V-Ray Tools

Pages in this section provide information about additional standalone tools included as part of the V-Ray installation.

Overview

No matter what software application in which V-Ray is used in, a number of standalone tools to assist in the rendering process are included. These programs do not require the V-Ray host application (e.g. 3ds Max, Maya, etc) to be running at the same time and can be run from a common prompt (or terminal window), but many include a shortcut within your OS to make them easier to access.

Rendering Tools and Utilities

Contains tools that can be used after rendering with V-Ray. They include the Denoiser Tool to remove noise in renders and the VRImg to OpenEXR Converter for converting *.vrimg* files.

GI Tools and Utilities

Contains tools related to Global Illumination. They include the Irradiance Map Viewer , which allows you to see where GI samples were taken from during rendering.

Camera Tools and Utilities

Contains tools related to the V-Ray camera and lens. The Lens analysis tool is used for working with V-Ray lens files and camera distortion effects. The Lens Effects Filter Generator helps create high dynamic page (HDR) filter kernals for lens effects.

Texture Tools and Utilities

Includes tools for creating textures. The Image to Tiled Multiresolution EXR Converter tool can create multi-resolution tiled .exrs to be used with V-Ray.

Geometry Tools and Utilities

Includes tools used with mesh objects. The OBJ GEO PLY to .vrmesh converter tool can easily create lightweight V-Ray proxy files from high-detail meshes. The standalone V-Ray mesh viewer can make it easy to preview static or animated V-Ray Mesh and alembic files.

Misc

Includes miscellaneous tools that are not packed with the V-Ray installation.