

Revit

This page provides information about the supported .vrscene features exported from V-Ray for Revit.

Chaos Vantage has better support for .vrscene files exported from **V-Ray Next** and later. It is recommend to use the latest officially released **V-Ray** version.

Lights

Native name	V-Ray plugin name	Support
POINT		
Spherical	LightSphere	✓
Hemispherical	LightRectangle	✗
Spot	LightSpotMax	✓
IES	LightIESMax	✓
LINE		
Spherical	LightRectangle	✓
Hemispherical	LightRectangle	✓
Spot	LightRectangle	✓
IES	LightIESMax	✓
RECTANGLE		
Spherical	LightRectangle	✓
Hemispherical	LightRectangle	✓
Spot	LightSpotMax	✓
IES	LightIESMax	✓
CIRCLE		
Spherical	LightRectangle	✓
Hemispherical	LightRectangle	✓
Spot	LightSpotMax	✓
IES	LightIESMax	✓

Camera

UI	Native name	V-Ray plugin name	Support
	V-Ray Camera	CameraPhysical	
	Mode:		
	Standard	SettingsCamera/type=0	✓
	VR Spherical Panorama	SettingsCamera/type=9	✗
	VR Cubemap	SettingsCamera/type=10	✗
	Stereo:	RenderView/stereo_on	✗
	Side-by-side		✗
	Top-bottom		✗

V-Ray Camera ? X

Mode ⓘ Standard ▾

Exposure Settings

Exposure (EV)
☐ Auto → Sunshine 14,00 ▴ ▾

White Balance
☐ Auto → Average Daylight 6500 ▴ ▾

▼ **Effects**

Focus Source ⓘ Fixed Distance ▾

Focus Distance 3500' 0" ▴ ▾

Defocus 0,00 ▴ ▾

Vignetting 0,00 ▴ ▾

Exposure (EV)	combination of ISO, f_number, shutter_speed	✓
Exposure (EV) Auto	SettingsCamera /auto_exposure	✗
White Balance	white_balance	✓
White Balance Auto	SettingsCamera /auto_white_balance	✗
Focus Source:		
Fixed Distance	–	–
Fixed Point	–	–
Focus Distance	focus_distance	✓
Defocus	combination of ISO, f_number	✓
Vignetting	vignetting	✗

Geometry

Native Name	V-Ray Plugin Name	Support
V-Ray Decal		
V-Ray Displacement	GeomDisplacedMesh	✓
V-Ray Fur	GeomHair	✓
V-Ray Proxy	GeomMeshFile	✓
V-Ray Scene	VRayScene	✗
V-Ray Scatter		

Materials

Native Name	V-Ray Plugin Name	Support
Blend	BRDFLayered	- Base material - Layer materials
Bump	BRDFBump	- Bump - Map

Car Paint	BRDFCarPaint	• Base color • Base reflection • Base glossiness • Coat color • Coat strength • Coat glossiness
Emissive	BRDFLight	✓
Generic	BRDFVRayMtl	✓
Hair	BRDFHair3	✗
Outline Override	MtlToon	✗
Override	MtlOverride	✗
PBR	BRDFVRayMtl	✓
Subsurface Scattering	BRDFSSS2Complex	Scatter Color is not supported
Two Sided	Mtl2Sided	• Front Material • Back Material • Translucency
VRscan	BRDFScanned	✗
Wrapper	MtlWrapper	✗

The table below lists the AutoGen materials (native Revit materials automatically converted to V-Ray ones).

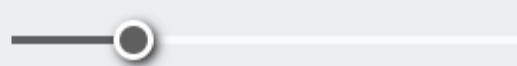
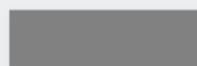
Native Name	V-Ray Plugin Name	Support
Layered	BRDFLayered	✗
Glazing	BRDFVRayMtl	✓
Metal	BRDFVRayMtl	✓
Opaque	BRDFVRayMtl	✓
Transparent	BRDFVRayMtl	✓

VRayMtl

UI

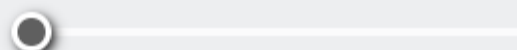
▼ **Diffuse**

Color



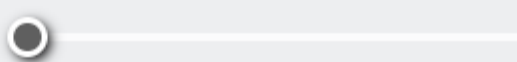
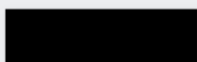
Diffuse Roughness

0



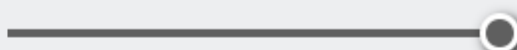
▼ **Reflection**

Reflection Color



Reflection Glossiness

1



Fresnel



Reflection IOR

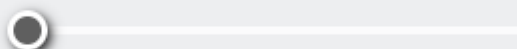


50



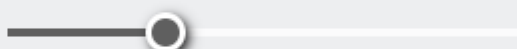
Metalness

0



GGX Tail Falloff

2



Surface Control

Use Glossiness

BRDF

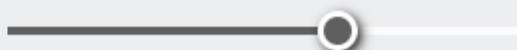
Microfacet GTR (GGX)

Back Side Reflect



Max Depth

5



Affect Channels

Color Only

Trace Reflections



▼ **Anisotropy**

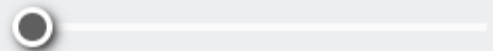
Anisotropy (-1 to 1)

0



Rotation

0



Derivation

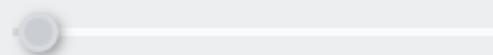
Local Axis

Local Axis

Z

Map Channel/Set

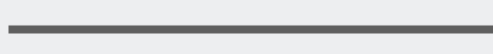
1



▼ **Dim Distance**

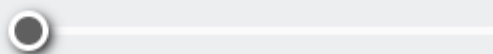
Distance

100



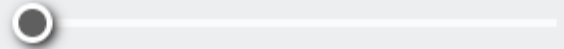
Dim Falloff

0



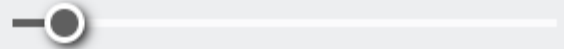
▼ Refraction

Refraction Color



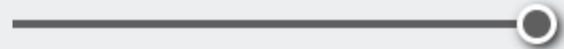
IOR

1.6



Refraction Glossiness

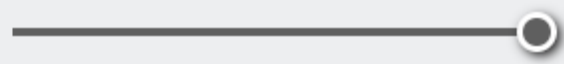
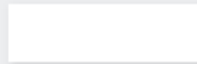
1



Thin-Walled

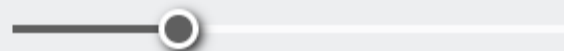


Fog Color



Depth (cm)

1



Translucency

None

Affect Shadows

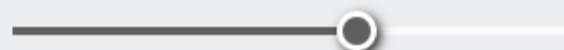


Fog Units Scaling



Max Depth

5



Affect Channels

Color Only

Trace Refractions



Translucency set to None

Fog Color

Depth (cm)

1

Translucency

Volumetric

Scatter Color

SSS Amount

1

Translucency set to Volumetric

Scatter Radius

Scale (cm)

1

Translucency

SSS

SSS Color

SSS Amount

1

Translucency set to SSS

▼ Dispersion

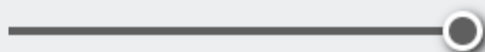
Abbe

50

▼ Fog Scattering

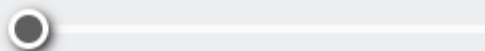
Type Hybrid

Back-side Color



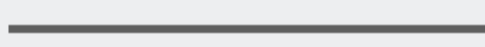
Scatter Coeff

0



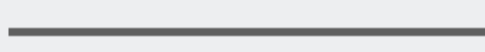
Fwd/back Coeff

1



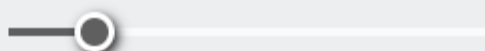
Thickness

1000



Light Multiplier

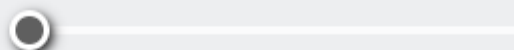
1



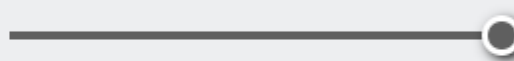
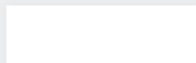
▼ Coat

Coat Amount

0

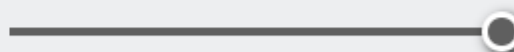


Coat Color



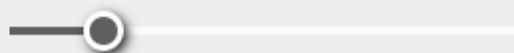
Coat Glossiness

1



Coat IOR

1.6



▼ Coat Bump

Mode / Map

Bump Map

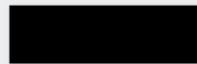
Amount

1



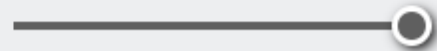
▼ **Sheen**

Sheen Color



Sheen Glossiness

0.8

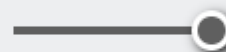


▼ **Thin Film**

Thickness Map

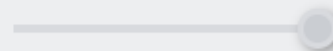
Thickness Min (nm)

250



Thickness Max (nm)

400



IOR

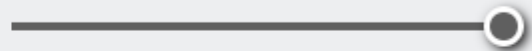
1.6



▼ **Opacity**

Opacity

1



Custom Source



Diffuse Texture Alpha

Mode

Stochastic

▼ **Bump**

Mode / Map

Bump Map

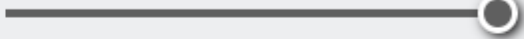
Amount

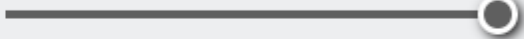
1

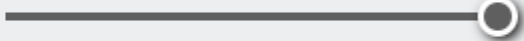


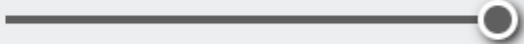
▼ Multipliers

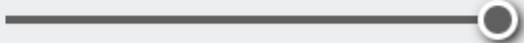
Mode **Multiply**

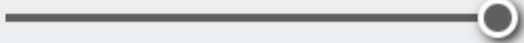
Color **1** 

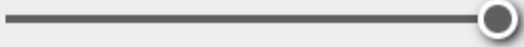
Reflection Color **1** 

Reflection Glossiness **1** 

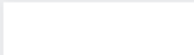
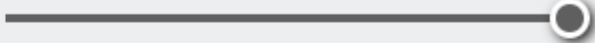
Refraction Color **1** 

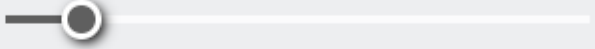
IOR **1** 

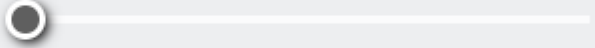
Refraction Glossiness **1** 

Opacity **1** 

▼ Emissive

Color  

Intensity **1** 

Transparency  

Emit On Back Side ☒

Compensate EV ☒

Color * Opacity ☒

? Unknown Attachment

Generic



Base **None**

▼ Bump

Mode / Map **Bump Map**

Amount **1**

Delta Scale **1**

Can be Overridden ☒

Maps

UI	Native name	V-Ray Plugin Name	Support	Note
Bitmap	Bitmap	TexBitmap	✓	
Color	Color	TexAColor	✓	Not supported in bump mapping
Temperature	Temperature	TexTemperature	✗	Not supported in bump mapping
UVW Placement	UVW Placement			

 Gradient	Gradient	TexRamp	✓	Not supported in bump mapping
 Color Correction	Color Correction	ColorCorrection	✓	Not supported in bump mapping
 Spline Curve	Spline Curve	TexRemap	✓	Not supported in bump mapping
 Bezier Curve	Bezier Curve	TexBezierCurveColor	✓	Not supported in bump mapping
 Simple Mix	Simple Mix	TexCombineColor	✓	Not supported in bump mapping
 Mix (Value)	Mix (Value)	TexBlend	✓	Not supported in bump mapping
 Mix (Operator)	Mix (Operator)	TexCompMax	✓	Not supported in bump mapping
 Mix (Map)	Mix (Map)	TexMix	✓	Not supported in bump mapping
 Multi-Sub	Multi-Sub	TexMulti	✓	Not supported in bump mapping
 Tri-Planar	Tri-Planar	TexTriPlanar	✓	Not supported in bump mapping
 Checker	Checker	TexChecker	✓	Not supported in bump mapping
 Grid	Grid	TexGrid	✓	Not supported in bump mapping
 Tiles	Tiles	TexTiles	✓	Not supported in bump mapping
 Cloth	Cloth	TexCloth	✓	Not supported in bump mapping
 Leather	Leather	TexLeather	✓	Not supported in bump mapping
 Bulge	Bulge	TexBulge	✓	Not supported in bump mapping
 UVW	UVW	TexUVW	✓	
 Water	Water	TexWater	✗	Not supported in bump mapping
 Noise A	Noise A	TexNoise	✓	Not supported in bump mapping
 Noise B	Noise B	TexNoiseMax	✓	Not supported in bump mapping
 Cellular	Cellular	TexCellular	✓	Not supported in bump mapping
 Marble	Marble	TexMarble	✓	Not supported in bump mapping
 Splat	Splat	TexSplat	✓	Not supported in bump mapping
 Smoke	Smoke	TexSmoke	✓	Not supported in bump mapping

 Stucco	Stucco	TexStucco	✓	Not supported in bump mapping
 Rock	Rock	TexRock	✓	Not supported in bump mapping
 Granite	Granite	TexGranite	✓	Not supported in bump mapping
 Speckle	Speckle	TexSpeckle	✓	Not supported in bump mapping
 Edges	Edges	TexEdges	Partial	'Color' parameters only Not supported in bump mapping
 Falloff	Falloff	TexFalloff	✓	Not supported in bump mapping
 Fresnel	Fresnel	TexFresnel	✓	Not supported in bump mapping
 Curvature	Curvature	TexCurvature	✗	Not supported in bump mapping
 Dirt	Dirt	TexDirt	✗	Not supported in bump mapping

Geometry

Revit	Support
Revit families replaced with .vrmesh	✓
Native Revit RPCs will render as grey planes	✗
Revit families replaced with a .vrscene	✗
Infinite Ground Plane	✗
Fur	✗
Displacement	✗

Environment

Native name	V-Ray plugin name	Support
Environment Fog		✓