

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 ? × 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	GeomDecal	✓
V-Ray Displacement	GeomDisplacedMesh	✓
V-Ray Fur	GeomHair	✓
V-Ray Proxy	GeomMeshFile	✓
V-Ray Scene	VRayScene	✓
V-Ray Scatter	Instancer	✓

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	BRDFS2Complex	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	Native name	V-Ray plugin Name (plugin/parameter)	Support
	Generic	BRDFVRayMtl	
▼ Diffuse Color Diffuse Roughness 0	Diffuse Color	diffuse	✓
	Diffuse Color Texture	diffuse	✓
	Diffuse Roughness	roughness	✗
	Diffuse Roughness Texture	roughness	✗
	Reflection Color	reflect	✓
	Reflection Color Texture	reflect	✓
	Reflection Glossiness	reflect_glossiness	✓

▼

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

Reflection Glossiness Texture	reflect_glossiness	✓
Fresnel	fresnel	✓
Reflection IOR	fresnel_ior	✓
Reflection IOR Texture	fresnel_ior	✓
Metalness	metalness	✓
Metalness Texture	metalness	✓
GGX Tail Falloff	gtr_gamma	✗
Surface Control:		
Use Glossiness	option_use_roughness=0	✓
Use Roughness	option_use_roughness=1	✓
BRDF Type:		
Phong	brdf_type=0	✓
Blinn	brdf_type=1	✓
Ward	brdf_type=2	✓
Microfacet GTR (GGX)	brdf_type=4	✓
Back Side Reflect	option_reflect_on_back	✓
Max Depth	reflect_depth	✗
Affect Channels:		
Color only	reflect_affect_alpha=0	✗
Color+alpha	reflect_affect_alpha=1	✗
All Channels	reflect_affect_alpha=2	✗
Trace Reflections	reflect_trace	✗
Anisotropy(-1 to 1)	anisotropy	✗
Anisotropy Texture	anisotropy	✗
Rotation	anisotropy_rotation	✗
Rotation Texture	anisotropy_rotation	✗
Derivation:		
Local axis	anisotropy_derivation=0	✗
Map channel	anisotropy_derivation=1	✗
Local Axis:		
X	anisotropy_axis=0	✗
Y	anisotropy_axis=1	✗
Z	anisotropy_axis=2	✗
Map Channel/Set	anisotropy_uvwgen	
Dim Distance enabled	reflect_dim_distance_on	✗
Dim Distance	reflect_dim_distance	✗
Dim Falloff	reflect_dim_distance_falloff	✗
Refraction Color	refract	✓
Refraction Color Texture	refract	✓
IOR	refract_ior	✓

▼ 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

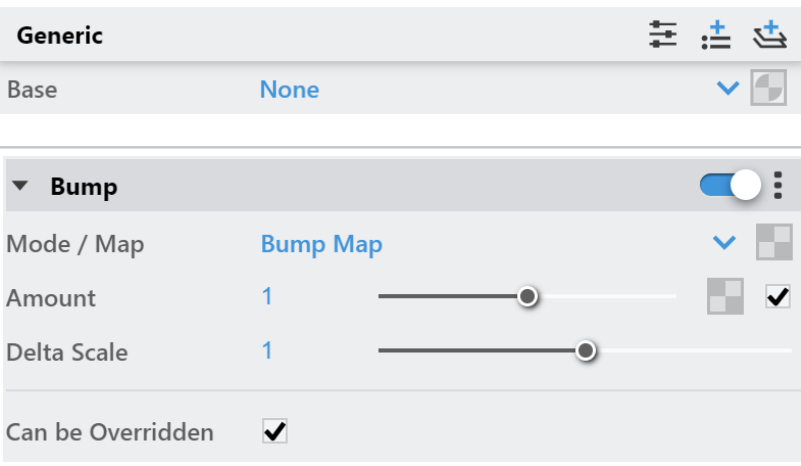
Abbe

50

IOR Texture	refract_ior	✓
Refraction Glossiness	refract_glossiness	✓
Refraction Glossiness Texture	refract_glossiness	✓
Thin-Walled	refract_thin_walled	✓
Fog Color	fog_color	✓
Fog Color Texture	fog_color	✗
Depth (cm / Scale (cm)	fog_mult	✓
Translucency:		
None	translucency=0	✗
Volumetric	translucency=5	✗
SSS	translucency=6	✗
Scatter Color / SSS Color	translucency_color	✗
Scatter Color Texture / SSS Color Texture	translucency_color	✗
SSS Amount	translucency_amount	✗
SSS Amount Texture	translucency_amount	✗
Affect Shadows	refract_affect_shadows	✓
Fog Units Scaling	fog_unit_scale_on	✗
Max depth	refract_depth	✗
Affect Channels:		
Color only	refract_affect_alpha=0	✗
Color+alpha	refract_affect_alpha=1	✗
All Channels	refract_affect_alpha=2	✗
Trace Refractions	refract_trace	✗
Dispersion	dispersion_on	✗
Abbe	dispersion	✗
Fog Scattering	translucency	✗

▼ 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 ✓		
Type:		
Hard (wax) model	translucency=1	✗
Hybrid	translucency=3	✗
Back-side Color	translucency_color	✗
Scatter Coeff	translucency_scatter_coeff	✗
Thickness	translucency_thickness	✗
Light Multiplier	translucency_light_mult	✗
Back-side Color	translucency_color	✗
Back-side Color Texture	translucency_color	✗
Scatter Coeff	translucency_scatter_coeff	✗
Fwd/back Coeff	translucency_scatter_dir	✗
Thickness	translucency_thickness	✗
Light Multiplier	translucency_light_mult	✗
Coat Amount	coat_amount	✓
Coat Amount Texture	coat_amount	✓
Coat Color	coat_color	✓
Coat Color Texture	coat_color	✓
Coat Glossiness	coat_glossiness	✓
Coat Glossiness Texture	coat_glossiness	✓
Coat IOR	coat_ior	✓
Coat IOR Texture	coat_ior	✓
Coat Bump Enabled	coat_bump_lock	✓
Coat Bump Mode:		
Bump Map	coat_bump_type=0	✗
Bump Texture Channel	coat_bump_type=5	✗
Normal Map	coat_bump_type=1	✗
Coat Bump Map Texture	coat_bump_map	✗
Coat Bump Amount	coat_bump_amount	✗
Coat Bump Amount Texture	coat_bump_amount	✗
Sheen Color	sheen_color	✗
Sheen Color Texture	sheen_color	✗
Sheen Glossiness	sheen_glossiness	✗
Sheen Glossiness Texture	sheen_glossiness	✗
Thin Film		
Thickness Map		
Thickness Min (nm)		
Thickness Max (nm)		
IOR		

▼ Opacity Opacity 1 ☒ Custom Source ☐ Diffuse Texture Alpha ▼ Mode Stochastic ▼	Opacity	opacity	✗
	Opacity Texture	opacity	✓ ¹
	Custom Source:		
	Diffuse Texture Alpha	opacity/TextureCombineFloat	✓
	Opacity Texture Alpha	opacity/TextureCombineColor/mode=3	✗
	Mode:		
▼ Bump Mode / Map Bump Map ▼ Amount 1 ☒	Normal	opacity_mode=0	✗
	Clip	opacity_mode=1	✓ ¹
	Stochastic	opacity_mode=2	✗
	Bump Mode:		
	Bump Map	bump_type=0	✓
	Normal Map	bump_type=1	✓
▼ Multipliers Mode Multiply ▼ Color 1 ☒ Reflection Color 1 ☒ Reflection Glossiness 1 ☒ Refraction Color 1 ☒ IOR 1 ☒ Refraction Glossiness 1 ☒ Opacity 1 ☒	Bump Map Texture	bump_map	✓
	Bump Amount	bump_amount	✓
	Bump Amount Texture	bump_amount	✗
	Mode:		
	Multiply	TextureCombineColor/color	✓
	Blend amount	TextureCombineColor/texture_multiplier	✓
▼ Emissive Color ☒ Intensity 1 ☒ Transparency ☒ Emit On Back Side ☒ Compensate EV ☒ Color * Opacity ☒	Color	diffuse/TextureCombineColor/texture_multiplier	✓
	Reflection Color	reflect/TextureCombineColor/texture_multiplier	✓
	Reflection Glossiness	reflect_glossiness/TextureCombineColor/texture_multiplier	✓
	Refraction Color	refract/TextureCombineColor/texture_multiplier	✓
	IOR	refract_ior/TextureCombineColor/texture_multiplier	✓
	Refraction Glossiness	refract_glossiness/TextureCombineColor/texture_multiplier	✗
▼ Emissive Color ☒ Intensity 1 ☒ Transparency ☒ Emit On Back Side ☒ Compensate EV ☒ Color * Opacity ☒	Opacity	opacity/TextureCombineColor/texture_multiplier	✗
	Emissive	BRDFLight	
	Color	color	✓
	Color Texture	color	✓
	Intensity	colorMultiplier	✓
	Intensity Texture	colorMultiplier	✓
▼ Emissive Color ☒ Intensity 1 ☒ Transparency ☒ Emit On Back Side ☒ Compensate EV ☒ Color * Opacity ☒	Transparency	transparency	✗
	Transparency Texture	transparency	✗
	Emit On Back Side	doubleSided	✗
	Compensate EV	compensateExposure	✗
	Color*Opacity	multiplyByOpacity	✗

	Mode:		
	Multiply	TexCombineColor/color	✓
	Blend amount	TexCombineColor/textur e_multiplier	✓
	Color	TexCombineColor	✓
	Intensity	TexCombineColor	✓
	Transparency	TexCombineColor	✗
	Bump	BRDFBump	
 Generic Base: None Bump Mode / Map: Bump Map Amount: 1 Delta Scale: 1 Can be Overridden: ☒	Base	base_brdf	✓
	Map:	bump_tex_color	✓
	Bump Map	map_type=0	✓
	Bump Texture Channel	map_type=5	✓
	Normal Map	map_type=1	✗
	Normal Map Type:		
	Tangent Space	map_type=1	✗
	Object Space	map_type=2	✗
	Screen Space	map_type=3	✗
	World Space	map_type=4	✗
	Amount	bump_tex_mult_tex	✗
	Delta Scale	bump_delta_scale	✗

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		✓