

# V-Ray Toolbar

This page provides information on the V-Ray Toolbar.

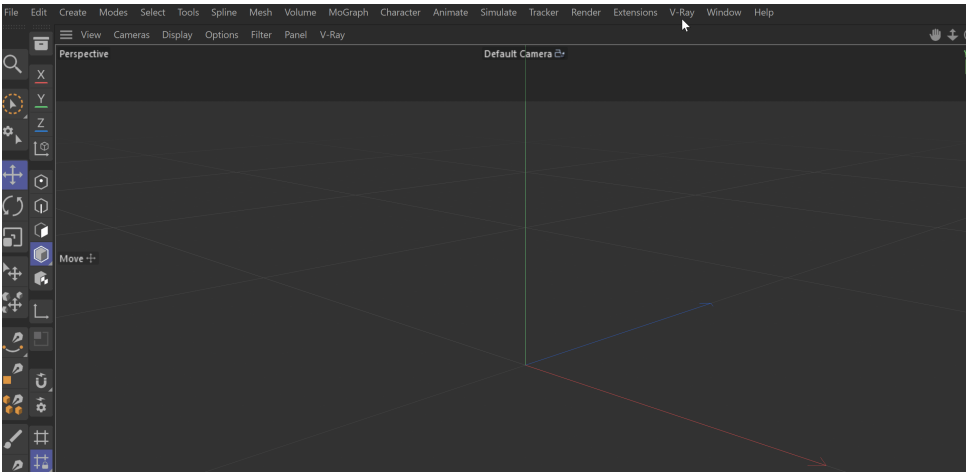
## Overview

This tool provides a palette with shortcuts to some of the most commonly used V-Ray components.



## UI Path








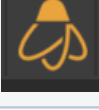
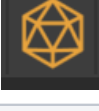
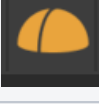

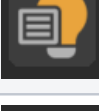

The V-Ray Toolbar can be accessed from the [V-Ray Menu](#) > **Tools** > **V-Ray Toolbar**. A Palette appears, and it can be used like that or docked in the Cinema toolbar.











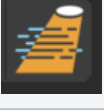



## Toolbar Functions

The V-Ray Toolbar provides the following functions.

Button	Description
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	Starts Production Rendering with the current V-Ray renderer (V-Ray or V-Ray GPU).
	Starts an Interactive Production Rendering (IPR) session with the current V-Ray renderer (V-Ray or V-Ray GPU)
	Submits your current scene for rendering to <a href="#">Chaos Cloud</a> .
	Opens the <a href="#">V-Ray Frame Buffer</a> window.
	Opens the <a href="#">Render Elements</a> window.
	Creates a <a href="#">Rectangle Light</a> .
	Creates a <a href="#">Sphere light</a> .
	Creates an <a href="#">IES light</a> .
	Creates a <a href="#">Mesh Light</a> .
	Creates a <a href="#">Dome light</a> .
	Creates a <a href="#">V-Ray Sun and Sky</a> system.
	Opens the <a href="#">Light Lister</a> window.
	Creates a <a href="#">Physical camera</a> .

	Opens the <a href="#">Chaos Cosmos</a> browser.
	Converts the selected object into a <a href="#">Shadow Catcher</a> Matte object.
	Applies <a href="#">fur</a> properties to the selected object.
	Creates a <a href="#">V-Ray Decal</a> object.
	Creates a <a href="#">V-Ray Enmesh</a> geometry.
	Makes the selected object a <a href="#">Clipper</a> .
	Creates a <a href="#">V-Ray Proxy</a> object.
	Creates a <a href="#">V-Ray Scene</a> object.
	Creates a <a href="#">V-Ray Particles</a> object in the scene.
	Creates a <a href="#">V-Ray VolumeGrid</a> .
	Creates an <a href="#">Environment fog</a> .
	Opens the V-Ray for Cinema 4D documentation in a browser.