Material Types

This page provides information about the V-Ray materials for Revit.

Overview

There are a number of different materials for use with V-Ray for Revit. These materials are quite versatile and each can be used in a number of ways to achieve different looks as needed. From simulating simple surface properties like plastics and metals to complex uses such as translucent objects, subsurface materials such as skin and even light emitting objects.

For more details on each material, see the dedicated pages:

Generic

Emissive

Two Sided

Car Paint 2

Subsurface Scattering

Hair

VRscan

Bump

Blend

Outline Override

Override

Wrapper

- Generic
- Emissive
- Two Sided
- Car Paint 2
- Subsurface Scattering
- Hair
- VRscan
- Bump
- Blend
- Outline Override
- Override
- Wrapper