

# V-Ray Standalone Rendering

This page provides information on Rendering Chaos Phoenix using V-Ray Standalone.

## Overview

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[V-Ray Standalone](#) is full-featured and programmable command-line renderer that allows you to render scenes exported in V-Ray's native .vrscene file format.

V-Ray Standalone supports V-Ray's complete feature set including CPU & GPU rendering capabilities.

When rendering Phoenix volumes (such as smoke and fire, Phoenix meshed liquids or Phoenix particle systems such as Foam, Splash and Mist or any of the Phoenix [textures](#)) on a machine that will be used only as a render node, but will not simulate - Phoenix will not require a license for rendering - you just need Phoenix installed on the machine which will render the data.

## Setting up Phoenix Rendering using V-Ray Standalone

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For more information on installing V-Ray Standalone, see the [V-Ray Standalone Installation Guide](#) page.

### Windows

1. Installing Chaos Phoenix on a machine which will be used only as a render node, where there is no DCC application installed (such as Maya) is straightforward - just follow the steps in the [Phoenix Setup and Installation](#) page.
2. Alternatively after running the Phoenix installer, you could append the **C:\Program Files\Chaos Group\Phoenix FD\Maya 20xx for x64\vray6plugins** path to the **VRAY\_PLUGINS** environment variable, but please note that this would affect **all installed V-Ray Standalone versions**.

If you're using a Phoenix [installation from an arbitrary location](#) and If you are rendering with **V-Ray Standalone 6** or newer (meaning you render vrscenes or render using **V-Ray GPU**), you can append the **/phoenix\_builds/my\_version/phoenix/vray6plugins** path to the **VRAY\_PLUGINS** environment variable. Note that this would affect **all installed V-Ray versions**.

For V-Ray versions **older** than **V-Ray 6** you can append the **/phoenix\_builds/my\_version/phoenix/vray5plugins** path to the **VRAY\_PLUGINS** environment variable. Note that this would affect **all installed V-Ray versions**.

### Linux

1. Install Chaos Phoenix following the instructions in the [Phoenix Setup and Installation](#) page.
2. Go to the installation folder for Phoenix - by default this is **/usr/ChaosGroup/PhoenixFD/Maya20xx-x64/** and copy the files from **/usr/ChaosGroup/PhoenixFD/Maya20xx-x64/vray6plugins** folder to the **V-Ray Standalone** plugins folder - by default this is **/usr/ChaosGroup/V-Ray/Standalone\_for\_linux\_x64/bin/plugins**

If you're using a Phoenix [installation from an arbitrary location](#) and If you are rendering with V-Ray Standalone 6 or newer (meaning you render vrscenes or render using V-Ray GPU), you can append the **/phoenix\_builds/my\_version/phoenix/vray6plugins** path to the **VRAY\_PLUGINS** environment variable. Note that this would affect all installed **V-Ray versions**.

For V-Ray versions **older** than **V-Ray 6** you can append the **/phoenix\_builds/my\_version/phoenix/vray5plugins** path to the **VRAY\_PLUGINS** environment variable. Note that this would affect **all installed V-Ray versions**.

### MacOS

1. Install Chaos Phoenix following the instructions in the [Phoenix Setup and Installation](#) page.
2. Go to the installation folder for Phoenix - by default this is **/Applications/ChaosGroup/PhoenixFD/Maya20xx/** and copy the files from **/Applications/ChaosGroup/PhoenixFD/Maya20xx/ChaosPhoenix.app/Contents/MacOS/vray6plugins** folder to the **V-Ray Standalone** plugins folder by default it is located in **/Applications/ChaosGroup/V-Ray/Standalone\_for\_mavericks\_x64/VRay.app/Contents/MacOS/plugins**

If you're using a Phoenix [installation from an arbitrary location](#) and If you are rendering with **V-Ray Standalone 6** or newer (meaning you render vrscenes or render using V-Ray GPU), you can append the **/phoenix\_builds/my\_version/phoenix/vray6plugins** path to the **VRAY\_PLUGINS** environment variable. Note that this would affect all installed V-Ray versions.

For V-Ray versions **older** than **V-Ray 6** you can append the **/phoenix\_builds/my\_version/phoenix/vray5plugins** path to the **VRAY\_PLUGINS** environment variable. Note that this would affect all installed V-Ray versions.

## Troubleshooting

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If the Phoenix fluid is missing when rendering with V-Ray Standalone or you get any errors in the console, please try the following:

- Try using the latest versions of Phoenix and V-Ray.
- Confirm that the versions of Phoenix and V-Ray are matching. Phoenix has different installers for V-Ray Next, V-Ray 5 and V-Ray 6.
- If you're doing a DR render - make sure the simulation caches are shared on a network location that all the machines can see. Note: They all must have permissions to access this network folder. *For more details, see [Distributed Rendering of Fluid Caches for Phoenix](#).*