

V-Ray Menu

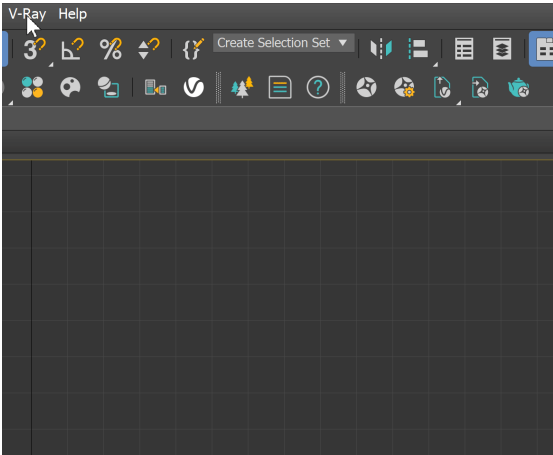
This page provides information on the V-Ray menu integrated in 3ds Max interface.

Overview

V-Ray includes a menu with easy shortcuts to some of the most commonly used V-Ray components. The menu can be accessed in the 3ds Max menu bar.

The menu consists of several different submenu's:

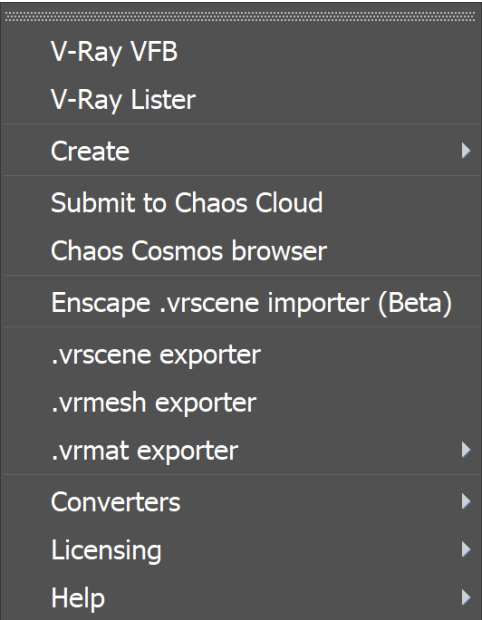
- V-Ray VFB
- Create
- V-Ray Lister
- Submit to Chaos Cloud
- Chaos Cosmos browser
- Enscape .vrscene importer
- .vrscene exporter
- .vrmesh exporter
- .vrmat exporter
- Converter
- Licensing
- Help



V-Ray Menu

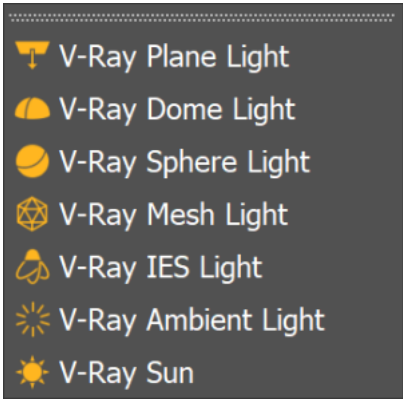
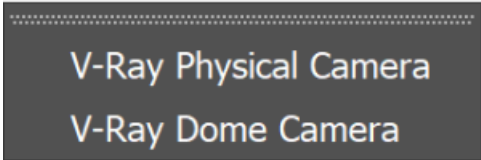
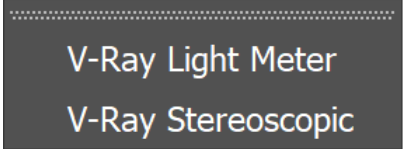
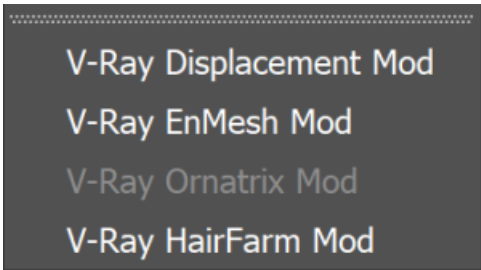
| Menu | Description |
|---------------------------|--|
| V-Ray VFB | Opens the V-Ray Frame Buffer . |
| Create | Opens the Create submenu, where you can create geometry, lights, cameras, helpers, modifiers, and materials. |
| V-Ray Lister | Opens the V-Ray Lister , where you can manage all lights and cameras in the scene. |
| Submit to Chaos Cloud | Opens the Submit to Chaos Cloud rendering window, where you can submit your job and render it in Chaos Cloud Rendering. |
| Chaos Cosmos browser | Opens the Chaos Cosmos Browser , where you can find various assets ready for use. |
| Enscape .vrscene importer | Opens the Enscape .vrscene importer , where you can import geometry, shading, lights, and cameras in your 3ds Max scene from .vrscene files exported by Enscape. |

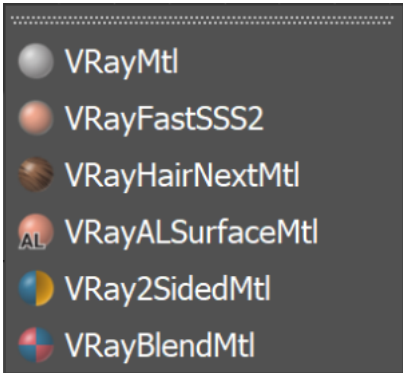
| | |
|-------------------|---|
| .vrscene exporter | Opens the V-Ray Scene Exporter standalone tool. |
| .vrmesh exporter | Opens the VRay mesh export window. |
| .vrmat exporter | Opens the VRmat Exporter submenu. |
| Converters | Opens the V-Ray converter tools submenu. |
| Licensing | Opens the Licensing submenu. |
| Help | Opens the Help submenu. |

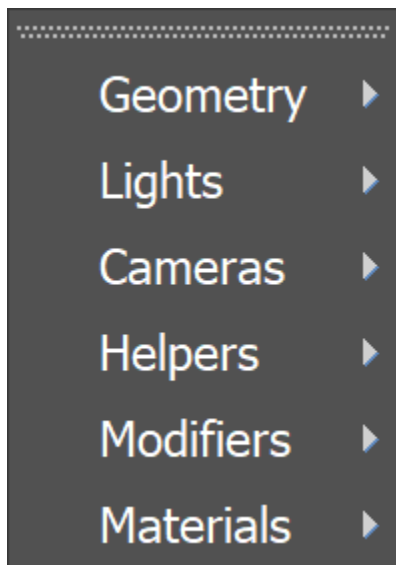


Create Submenu

| Menu | Description | Submenu |
|--------------|---|---------|
| Geomet ry | Opens a geometry submenu where you can create: <ul style="list-style-type: none">– V-Ray Proxy– V-Ray Decal– V-Ray Fur– V-Ray Metaball– V-Ray Sphere– V-Ray Clipper– V-Ray Instancer– V-Ray Plane– V-Ray VolumeGrid | |

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|-----------|--|---|
| Lights | <p>Opens a lights submenu where you can create:</p> <ul style="list-style-type: none"> – V-Ray Plane Light – V-Ray Dome Light – V-Ray Sphere Light – V-Ray Mesh Light – V-Ray IES Light – V-Ray Ambient Light – V-Ray Sun |  |
| Cameras | <p>Opens a cameras submenu where you can create:</p> <ul style="list-style-type: none"> – V-Ray Physical Camera – V-Ray Dome Camera |  |
| Helpers | <p>Opens a helpers submenu where you can create:</p> <ul style="list-style-type: none"> – V-Ray Light Meter – V-Ray Stereoscopic |  |
| Modifiers | <p>Opens a modifiers submenu where you can apply:</p> <ul style="list-style-type: none"> – V-Ray Displacement Mod – V-Ray Enmesh Mod – V-Ray Ormatrix Mod – V-Ray HairFarm Mod |  |

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| Materials | <p>Opens a modifiers submenu where you can create:</p> <ul style="list-style-type: none"> – VRayMtl – VRayFastSSS2 – VRayHairNextMtl – VRayALSurfaceMtl – VRay2SidedMtl – VRayBlendMtl |  |
|-----------|--|---|



.vrmat exporter Submenu

| Menu | Description |
|--------------------------------|--|
| Material from selected objects | <p>Exports materials from selected objects to:</p> <ul style="list-style-type: none"> – to a single .vrmat file – Opens a browser for saving a single file; name and location are required. – to separate .vrmat files – Opens a browser for saving multiple files; folder selection is required. The separate files inherit the original material names from 3ds Max. |
| All scene materials | <p>Exports all materials from the scene:</p> <ul style="list-style-type: none"> – to a single .vrmat file – Opens a browser for saving a single file; name and location are required. – to separate .vrmat files – Opens a browser for saving multiple files; folder selection is required. The separate files inherit the original material names from 3ds Max. |
| Pick from Material Editor | <p>Opens the Material Editor for picking a material and then opens a browser for saving a single file; name and location are required.</p> |

Materials from selected objects ▶

All scene materials ▶

Pick from Material Editor

Converters Submenu

| Menu | Description |
|--------------------------------------|--|
| V-Ray scene converter | Opens the V-Ray scene converter tool. |
| V-Ray Bitmap to VRayBitmap converter | Opens the V-Ray Bitmap to VRayBitmap converter tool. |

V-Ray scene converter

V-Ray Bitmap to VRayBitmap converter

Licensing Submenu

| Menu | Description |
|-----------------------------|---|
| Set local license settings | Opens a window where you can change your Chaos License Server settings. |
| Manage Chaos License Server | Opens Chaos License Server . |

Set local license settings

Manage Chaos License Server

Help Submenu

| Menu | Description |
|--------------------------|--|
| Get started with V-Ray | Opens V-Ray for 3ds Max online learning resources such as tutorials and webinars. |
| Help docs | Opens the V-Ray for 3ds Max online documentation. |
| Submit a support request | Opens Chaos Help Center , where you can submit a request to Chaos Support team. |
| Chaos Forum | Opens Chaos Forum . |
| 3ds Max integration | Opens 3ds Max integration submenu with the following options: <ul style="list-style-type: none">– Register V-Ray menus - Registers the V-Ray menus, it's equivalent to the registerVRayMenus() MaxScript command.– Set default MAX V-Ray UI |

Get started with V-Ray

Help docs

Submit a support request

Chaos Forum

3ds Max integration

