Make Shadow Catcher

This page provides information about the Make Shadow Catcher Tool.

Overview

The V-Ray Shadow Catcher is a Matte object, that is not directly visible in the scene but shows the received shadows. This tool is ideal for achieving a photorealistic render by compositing a 3D object with a shadow on top of the environment map or the backdrop.

The Make Shadow Catcher tool creates a VRayObjectProperties tag with a matte preset. Select the object that will be a shadow catcher in your scene and then select the Make Shadow Catcher tool to add such properties.

If you want to manually create a Shadow Catcher object, see the How to Use Matte Objects tutorial.

UI Path: **V-Ray** menu > **Tools** > **Make Shadow Catcher**
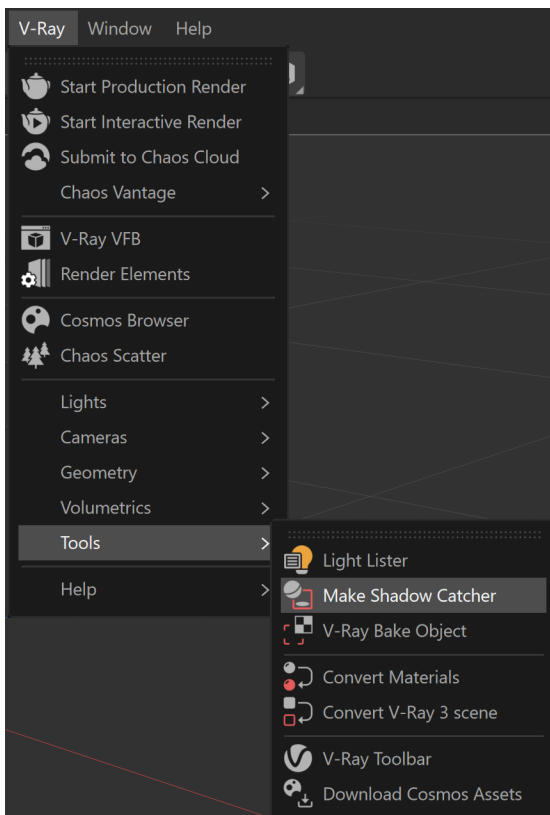
Example: Make Shadow Catcher

This example shows how making the ground Plane into a Shadow Catcher changes the look of the scene.

Without shadow

With shadow