya camera	—	✓
		FOV	fov	✓
		Zoom factor	zoom_factor	✓

Physical camera

☒ Treat as V-Ray Physical camera

Type Still camera ▾

Film gate (in mm) 36.000

Focal length (in mm) 32.465

Specify FOV From Maya camera ▾

FOV 54.432

Zoom factor 1.000

Distortion type Quadratic ▾

Distortion amount 0.000

LENS File

Distortion map

F-number 8.000

Horizontal lens shift 0.000

Vertical lens shift 0.000

Guess vertical lens shift

Shutter speed 200.000

Shutter angle 180.000

Shutter offset 0.000

Latency 0.000

ISO 100.000

Specify focus

Focus distance 200.000

Exposure color correction Physical Exposure ▾

White balance

Exposure Value 13.00

Enable vignetting effect

Vignetting amount 1.00

Enable Bokeh effects

Number of blades 5

Blades rotation (in radians) 0.000

Center bias 0.000

Bokeh anisotropy 0.000

Enable Depth of field

Enable Motion blur

Aperture map

Affects exposure ☒

Cat's eye bokeh 0.00

Rolling shutter mode Disabled ▾

Rolling shutter duration 200.000

Camera shader texture

Distortion type:		
Quadratic	distortion_type=0	✗
Cubic	distortion_type=1	✗
Lens file	distortion_type=2	✗
Texture	distortion_type=3	
Distortion amount	distortion	✗
LENS File	lens_file	✗
Distortion map	distortion_tex	✗
F-number	f_number	✓
Horizontal lens shift	horizontal_shift	✓
Vertical lens shift	lens_shift	✓
Guess vertical lens shift	–	✓
Shutter speed	shutter_speed	✓
Shutter angle	shutter_angle	✗
Shutter offset	shutter_offset	✗
Latency	latency	✗
ISO	ISO	✓
Specify focus	specify_focus	✓
Focus distance	focus_distance	✓
Exposure color correction:	exposure=0	✓
No Exposure	exposure=1	✓
Physical Exposure	exposure=2	✓
Exposure Value		
White balance	white_balance	✓
Exposure Value	exposure_value	✓
Enable vignetting effect	vignetting	✗
Vignetting amount	vignetting	✗
Enable Bokeh effects	blades_enable	✓
Number of blades	blades_num	✓
Blades rotation (in radians)	blades_rotation	✓
Center bias	center_bias	✗
Bokeh anisotropy	anisotropy	✗

	Enable Depth of field	use_dof	✓
	Enable Motion blur	use_mobblur	✗
	Aperture map	bmpaperture_tex	✗
	Affect exposure	bmpaperture_affects_exposure	✗
	Cat's eye bokeh	optical_vignetting	✗
	Rolling shutter mode:		
	Disabled	rolling_shutter_mode=0	✗
	Top to bottom	rolling_shutter_mode=1	✗
	Bottom to top	rolling_shutter_mode=2	✗
	Left to right	rolling_shutter_mode=3	✗
	Right to left	rolling_shutter_mode=4	✗
	Rolling shutter duration	rolling_shutter_duration	✗
	Camera shader texture		

## Geometry

Native Name	V-Ray Plugin Name	Support
Chaos Scatter	GeomScatter	✗
V-Ray Clipper	VRayClipper	✗
V-Ray Displacement	GeomDisplacedMesh	✓
	GeomStaticSmoothedMesh	✓
V-Ray Decal	VRayDecal	✓
V-Ray Enmesh	GeomEnmesh	✗
V-Ray Fur	GeomHair	✓
V-Ray Instancer	Instancer	✓
V-Ray MetaBall	—	—
V-Ray NURBSTessellation		
V-Ray ObjectProperties		
V-Ray PerfectSphere	-	—
V-Ray Plane	GeomPlane	✗
V-Ray Proxy	GeomMeshFile	✓
V-Ray Renderable Curve		✗
V-Ray Scene	VRayScene	✗
V-Ray VolumeGrid	PhxShaderSimVol	✗

## Environment

Native Name	V-Ray Plugin Name	Support
V-RayEnvironmentFog		✓

## Materials


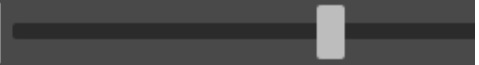
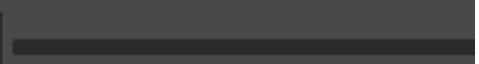

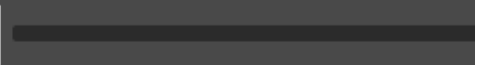

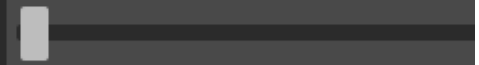
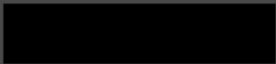
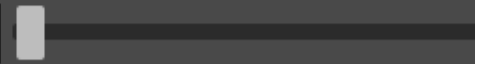
Native Name	V-Ray Plugin Name	Support
V-Ray AI Surface	<b>BRDFALSurface</b>	<ul style="list-style-type: none"><li>• Diffuse</li><li>• Diffuse strength</li><li>• Reflection color</li><li>• Reflection strength</li><li>• Reflection roughness</li><li>• Reflection IOR</li><li>• Reflection distribution: GGX</li></ul>
V-RayBlendMtl	<b>BRDFLayered</b>	<ul style="list-style-type: none"><li>• Base material</li><li>• Coat materials</li><li>• Blend amount</li><li>• Blend amount texture</li><li>• Opacity</li></ul>
V-RayBumpMtl	<b>BRDFBump</b>	<ul style="list-style-type: none"><li>• Base material</li><li>• Map</li><li>• Bump Mult</li></ul>
V-RayCarPaintMtl	<b>BRDFCarPaint</b>	<ul style="list-style-type: none"><li>• Base color</li><li>• Base reflection</li><li>• Base glossiness</li><li>• Coat color</li><li>• Coat strength</li><li>• Coat glossiness</li></ul>
V-RayCarPaint2Mtl	<b>BRDFCarPaint2</b>	<ul style="list-style-type: none"><li>• Base color</li><li>• Base reflection</li><li>• Base glossiness</li><li>• Base glossiness tail</li><li>• Coat color</li><li>• Coat amount</li><li>• Coat ior</li><li>• Coat glossiness</li></ul>
V-RayLightMtl	<b>BRDFLight</b>	<ul style="list-style-type: none"><li>• Color</li><li>• Color Multiplier</li><li>• Direct Illum</li></ul>
BRDFScatterVolume (from plugin)	<b>BRDFScatterVolume</b>	<ul style="list-style-type: none"><li>• Overall color</li><li>• Scatter Color</li></ul>



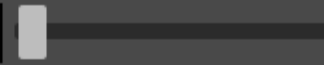
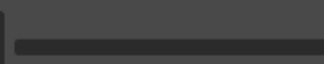


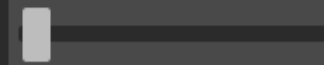
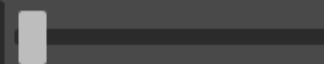
VRayFastSSS2	<b>BRDFSSS2Complex</b>	<ul style="list-style-type: none"> <li>• Index of refraction (IOR)</li> <li>• Sub-surface color</li> <li>• Specular color</li> <li>• Specular amount</li> <li>• Specular glossiness</li> </ul>
VRayStochasticFlakesMtl	<b>BRDFStochasticFlakes</b>	<ul style="list-style-type: none"> <li>• Highlight Glossiness</li> <li>• Reflect filter</li> <li>• BRDF Type: GGX</li> </ul>
Two Sided	<b>Mtl2Sided</b>	<ul style="list-style-type: none"> <li>• Front Material</li> <li>• Back Material</li> <li>• Translucency</li> </ul>
VRayToonMtl	<b>BRDFToonMtl</b>	Loads as BRDFVRayMtl, toon parameters are ignored.
VRayPointParticleMtl	<b>BSDFPointParticle</b>	Loads as a simple diffuse BRDF.
VRayFlakesMtl		✗
VRayFlakes2Mtl		✗
VRayHairNextMtl	<b>BRDFHair4</b>	<ul style="list-style-type: none"> <li>• Melanin</li> <li>• Pheomelanin</li> <li>• Dye color</li> <li>• Diffuse color</li> <li>• Glossiness</li> <li>• Primary glossiness</li> <li>• Softness</li> <li>• Highlight shift</li> <li>• IOR</li> <li>• Glint</li> <li>• Gray hair density</li> <li>• Randomizations</li> <li>• Primary tint</li> <li>• Secondary tint</li> <li>• Transmission tint</li> </ul>
VRaySwitchMtl		
VRayMtlWrapper		<ul style="list-style-type: none"> <li>• Base material</li> </ul>
VRayRenderStats		
VRayScannedMtl	<b>BRDFScanned</b>	✗
VRayMtlGLSL	<b>MtlGLSL</b>	✗
VRayMtlOSL	<b>MtlOSL</b>	✗
VRayMeshMtl		
VRayVRmatMtl	<b>MtlVRmat</b>	partial
VRayMtlHair3	<b>BRDFHair3</b>	✗

## VRayMtl

UI



Diffuse Color		
Amount	1.000	
Opacity Map		
Opacity Mode	Stochastic	
Roughness Amount	0.000	
Self-Illumination		
<input type="checkbox"/> Self-Illumination GI		
<input type="checkbox"/> Compensate Exposure		

Brdf Type	GGX	
Reflection Color		
Amount	1.000	
Reflection glossiness	1.000	
<input checked="" type="checkbox"/> Use Fresnel		
<input checked="" type="checkbox"/> Lock Fresnel IOR To Refrac		
Fresnel IOR	1.600	
GGX tail falloff	2.000	
Metalness	0.000	
<input type="checkbox"/> Use roughness		

Anisotropy	0.000	
Anisotropy Rotation	0.000	
UV Vectors Derivation	Local object axis	
Local Axis	Z	
Anisotropy UV Coords		

	<input checked="" type="checkbox"/> Enable Thin Film	
Min Thickness (nm)	250.000	
Max Thickness (nm)	400.000	
Thickness Blend		
IOR	1.470	

☒ Trace Reflections

Max depth

8

☐ Dim distance On

Dim distance

100.000

Dim fall off

0.000

☐ Reflect On Back Side

Affect Channels

Color only

☒ GTR Energy Compensation

Coat Color

Amount

0.000

Coat glossiness

1.000

IOR

1.600

☐ Lock Coat Bump Map To B

Bump Map Type

Bump Map

Bump Map


Coat Bump Mult

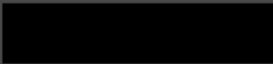
1.000

Refraction Color	<div><div></div></div>	<div><div></div></div>
Amount	<div>1.000</div>	<div><div></div></div>
Refraction Glossiness	<div>1.000</div>	<div><div></div></div>
Refraction IOR	<div>1.600</div>	<div><div></div></div>
	<input checked="" type="checkbox"/> Affect Shadows	
	<input type="checkbox"/> Thin-walled	

Translucency	<div>None</div>	<div>▼</div>
Illumination Method	<div>Uniform</div>	<div>▼</div>
SSS Amount	<div>1.000</div>	<div><div></div></div>
Scatter Color	<div></div>	<div><div></div></div>
Fog Color	<div></div>	<div><div></div></div>
Depth (cm)	<div>1.000</div>	<div><div></div></div>

	<input checked="" type="checkbox"/> Trace Refractions
Max depth	8
Affect Channels	Color only ▼
	<input type="checkbox"/> Dispersion
Dispersion Abbe	50.000

Sheen Color	
Amount	1.000
Sheen glossiness	0.800

Map Type	Bump Map
Map	
Bump Mult	1.000
Bump Delta Scale	1.000

Cutoff threshold 0.001









































Use Irradiance Map





























Fix Dark Edges



























## Maps


























			Native Name	V-Ray Plugin Name	Support	Note
2D Textures	V-Ray	 VRay Dirt	VRay Dirt	TexDirt	✗	
		 VRay Edges	VRay Edges	TexEdges	Partial	'Color' parameters only Not supported in bump mapping
		 VRay Falloff	VRay Falloff	TexFalloff, TexOutput	✓	Not supported in bump mapping
		 VRay Fresnel	VRay Fresnel	TexFresnel	✓	Not supported in bump mapping
		 VRay Inverse Exposure	VRayInverseExposure		✗	
		 VRay Layered Tex	VRay Layered Tex	TexLayeredMax	✓	Not supported in bump mapping
		 VRay Multi Sub Tex	VRay Multi Sub Tex	TexMulti	✓	Not supported in bump mapping
		 VRay Ray Switch	VRay Ray Switch	TexRaySwitch	✗	
		 VRay Softbox	VRay Softbox	TexSoftbox	✗	
		 VRay Temperature	VRay Temperature	TexTemperature	✗	
		 VRay Tex GLSL	VRayGLSL		✗	
		 VRay Tex OCIO	VRay Tex OCIO	TexOCIO	✗	
		 VRay Tex OSL	VRay Tex OSL			
		 VRay Vertex Colors	VRay Vertex Colors	TexMeshVertexColorChannel	✗	
		 VRay Water	VRay Water	TexWater	✗	
	Maya	 Bulge	Bulge	TexBulge	✓	Not supported in bump mapping
		 Checker	Checker	TexChecker	✓	Not supported in bump mapping
		 Cloth	Cloth	TexMayaCloth	✗	


























		 File	File	TexBitmap	✓	
		 Fluid Texture 2D	Maya Fluids support	TexMayaFluid TexMayaFluidCombined TexMayaFluidProcedural TexMayaFluidTransformed	✗ ✗ ✗ ✗	
		 Fractal	Fractal	TexNoise	✓	Not supported in bump mapping
		 Grid	Grid	TexGrid	✓	Not supported in bump mapping
		 Mandelbrot	Mandelbrot			
		 Mountain	Mountain	TexMayaMountain	✗	
		 Movie	Movie			
		 Noise	Noise	TexNoiseMaya	✗	
		 Ocean	Ocean	TexNoise	✓	Not supported in bump mapping
		 PSD File	PSD File			
		 Ramp	Ramp	TexRamp	✓	Not supported in bump mapping
		 Simplex Noise	Simplex Noise			
		 Water	Water	TexNoise	✓	Not supported in bump mapping
3D Textures	V-Ray	 VRay Particle Tex	VRay Particle Tex	ParticleTex	✗	
	Maya	 Brownian	Brownian	TexNoise	✓	Not supported in bump mapping
		 Cloud	Cloud	TexNoise	✓	Not supported in bump mapping
		 Crater	Crater	TexNoise	✓	Not supported in bump mapping
		 Fluid Texture 3D	Maya Fluids support	TexMayaFluid TexMayaFluidCombined TexMayaFluidProcedural TexMayaFluidTransformed	✗ ✗ ✗ ✗	
		 Granite	Granite	TexGranite	✓	Not supported in bump mapping
		 Leather	Leather	TexMayaLeather	✗	














		 Mandelbrot 3D	Mandelbrot 3D			
		 Marble	Marble	<b>TexMarble</b>	✓	Not supported in bump mapping
		 Rock	Rock	<b>TexRock</b>	✓	Not supported in bump mapping
		 Snow	Snow	<b>TexSnow</b>	✓	Not supported in bump mapping
		 Solid Fractal	Solid Fractal	<b>TexNoise</b>	✓	Not supported in bump mapping
		 Stucco	Stucco	<b>TexMayaStucco</b>	✗	
		 Volume Noise	Volume Noise	<b>TexNoiseMaya</b>	✗	
		 Wood	Wood	<b>TexWood</b>	✗	
Env Textures	V-Ray	 VRay Plugin Node Tex	VRay Plugin Node Tex		—	
		 VRay Sky	VRay Sky	<b>TexSky</b>	✗	
	Maya	 Env Ball	Env Ball			
		 Env Chrome	Env Chrome			
		 Env Cube	Env Cube			
		 Env Sky	Env Sky			
		 Env Sphere	Env Sphere			
Other Textures	V-Ray	 VRay Bercon Noise	VRay Bercon Noise	<b>TexBerconNoise</b>	✗	
		 VRay Color Correction	VRay Color Correction			
		 VRay Ptex	VRay Ptex	<b>TexPtex</b>	✗	
		 VRay Triplanar	VRay Triplanar	<b>TexTriPlanar</b>	✓	Not supported in bump mapping
	Maya	 Layered Texture	Layered Texture	<b>TexLayered</b>	✓	Not supported in bump mapping
Utility Textures	V-Ray	 VRay Curvature	VRay Curvature	<b>TexCurvature</b>	✗	
		 VRay Bump 2Glossiness	VRayBump2Glossiness			
		 VRay Distance Tex	VRay Distance Tex	<b>TexDistance</b>	✗	
		 VRay Fur Sampler	VRay Fur Sampler	<b>TexVRayFurSampler</b>	✗	
		 VRay Hair Sampler	VRay Hair Sampler	<b>TexHairSampler</b>	✗	
		 VRay Object Properties	VRay Object Properties			



Maya	 VRay Place Env Tex	VRay Place Env Tex	UVWGenEnvironment	✗	
	 VRay Switch Transform	VRay Switch Transform	TexSwitchTransform	✗	
	 VRay UVWRandomizer	VRayUVWRandomizer	UVWGenRandomizer	✓	Not supported in bump mapping
	 VRay User Color	VRay User Color	TexUserColor	✗	
	 VRay User Integer	VRay User Integer	TexUserInteger	✗	
	 VRay User Scalar	VRay User Scalar	TexUserScalar	✗	
	 Vray Multi Projection	VRayMult Projection	TexMultiProjection	✗	
	 Array Mapper	Array Mapper			
	 Axis Angle To Quat	Axis Angle to Quat			
	 Blend Colors	Blend Colors	TexBlend	✓	Not supported in bump mapping
	 Blend Two Attr	Blend Two Attributes			
	 Bump 2d	Bump 2D			
	 Bump 3d	Bump 3D			
	 Channels	Channels			
	 Choice	Choice			
	 Chooser	Chooser			
	 Clamp	Clamp	TexClamp		
	 Color Composite	Color Composite			
	 Color Condition	Color Condition			
	 Color Constant	Color Constant			
	 Color Correct	Color Correct			
	 Color Logic	Color Logic			
	 Color Mask	Color Mask			
	 Color Math	Color Math			
	 Color Profile	Color Profile			
	 Condition	Condition	TexCondition2		

 Contrast	Contrast	<b>TexMayaContrast</b>	✓	Not supported in bump mapping
 Cpv Color	Cpv Color			
 Curve Info	Curve Info			
 Distance Between	Distance Between	<b>TexDistanceBetween</b>	✗	
 Double Switch	Double Switch	<b>TexSwitch</b>	✗	
 Euler To Quat	Eular to Quat			
 Float Composite	Float Composite			
 Float Condition	Float Condition			
 Float Constant	Float Constant			
 Float Correct	Float Correct			
 Float Logic	Float Logic			
 Float Mask	Float Mask			
 Float Math	Float Math			
 Four By Four Matrix	Four by Four Matrix			
 Frame Cache	Frame Cache			
 Gamma Correct	Gamma Correct	<b>MayaGamma</b>	✓	Not supported in bump mapping
 Height Field	Height Field			
 Hsv To Rgb	HSV to RGB	<b>TexHSVToRGB</b>	✓	Not supported in bump mapping
 Light Info	Light Info -> sampleDistance	<b>TexDistanceToObject</b>	✗	
 Luminance	Luminance	<b>TexLuminance</b>	✓	Not supported in bump mapping
 Mult Double Linear	Mult Double Linear			
 Mult Matrix	Mult Matrix			
 Multiply Divide	Multiply Divide	<b>MayaMultiplyDivide</b>	✓	Not supported in bump mapping
 Particle Sampler	Particle Sampler & Bifrost	<b>TexParticleSampler</b>	✗	
 2d Placement	2D Placement	<b>UVWGenMayaPlace2d Texture</b>	✓	

 3d Placement	3D Placement	<b>UVWGenObject</b> <b>UVWGenPlanarWorld</b>	✓ Partial - no support for referenced meshes	Not supported in bump mapping
 Plus Minus Average	Plus Minus Average	<b>TexPlusMinusAverage</b>	✓	Not supported in bump mapping
 Premultiply	Premultiply			
 Projection	Projection	<b>UVWGenProjection</b>	✗	
 Quad Switch	Quad Switch	<b>TexSwitch</b>	✗	
 Quat Add	Quat Add			
 Quat Conjugate	Quat Conjugate			
 Quat Invert	Quat Invert			
 Quat Negate	Quat Negate			
 Quat Normalize	Quat Normalize			
 Quat Prod	Quat Prod			
 Quat Slerp	Quat Slerp			
 Quat Sub	Quat Sub			
 Quat To Axis Angle	Quat To Axis Angle			
 Quat To Euler	Quat to Euler			
 Remap Color	Remap Color	<b>TexRemap</b>	✓	Not supported in bump mapping
 Remap Hsv	Remap HSV	<b>TexRemap</b>	✓	Not supported in bump mapping
 Remap Value	Remap Value	<b>TexRemap</b>	✓	Not supported in bump mapping
 Reverse	Reverse	<b>TexInvert</b>	✓	Not supported in bump mapping
 Rgb To Hsv	RGB to HSV	<b>TexRGBToHSV</b>	✓	Not supported in bump mapping
 Sampler Info	Sampler Info	<b>TexVectorOp</b>	✓	Not supported in bump mapping
 Set Range	Set Range	<b>TexSetRange</b>	✓	Not supported in bump mapping
 Single Switch	Single Switch	<b>TexSwitchFLoa</b>	✗	
 Stencil	Stencil	<b>TexStencil</b>	✗	
 Surface Info	Surface Info			

 Surf. Luminance	Surf. Luminance	<b>TexSurfaceLuminance</b>		
 Triple Switch	Triple Switch	<b>TexSwitch</b>		
 Unit Conversion	Unit Conversion	<b>TexMayaConversion</b>		Not supported in bump mapping
 Uv Chooser	UV Chooser	<b>TexSwitchInt</b>		
 Vector Product	Vector Product	<b>TexVectorProduct</b>		Not supported in bump mapping
 Transpose Matrix	Transpose Matrix			
 Unpremultiply	Unpremultiply			
 Weighted Add Matrix	Weighted Add Matrix			

## Footnotes

1 – Opacity is rendered the same way a clipper is rendered - it is either transparent or opaque. Mid-opacity is not supported.