

# Menu Integration

This page provides information on how V-Ray integrates into the standard Cinema 4D menus.

## Overview

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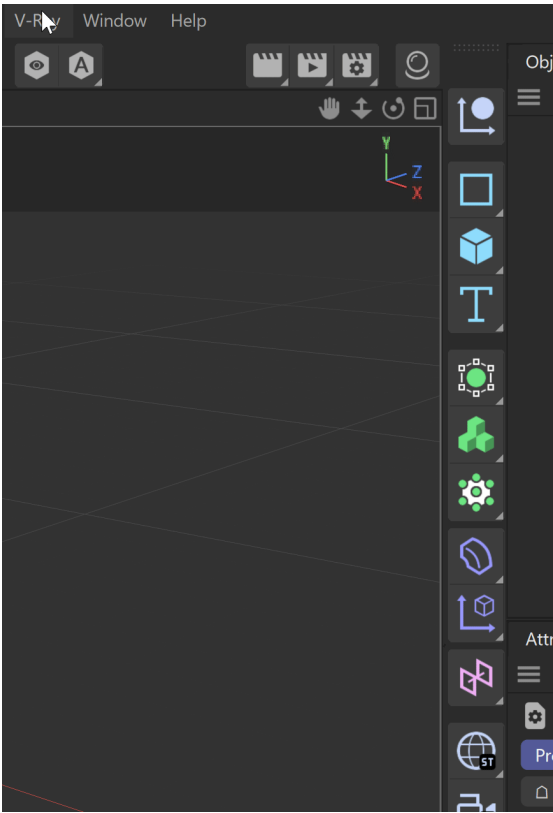
V-Ray provides a menu on its own in Cinema 4D's toolbar, where you can find some commonly used V-Ray components.

In addition, there are a number of items to the Cinema 4D menus, in particular in the **Preferences** and **Create** menus.

## V-Ray Menu

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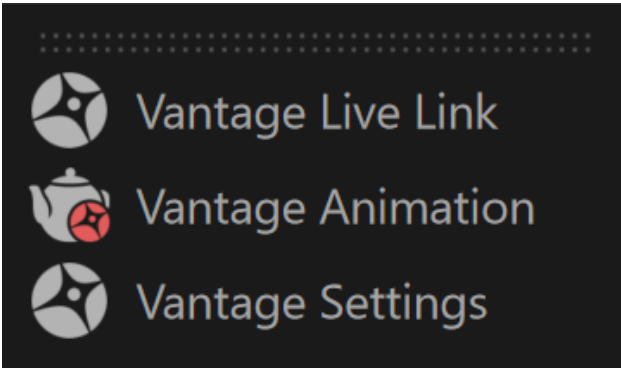
Option	Description
Start Production Render	Starts Production render in the VFB.
Start Interactive Render	Starts Interactive render in the VFB.
Submit to Chaos Cloud	Submits your current scene for render to <a href="#">Chaos Cloud</a> .
Chaos Vantage	Opens a Vantage submenu.
V-Ray VFB	Opens the <a href="#">V-Ray Frame Buffer</a> window.
Render Elements	Opens the <a href="#">Render Elements</a> window.
Cosmos Browser	Opens the <a href="#">Chaos Cosmos</a> browser.
Chaos Scatter	Adds a <a href="#">Chaos Scatter Object</a> to the scene.
Lights	Opens the <a href="#">Lights</a> submenu.
Cameras	Opens the <a href="#">Cameras</a> submenu.
Geometry	Opens the <a href="#">Geometry</a> submenu.
Volumetrics	Opens the <a href="#">Volumetrics</a> submenu.
Tools	Opens the <a href="#">Tools</a> submenu.
Help	Opens the <a href="#">Help</a> submenu.



## Chaos Vantage

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Option	Description
Vantage Live Link	Initiates and sends a link to Chaos Vantage. For more information, see <a href="#">Live Link to Chaos Vantage</a> .
Vantage Animation	Exports and sends the current animation range to Chaos Vantage.
Vantage Settings	Opens a settings window.



## Lights

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Rectangle Light	Creates a <a href="#">Rectangle Light</a> .
Sphere Light	Creates a <a href="#">Sphere light</a> .
Dome Light	Creates a <a href="#">Dome light</a> .
Mesh Light	Creates a <a href="#">Mesh Light</a> .
IES Light	Creates an <a href="#">IES light</a> .
V-Ray Sun	Creates a <a href="#">V-Ray Sun</a> .
V-Ray Sun with Sky	Creates a <a href="#">V-Ray Sun and Sky</a> system.
V-Ray Environment	Creates a <a href="#">V-Ray Environment</a> .
Legacy Lights	Opens a selection of <a href="#">legacy lights</a> .



## Cameras

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Physical Camera	Creates a <a href="#">Physical camera</a> .
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## Geometry

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V-Ray Particles	Creates a <a href="#">V-Ray Particles</a> object in the scene.
V-Ray Proxy	Creates a <a href="#">V-Ray Proxy object</a> .
V-Ray Scene	Creates a <a href="#">V-Ray Scene</a> object.
V-Ray Fur	Applies <a href="#">fur</a> properties to the selected object.
V-Ray Clipper	Makes the selected object a <a href="#">Clipper</a> .
V-Ray Decal	Creates a <a href="#">V-Ray Decal</a> object.
V-Ray Enmesh	Creates a <a href="#">V-Ray Enmesh</a> geometry.



## Volumetrics

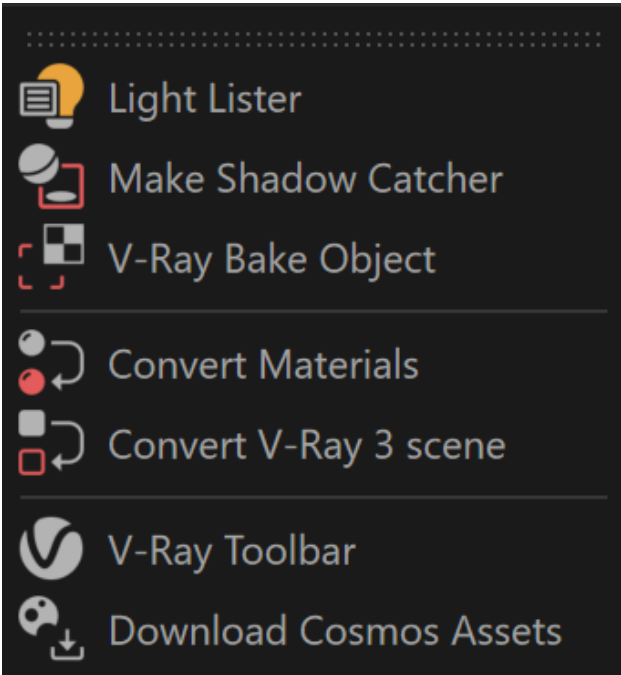
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V-Ray VolumeGrid	Creates a <a href="#">V-Ray VolumeGrid</a> .
Environment Fog	Creates an <a href="#">Environment fog</a> .
V-Ray Toon	Creates a <a href="#">V-Ray Toon</a> effect.



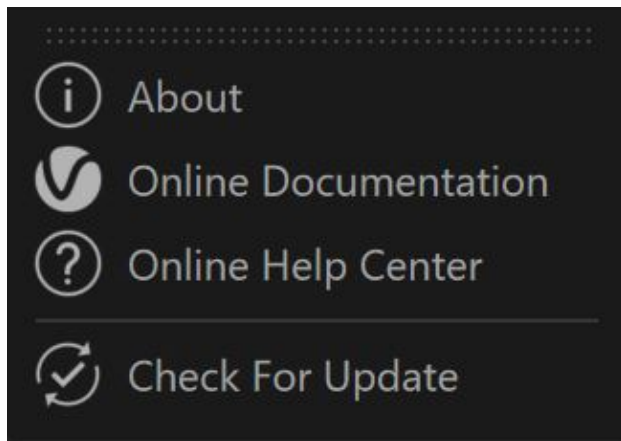
## Tools

Light Lister	Opens the <a href="#">Light Lister</a> window.
Make Shadow Catcher	Converts the selected object into a <a href="#">Shadow Catcher</a> Matte object.
V-Ray Bake Object	Exports a <a href="#">Baked texture</a> based on an object's appearance in the rendered scene.
Convert Materials	<a href="#">Converts materials</a> from one type to another.
Convert V-Ray 3 scene	Opens the <a href="#">Convert V-Ray 3 scene tool</a> .
V-Ray Toolbar	Opens the <a href="#">V-Ray Toolbar</a> palette.
Download Cosmos Assets	<a href="#">Downloads and relinks</a> missing Cosmos assets.



## Help

About	Opens an About window.
Online Documentation	Opens the V-Ray for Cinema 4D documentation in a browser.
Online Help Center	Opens the Chaos Help center in a browser.
Check for Update	Checks if a newer V-Ray version is available for download.



## About window

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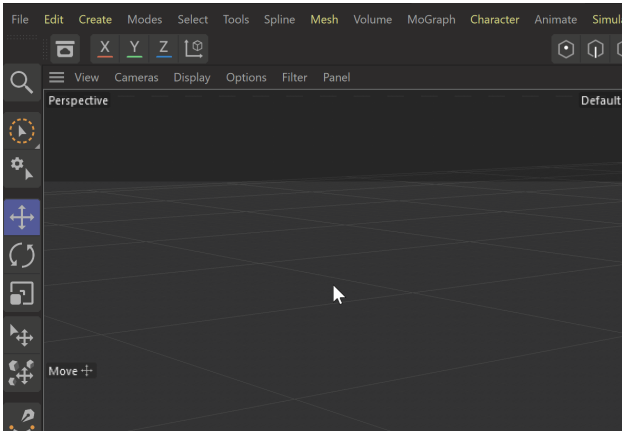
The About window contains information about the current V-Ray version installed, copyright notice and information if this is the latest released version or if there is a newer update available for download.



## Other Paths

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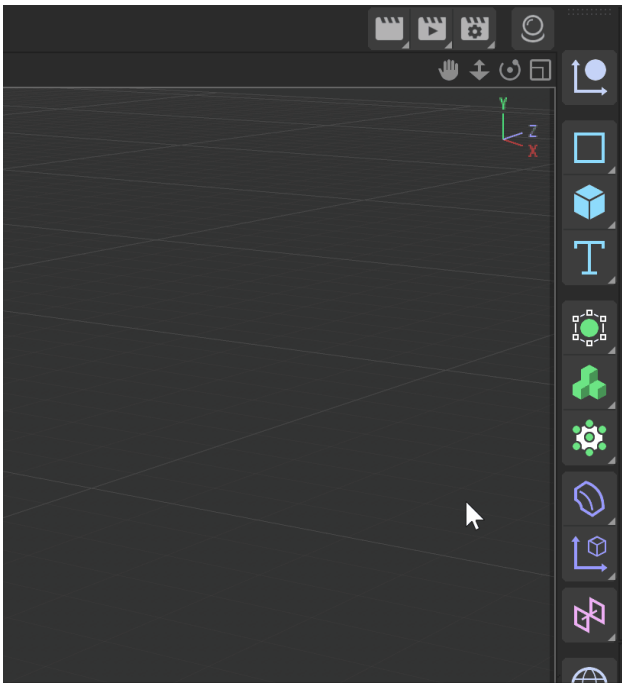
**Edit > Preferences > Renderer > V-Ray**



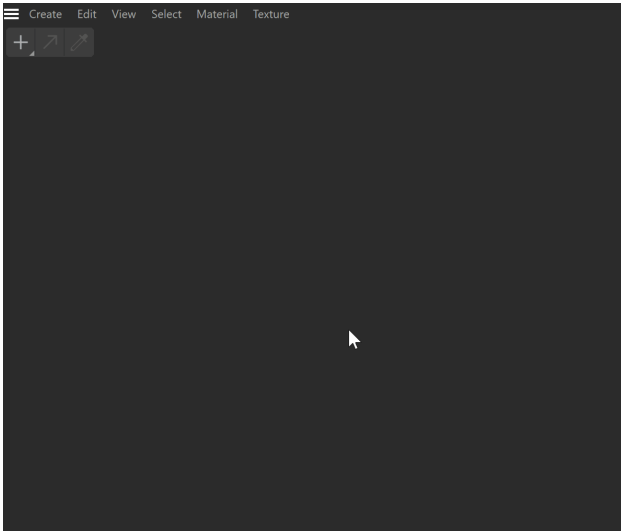
See more information on the [Preferences V-Ray Menu](#) page.

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||Material Manager|| > **V-Ray** (when [Separate menu for V-Ray materials](#) is enabled)



||Material Manager|| > **Create > V-Ray** (when [Separate menu for V-Ray materials](#) is disabled)



## V-Ray Output Console

You can access the V-Ray log from **Extensions > Console > V-Ray**

