

Getting Started with Commands

This page provides some basic examples of command line options to get you started with V-Ray Standalone.

Overview

When V-Ray Standalone is started, there are two usage options:

```
vray -server,
```

or

```
vray <option> <option>,
```

where option (case-sensitive) is one of the following: [] means optional string, {} means the string can be repeated zero or more times.

For full list of commands, please visit the [V-Ray Standalone Command Line Options](#) page.

Examples

Render a scene

In this example an input .vrscene file path is specified and an output image file is specified. If you want to save the output render in a specific location, use the full path for -imgFile, otherwise it is saved to the scene location.

```
vray -sceneFile="D:\Scenes\owl.vrscene" -imgFile="Owl_Render.png"
```

Set frame width/height:

```
vray -sceneFile="D:\Scenes\owl.vrscene" -imgFile="Owl_Render.png" -imgWidth=500 -imgHeight=500
```

Set camera for vrscenes with multiple cameras. The name should correspond to the camera settings scene_name parameter:

```
vray -sceneFile="D:\Scenes\owl.vrscene" -camera="VRayCam001"
```

```
vray -sceneFile="D:\Scenes\owl.vrscene" -camera="VRayCam003"
```

```
vray -sceneFile="D:\Scenes\owl.vrscene" -camera="PhysCamera004"
```

Specify a render region:

```
vray -sceneFile="D:\Scenes\owl.vrscene" -region=113;86;329;309
```

Specify animation frames:

```
vray -sceneFile="D:\Scenes\owl.vrscene" -imgFile="Owl_Render.png" -frames=1;3;7
```

Alternatively, you can also set animation frames to be rendered in ranges:

```
vray -sceneFile="D:\Scenes\owl.vrscene" -imgFile="Owl_Render.png" -frames=1-7 -frames=10-15
```

Select rendering device - CPU as RT engine:

```
vray -sceneFile="D:\Scenes\owl.vrscene" -rtEngine=1
```

Select rendering device - CUDA:

```
vray -sceneFile="D:\Scenes\owl.vrscene" -rtEngine=5
```

Select rendering device - RTX:

Remapping a scene path location:

```
vray -sceneFile="D:\Scenes\owl.vrscene" remapPath ="D:\Scenes\Assets\"="D:\Scenes\New\Assets\"
```

Include vrscene files exported as separate files:

```
vray -sceneFile="D:\Scenes\owl.vrscene" -include="D:\Scenes\owl_geometry.vrscene" -include="D:\Scenes\owl_lights.vrscene"
```

Override Secondary GI Engine to Brute Force using PluginType::parameterName format:

```
vray -sceneFile="D:\Scenes\owl.vrscene" -parameterOverride=SettingsGI::secondary_engine=2
```

Delete resumable rendering file after successful render

```
vray -sceneFile="D:\Scenes\owl.vrscene" -imgFile="Owl_Render.png" -resume=1 -deleteResumableFileOnSuccess=1
```