

obj Network

This page provides information on the lights, and geometry nodes and additional geometry properties.

Lights

||obj Network|| > **V-Ray** >
Light; ||V-Ray Shelf||

- Lights
- V-Ray Ambient Light
- V-Ray Direct Light
- V-Ray Dome Light
- V-Ray IES Light
- V-Ray Mesh Light
- V-Ray Omni Light
- V-Ray Rectangle Light
- V-Ray Sphere Light
- V-Ray Spot Light
- V-Ray Sun Light
- V-Ray Light Lister

Geometries

||obj Network|| > **Geometry** node > **V-Ray**

- V-Ray Aur Convert
- V-Ray Decal
- V-Ray Clipper
- V-Ray Enmesh
- V-Ray Fur
- V-Ray Object Properties
- V-Ray Plane
- V-Ray Proxy Export
- V-Ray Proxy Import
- V-Ray SphereFade Gizmo
- V-Ray ViewportTex
- V-Ray Volume Grid Cache
- V-Ray VRayScene
- V-Ray Yeti

Additional Geometry Properties

||Select object(s)|| > **V-Ray Shelf**

- Object Properties
- Hair Properties
- Displacement Properties

Materials Preview

||obj Network|| > Digital
Assets > V-Ray ShaderBall

- V-Ray Shader Ball