

SketchUp/Rhino

This page provides information about the supported .vrscene features exported from V-Ray for SketchUp/Rhino.

Chaos Vantage has better support for .vrscene files exported from **V-Ray Next** and later. It is recommended to use the latest officially released **V-Ray** version.

Lights

UI		Native Name	V-Ray Plugin Name	Support
Enabled	<input checked="" type="checkbox"/>	Light Type:		
Color	<input type="color"/>	Point	LightOmni	✓
Intensity	<input type="text"/> 100	Spot	LightSpot	✓
Units	Default (Scalar)	Directional	MayaLightDirect	✓
	Edit in V-Ray Asset Editor...	Linear	LightRectangle	✓
	Select Instances	Rectangular	LightRectangle	✓
	Make Unique			
		Enabled	enabled	✓
		Color	color	✓
		Intensity	intensity	✓
		Units:		
		Default (Scalar)	units=0	✓
		Lumens	units=1	✓
		Luminance	units=2	✓
		Radiant power (W)	units=3	✓
		Radiance	units=4	✓

UI		Native Name	V-Ray Plugin Name	Support
		V-Ray Rectangle Light	LightRectangle	
Enable	<input checked="" type="checkbox"/>	Enable	enabled	✓
Color/Texture	<input type="color"/>	Color	color	✓
Intensity	<input type="text"/> 30	Intensity	intensity	✓
Units	Default (Scalar)	Units:		
Shape	Rectangle	Default (Scalar)	units=0	✓
U Size	<input type="text"/> 2	Luminous Power (Lumens)	units=1	✓
V Size	<input type="text"/> 2	Liminance (lm/m^2 /sr)	units=2	✓
Directionality	<input type="text"/> 0	Radiant power (W)	units=3	✓
		Radiance (W/m^2 /sr)	units=4	✓
		Shape:		
		Rectangle	is_disk=0	✓
		Disc	is_disk=1	✓
		U Size/Size	u_size	✓

▼ Options

Invisible	<input checked="" type="checkbox"/>
No Decay	<input checked="" type="checkbox"/>
Shadows	<input checked="" type="checkbox"/>
Double Sided	<input checked="" type="checkbox"/>
Affect Diffuse	<input checked="" type="checkbox"/> 1
Affect Specular	<input checked="" type="checkbox"/> 1
Affect Reflections	<input checked="" type="checkbox"/> 1
Affect Atmospherics	<input checked="" type="checkbox"/> 1
Tex. Resolution	512

▼ Caustic Photons

Caustic Subdivs	1000
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▼ Parameters

Color	<input type="color"/>
Intensity	30
Units	Default (Scalar)
Size	2

V Size	v_size	<input checked="" type="checkbox"/>
Directionality	directional	<input checked="" type="checkbox"/>
Invisible	invisible	<input checked="" type="checkbox"/>
No Decay	noDecay	<input checked="" type="checkbox"/>
Shadows	shadows	<input checked="" type="checkbox"/>
Double Sided	doubleSided	<input checked="" type="checkbox"/>
Affect Diffuse	affectDiffuse	<input checked="" type="checkbox"/>
Diffuse contribution	diffuse_contribution	<input checked="" type="checkbox"/>
Affect Specular	affectSpecular	<input checked="" type="checkbox"/>
Specular contribution	specular_contribution	<input checked="" type="checkbox"/>
Affect Reflections	affectReflections	<input checked="" type="checkbox"/>
Reflections contribution	reflections_contribution	<input checked="" type="checkbox"/>
Affect Atmospherics	affect_atmospherics	<input checked="" type="checkbox"/>
Atmospherics contribution	atmospherics_contribution	<input checked="" type="checkbox"/>
Tex. Resolution	tex_resolution	<input checked="" type="checkbox"/>
Caustic Subdivs	causticSubdivs	<input checked="" type="checkbox"/>
V-Ray Sphere Light		
Enable	enabled	<input checked="" type="checkbox"/>
Color	color	<input checked="" type="checkbox"/>
Intensity	intensity	<input checked="" type="checkbox"/>
Units:		
Default (Scalar)	units=0	<input checked="" type="checkbox"/>
Luminous Power (Lumens)	units=1	<input checked="" type="checkbox"/>
Luminance (lm/m ² /sr)	units=2	<input checked="" type="checkbox"/>
Radiant power (W)	units=3	<input checked="" type="checkbox"/>
Radiance (W/m ² /sr)	units=4	<input checked="" type="checkbox"/>
Size	u_size	<input checked="" type="checkbox"/>
Invisible	invisible	<input checked="" type="checkbox"/>
No Decay	noDecay	<input checked="" type="checkbox"/>
Shadows	shadows	<input checked="" type="checkbox"/>
Affect Diffuse	affectDiffuse	<input checked="" type="checkbox"/>
Diffuse contribution	diffuse_contribution	<input checked="" type="checkbox"/>
Affect Specular	affectSpecular	<input checked="" type="checkbox"/>
Specular contribution	specular_contribution	<input checked="" type="checkbox"/>
Affect Reflections	affectReflections	<input checked="" type="checkbox"/>
Reflections contribution	reflections_contribution	<input checked="" type="checkbox"/>
Affect Atmospherics	affect_atmospherics	<input checked="" type="checkbox"/>
Atmospherics contribution	atmospherics_contribution	<input checked="" type="checkbox"/>

▼ Options

Invisible	<input type="checkbox"/>
No Decay	<input type="checkbox"/>
Shadows	<input checked="" type="checkbox"/>
Affect Diffuse	<input checked="" type="checkbox"/> 1
Affect Specular	<input checked="" type="checkbox"/> 1
Affect Reflections	<input checked="" type="checkbox"/> 1
Affect Atmospherics	<input checked="" type="checkbox"/> 1

▼ Caustic Photons

Caustic Subdivs	1000	<input type="button" value="..."/>
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Spot Light

▼ Parameters

Color/Texture	<input type="color"/>	<input type="button" value="..."/>
Intensity	1000	<input type="button" value="..."/>
Units	Default (Scalar)	<input type="button" value="▼"/>
Cone Angle	45.84	<input type="button" value="..."/>
Penumbra Angle	28.65	<input type="button" value="..."/>
Penumbra Falloff	Linear	<input type="button" value="▼"/>
Decay	Inverse Square	<input type="button" value="▼"/>
Shadow Radius	0	<input type="button" value="..."/>

Caustic Subdivs	causticSubdivs	<input checked="" type="checkbox"/>
V-Ray Spot Light	LightSpot	
Enable	enabled	<input checked="" type="checkbox"/>
Color/Texture	color	<input checked="" type="checkbox"/>
Intensity	intensity	<input checked="" type="checkbox"/>
Units:		
Default (Scalar)	units=0	<input checked="" type="checkbox"/>
Luminous Power (Lumens)	units=1	<input checked="" type="checkbox"/>
Luminance (lm/m ² /sr)	units=2	<input checked="" type="checkbox"/>
Radiant power (W)	units=3	<input checked="" type="checkbox"/>
Radiance (W/m ² /sr)	units=4	<input checked="" type="checkbox"/>
Cone Angle	coneAngle	<input checked="" type="checkbox"/>
Penumbra Angle	penumbraAngle	<input checked="" type="checkbox"/>
Penumbra Falloff:		
Linear	falloffType=0	<input checked="" type="checkbox"/>
Smooth Cubic	falloffType=1	<input checked="" type="checkbox"/>
Decay:		
No Decay	decay=0	<input checked="" type="checkbox"/>
Inverse	decay=1	<input checked="" type="checkbox"/>
Inverse Square	decay=2	<input checked="" type="checkbox"/>
Inverse Cube	decay=3	<input checked="" type="checkbox"/>
Shadow Radius	shadowRadius	<input checked="" type="checkbox"/>
Shadows	shadows	<input checked="" type="checkbox"/>
Affect Diffuse	affectDiffuse	<input checked="" type="checkbox"/>
Diffuse contribution	diffuse_contribution	<input checked="" type="checkbox"/>
Affect Specular	affectSpecular	<input checked="" type="checkbox"/>
Specular contribution	specular_contribution	<input checked="" type="checkbox"/>
Affect Atmospherics	affect_atmospherics	<input checked="" type="checkbox"/>

Options

Shadows

Affect Diffuse 1

Affect Specular 1

Affect Atmospherics 1

Caustic Photons

Caustic Subdivs 1000

IES Light

Parameters

Color

Intensity (lm) 1700

IES Light File

Shape Point

Diameter 0.1

Options

Shadows

Affect Diffuse 1

Affect Specular 1

Affect Atmospherics 1

Caustic Photons

Caustic Subdivs 1000

Omni Light

Parameters

Color

Intensity 1000

Units Default (Scalar)

Decay Inverse Square

Shadow Radius 0

Atmospherics contribution	atmospherics_contribution	
Caustics Subdivs	causticSubdivs	

V-Ray IES Light	LightIES	
Enable	enabled	
Color	color	
Intensity (lm)	power	
IES Light File	ies_file	
Shape:		
From IES File	ies_light_shape=-1	
Point	ies_light_shape=0	
Circle	ies_light_shape=1	
Sphere	ies_light_shape=2	
Diameter	ies_light_diameter	

Shadows	shadows	
Affect Diffuse	affectDiffuse	
Diffuse contribution	diffuse_contribution	
Affect Specular	affectSpecular	
Specular contribution	specular_contribution	
Affect Atmospherics	affect_atmospherics	
Atmospherics contribution	atmospherics_contribution	
Caustic Subdivs	causticSubdivs	

V-Ray Omni Light	LightOmni	
Enable	enabled	
Color	color	
Intensity	intensity	
Units:		
Default (Scalar)	units=0	
Luminous Power (Lumens)	units=1	
Liminance (lm/m ² /sr)	units=2	
Radiant power (W)	units=3	
Radiance (W/m ² /sr)	units=4	

	Decay:		
	No Decay	decay_type=0	✖
	Inverse	decay_type=1	✖
	Inverse Square	decay_type=2	✖
	Inverse Cube	decay_type=3	✖
	Shadow Radius	shadowRadius	✓
	Shadows	shadows	✓
	Affect Diffuse	affectDiffuse	✓
	Diffuse contribution	diffuse_contribution	✓
	Affect Specular	affectSpecular	✓
	Specular contribution	specular_contribution	✓
	Affect Atmospherics	affect_atmospherics	✖
	Atmospherics contribution	atmospherics_contribution	✖
	Caustics Subdivs	causticSubdivs	✖
	V-Ray Dome Light	LightDome	
	Enable	enabled	✓
	Color/Texture HDR	color	✓
	Intensity	intensity	✓
	Units:		
	Default (Scalar)	units=0	✓
	Luminous Power (Lumens)	units=1	✖
	Liminance (lm/m ² /sr)	units=2	✖
	Radiant power (W)	units=3	✖
	Radiance (W/m ² /sr)	units=4	✖
	Shape:		
	Hemisphere	dome_spherical=0	✖
	Sphere	dome_spherical=1	✓
	Finite Dome	dome_finite_on	✖
	Radius	finite_radius	✖
	Projection Height	finite_cameraHeight	✖
	Ground Blend	finite_groundBlend	✖
	Use Transform	—	—
	Adaptive	dome_adaptive	✖
	Invisible	invisible	✖
	Shadows	shadows	✖
	Affect Alpha	affect_alpha	✖
	Affect Diffuse	affectDiffuse	✖
	Diffuse contribution	diffuse_contribution	✖
	Affect Specular	affectSpecular	✖
	Specular contribution	specular_contribution	✖

▼ Options

Invisible	<input checked="" type="checkbox"/>
Shadows	<input checked="" type="checkbox"/>
Affect Alpha	<input checked="" type="checkbox"/>
Affect Diffuse	<input checked="" type="checkbox"/> 1
Affect Specular	<input checked="" type="checkbox"/> 1
Affect Reflections	<input checked="" type="checkbox"/> 1
Tex. Resolution	512

▼ Caustic Photons

Caustic Subdivs	1000
Target Radius	100
Emit Distance	150

Affect Reflections	affectReflections	
Reflections contribution	reflections_contribution	
Tex. Resolution	tex_resolution	
Caustics Subdivs	causticSubdivs	
Target Radius	dome_targetRadius	
Emit Distance	dome_emitRadius	

Mesh Light

▼ Parameters

Color/Texture	<input type="color"/>	<input checked="" type="checkbox"/>
Intensity	30	
Units	Default (Scalar)	

V-Ray Mesh Light	LightMesh	
Enable	enabled	
Color/Texture	color	
Intensity	intensity	
Units:		
Default (Scalar)	units=0	
Luminous Power (Lumens)	units=1	
Luminance (lm/m^2 /sr)	units=2	
Radiant power (W)	units=3	
Radiance (W/m^2 /sr)	units=4	

▼ Options

Invisible	<input checked="" type="checkbox"/>
No Decay	<input checked="" type="checkbox"/>
Shadows	<input checked="" type="checkbox"/>
Double Sided	<input checked="" type="checkbox"/>
Affect Diffuse	<input checked="" type="checkbox"/> 1
Affect Specular	<input checked="" type="checkbox"/> 1
Affect Reflections	<input checked="" type="checkbox"/> 1
Affect Atmospherics	<input checked="" type="checkbox"/> 1
Tex. Resolution	512

▼ Caustic Photons

Caustic Subdivs	1000
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Invisible	invisible	
No Decay	noDecay	
Shadows	shadows	
Double Sided	doubleSided	
Affect Diffuse	affectDiffuse	
Diffuse contribution	diffuse_contribution	
Affect Specular	affectSpecular	
Specular contribution	specular_contribution	
Affect Reflections	affectReflections	
Reflections contribution	reflections_contribution	
Affect Atmospherics	affect_atmospherics	
Atmospherics contribution	atmospherics_contribution	
Tex. Resolution	tex_resolution	
Caustics Subdivs	causticSubdivs	

	V-Ray Sun Light	SunLight	
SunLight	Enable	enabled	✓
▼ Parameters	Custom Orientation	transform	✓
▼ Custom Orientation	Horizontal Angle	transform	✓
	Vertical Angle	transform	✓
▼ Color and Intensity	Color	color	✓
Color Mode	Color Mode:		
Intensity Multiplier	Filter	color_mode=0	✓
Size Multiplier	Direct	color_mode=1	✓
	Override	color_mode=2	✓
	Intensity Multiplier	intensity_multiplier	✓
	Size Multiplier	size_multiplier	✓
▼ Sky	Sky Model:		
Sky Model	Preetham et al	sky_model.0	✓
Horizontal Illum.	CIE Clear	sky_model=1	✓
Turbidity	CIE Overcast	sky_model=2	✓
Ozone	Hosek et al	sky_model=3	✓
	Horizontal Illumination	horiz_illum	✓
	Turbidity	turbidity	✓
	Ozone	ozone	✓
▼ Albedo Color	Albedo Color	ground_albedo	✓
Albedo Color	Blend Angle	blend_angle	✓
Blend Angle	Horizon Offset	horizon_offset	✓
Horizon Offset	Enabled	clouds_on	✓
	Density	clouds_density	✓
	Virility	clouds_variety	✓
	Cirrus Amount	clouds_cirrus_amount	✓
	Height (m)	clouds_height	✓
	Thickness (m)	clouds_thickness	✓
	Offset X (m)	clouds_offset_x	✓
	Offset Y (m)	clouds_offset_y	✓

Clouds

Density	0.5	<input type="range"/>
Variety	0.3	<input type="range"/>
Cirrus Amount	0.2	<input type="range"/>
Height (m)	1000	<input type="range"/>
Thickness (m)	500	<input type="range"/>
Offset X (m)	0	<input type="range"/>
Offset Y (m)	0	<input type="range"/>
Phase X (%)	0	<input type="range"/>
Phase Y (%)	493.09	<input type="range"/>
Ground Shadows	<input type="checkbox"/>	

Phase X (%)	clouds_phase_x	<input checked="" type="checkbox"/>
Phase Y (%)	clouds_phase_y	<input checked="" type="checkbox"/>
Ground Shadows	clouds_ground_shadows	<input checked="" type="checkbox"/>

Contrails	<input checked="" type="checkbox"/>	
Contrails Number	5	<input type="range"/>
Contrails Strength	0.5	<input type="range"/>
Contrails Distortion	0.5	<input type="range"/>
Contrails Offset X (m)	0	<input type="range"/>
Contrails Offset Y (m)	0	<input type="range"/>
Contrails Time	0	<input type="range"/>

Contrails	clouds_contrails_on	<input checked="" type="checkbox"/>
Contrails Number	clouds_contrails_num_planes	<input checked="" type="checkbox"/>
Contrails Strength	clouds_contrails_strength	<input checked="" type="checkbox"/>
Contrails Distortion	clouds_contrails_distortion	<input checked="" type="checkbox"/>
Contrails Offset X (m)	clouds_contrails_offset_x	<input checked="" type="checkbox"/>
Contrails Offset Y (m)	clouds_contrails_offset_y	<input checked="" type="checkbox"/>
Contrails Time	clouds_contrails_time =0	<input checked="" type="checkbox"/>

Dynamic Clouds	<input checked="" type="checkbox"/>	
Wind Direction (deg)	0	<input type="range"/>
Wind Speed (m/s)	1	<input type="range"/>
Phase Velocity (%/s)	0.001	<input type="range"/>

Dynamic Clouds	-	<input checked="" type="checkbox"/>
Wind Direction (deg)	clouds_offset_x; clouds_offset_y	<input checked="" type="checkbox"/>
Wind Speed (m/s)	clouds_offset_x; clouds_offset_y	<input checked="" type="checkbox"/>
Phase Velocity (%/s)	clouds_phase_x; clouds_phase_x	<input checked="" type="checkbox"/>

Options

Invisible	<input type="checkbox"/>	
Shadows	<input checked="" type="checkbox"/>	
Affect Diffuse	<input checked="" type="checkbox"/> 1	<input type="range"/>
Affect Specular	<input checked="" type="checkbox"/> 1	<input type="range"/>
Affect Atmospherics	<input checked="" type="checkbox"/> 1	<input type="range"/>
Atmospheric Shadows	<input checked="" type="checkbox"/>	

Caustic Photons

Caustic Subdivisions	1000	<input type="range"/>
Emit Radius	50	<input type="range"/>

Invisible	invisible	<input checked="" type="checkbox"/>
Shadows	shadows	<input checked="" type="checkbox"/>
Affect Diffuse	affectDiffuse	<input checked="" type="checkbox"/>
Affect Specular	affectSpecular	<input checked="" type="checkbox"/>
Affect Atmospherics	affect_atmospherics	<input checked="" type="checkbox"/>
Atmospherics contribution	atmospherics_contribution	<input checked="" type="checkbox"/>
Atmospheric Shadows	atmos_shadows	<input checked="" type="checkbox"/>
Caustic Subdivisions	causticSubdivs	<input checked="" type="checkbox"/>
Emit Radius	-	<input checked="" type="checkbox"/>

Camera

UI	Native name	V-Ray plugin name (plugin/parameter)	Support
▼ Camera	Camera	CameraPhysical	
Type Standard	Type:		
Stereo	Standard	SettingsCamera/type=0	✓
	VR Spherical Panorama	SettingsCamera/type=9	✗
	VR Cubemap	SettingsCamera/type=10	✗
Exposure	Stereo	RenderView/stereo_on	✗
Exposure Value (EV) 14.229	Enable Exposure	exposure	✓
Compensation 0	Exposure Value (EV)	combination of ISO, f_number, shutter_speed	✓
White Balance	Exposure Value (EV) Auto	SettingsCamera/auto_exposure	✗
Auto Values	Compensation	SettingsCamera/auto_exposure_compensation	✗
▼ Depth of Field	White Balance	white_balance	✓
Defocus 0.303	White Balance Auto	SettingsCamera/auto_white_balance	✗
Focus Source Fixed Distance	Auto Values	-	✗
Focus Distance 200	Depth of Field	use_dof	✓
▼ Effects	Defocus	combination of ISO, f_number	✓
Vignetting 0	Focus Source:		
Vertical Lens Tilt 0	Fixed Distance	-	✗
	Camera Target	-	✗
	Fixed Point	-	✗
	Focus Distance	focus_distance	✓
	Vignetting	vignetting	✗
	Vertical Tilt	lens_shift	✓
	Film Sensitivity (ISO)	ISO	✓
	Aperture (F Number)	f_number	✓
	Shutter Speed	shutter_speed	✓
	Blades	blades_num	✓
	Enable Blades	blades_enable	✓
	Center Bias	center_bias	✗
	Rotation	blades_rotation	✓

Advanced Camera Parameters			
Film Sensitivity (ISO)	100	<input type="range"/>	Anisotropy
Aperture (F Number)	8	<input type="range"/>	anisotropy
Shutter Speed (1/s)	300	<input type="range"/>	<input checked="" type="checkbox"/>
Camera Clipping			
Clipping Near	0	<input type="range"/>	
Clipping Far	10000	<input type="range"/>	
Bokeh			
Blades	5	<input type="range"/>	
Center Bias	0	<input type="range"/>	
Rotation	0	<input type="range"/>	
Anisotropy	0	<input type="range"/>	

Geometry

Native Name	V-Ray Plugin Name	Support	Notes
V-Ray Clipper	VRayClipper		
V-Ray Decal	VRayDecal		
V-Ray Displacement	GeomDisplacedMesh		
V-Ray Enmesh	GeomEnmesh		
V-Ray Fur	GeomHair		
V-Ray Infinite Plane	GeomPlane		
V-Ray Proxy Mesh	GeomMeshFile		
V-Ray Proxy Scene	VRayScene		
V-Ray Scatter	Instancer		
V-Ray Scene Importer	VRayScene		

Environment

	Native Name	V-Ray Plugin Name	Support
	Environment Fog		

Materials

	Native Name	V-Ray Plugin Name	Support
	Bump	BRDFBump	

	<ul style="list-style-type: none"> • Base material • Map • Amount 		
	Blend	BRDFLayered	<ul style="list-style-type: none"> • Base material • Layer materials
	Car Paint 2	BRDFCarPaint2	
		<ul style="list-style-type: none"> • Base color • Base reflection • Base glossiness • Coat color • Coat strength • Coat glossiness 	
	Emissive	BRDFLight	<ul style="list-style-type: none"> • Color • Intensity
	Hair	BRDFHair3	✖
	MultiMaterial	MtlMulti	✓
	Outline Override	BRDFToonMtl	Loads as BRDFVRayMtl, toon parameters are ignored.
	Override	MtlOverride	<ul style="list-style-type: none"> • Base material • GI material • Reflect material • Refract material
	Subsurface Scattering	BRDFSSS2Complex	<ul style="list-style-type: none"> • Index of refraction • Sub-surface color • Specular color • Specular amount • Specular glossiness
	Stochastic Flakes	BRDFStochasticFlakes	<ul style="list-style-type: none"> • Hilight Glossiness • BRDF Type: GGX
	Two Sided	Mtl2Sided	<ul style="list-style-type: none"> • Front Material • Back Material • Translucency
	VRscan	BRDFScanned	✖
	Wrapper	MtlWrapper	<ul style="list-style-type: none"> • Base material

VRayMtl

UI	Native name	V-Ray plugin Name (plugin/parameter)	Support
	Generic	BRDFVRayMtl	
▼ Diffuse	Color	diffuse	✓
Color	Diffuse Texture	diffuse	✓
Diffuse Roughness	Diffuse Roughness	roughness	✖
	Diffuse Roughness Texture	roughness	✖
	Reflection Color	reflect	✓

<h3>Reflection</h3> <p>Reflection Color <input type="color"/> <input checked="" type="checkbox"/></p> <p>Reflection Glossiness 1 <input type="range"/></p> <p>Fresnel <input checked="" type="checkbox"/></p> <p>Reflection IOR 1.6 <input type="range"/></p> <p>Metalness 0 <input type="range"/></p> <p>GGX Tail Falloff 2 <input type="range"/></p> <p>Surface Control Use Glossiness <input checked="" type="checkbox"/></p> <hr/> <p>BRDF Microfacet GTR (GGX) <input checked="" type="checkbox"/></p> <p>Back Side Reflect <input type="color"/></p> <p>Max Depth 5 <input type="range"/></p> <p>Affect Channels Color Only <input checked="" type="checkbox"/></p> <p>Trace Reflections <input checked="" type="checkbox"/></p>			<table border="1"> <tbody> <tr><td>Reflection Color Texture</td><td>reflect</td><td>✓</td></tr> <tr><td>Reflection Glossiness</td><td>reflect_glossiness</td><td>✓</td></tr> <tr><td>Reflection Glossiness Texture</td><td>reflect_glossiness</td><td>✓</td></tr> <tr><td>Fresnel</td><td>fresnel</td><td>✓</td></tr> <tr><td>Reflection IOR</td><td>fresnel_ior</td><td>✓</td></tr> <tr><td>Reflection IOR Texture</td><td>fresnel_ior</td><td>✓</td></tr> <tr><td>Metalness</td><td>metalness</td><td>✓</td></tr> <tr><td>Metalness Texture</td><td>metalness</td><td>✓</td></tr> <tr><td>GGX Tail Falloff</td><td>gtr_gamma</td><td>✗</td></tr> <tr><td>Surface Control:</td><td></td><td></td></tr> <tr><td> Use Glossiness</td><td>option_use_roughness=0</td><td>✓</td></tr> <tr><td> Use Roughness</td><td>option_use_roughness=1</td><td>✓</td></tr> <tr><td>BRDF Type:</td><td></td><td></td></tr> <tr><td> Phong</td><td>brdf_type=0</td><td>✓</td></tr> <tr><td> Blinn</td><td>brdf_type=1</td><td>✓</td></tr> <tr><td> Ward</td><td>brdf_type=2</td><td>✓</td></tr> <tr><td> Microfacet GTR (GGX)</td><td>brdf_type=4</td><td>✓</td></tr> <tr><td>Back Side Reflect</td><td>option_reflect_on_back</td><td>✓</td></tr> <tr><td>Max Depth</td><td>reflect_depth</td><td>✗</td></tr> <tr><td>Affect Channels:</td><td></td><td></td></tr> <tr><td> Color only</td><td>refract_affect_alpha=0</td><td>✗</td></tr> <tr><td> Color+alpha</td><td>refract_affect_alpha=1</td><td>✗</td></tr> <tr><td> All Channels</td><td>refract_affect_alpha=2</td><td>✗</td></tr> <tr><td>Trace Reflections</td><td>reflect_trace</td><td>✗</td></tr> </tbody> </table>			Reflection Color Texture	reflect	✓	Reflection Glossiness	reflect_glossiness	✓	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	refract_affect_alpha=0	✗	Color+alpha	refract_affect_alpha=1	✗	All Channels	refract_affect_alpha=2	✗	Trace Reflections	reflect_trace	✗
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All Channels	refract_affect_alpha=2	✗																																																																											
Trace Reflections	reflect_trace	✗																																																																											
<h3>Anisotropy</h3> <p>Anisotropy (-1 to 1) 0 <input type="range"/></p> <p>Rotation 0 <input type="range"/></p> <p>Derivation Local Axis <input checked="" type="checkbox"/></p> <p>Local Axis Z <input checked="" type="checkbox"/></p> <p>Map Channel/Set 1 <input type="range"/></p>			<table border="1"> <tbody> <tr><td>Anisotropy</td><td>anisotropy</td><td>✗</td></tr> <tr><td>Anisotropy Texture</td><td>anisotropy</td><td>✗</td></tr> <tr><td>Rotation</td><td>anisotropy_rotation</td><td>✗</td></tr> <tr><td>Rotation Texture</td><td>anisotropy_rotation</td><td>✗</td></tr> <tr><td>Derivation:</td><td></td><td></td></tr> <tr><td> Local axis</td><td>anisotropy_derivation=0</td><td>✗</td></tr> <tr><td> Map channel</td><td>anisotropy_derivation=0</td><td>✗</td></tr> <tr><td>Local Axis:</td><td></td><td></td></tr> <tr><td> X</td><td>anisotropy_axis=0</td><td>✗</td></tr> <tr><td> Y</td><td>anisotropy_axis=1</td><td>✗</td></tr> <tr><td> Z</td><td>anisotropy_axis=2</td><td>✗</td></tr> <tr><td>Map Channel/Set</td><td>anisotropy_derivation</td><td>✗</td></tr> </tbody> </table>			Anisotropy	anisotropy	✗	Anisotropy Texture	anisotropy	✗	Rotation	anisotropy_rotation	✗	Rotation Texture	anisotropy_rotation	✗	Derivation:			Local axis	anisotropy_derivation=0	✗	Map channel	anisotropy_derivation=0	✗	Local Axis:			X	anisotropy_axis=0	✗	Y	anisotropy_axis=1	✗	Z	anisotropy_axis=2	✗	Map Channel/Set	anisotropy_derivation	✗																																				
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Dim Falloff	reflect_dim_distance_falloff	✗																																																																											
Refraction Color	refract	✓																																																																											

▼ Refraction

Refraction Color	<input type="color" value="#000000"/>	<input type="color" value="#000000"/>	<input checked="" type="checkbox"/>
IOR	1.6	<input type="color" value="#000000"/>	<input checked="" type="checkbox"/>
Refraction Glossiness	1	<input type="color" value="#000000"/>	<input checked="" type="checkbox"/>
Thin-Walled	<input type="color" value="#808080"/>		
Fog Color	<input type="color" value="#FFFFFF"/>	<input type="color" value="#000000"/>	<input checked="" type="checkbox"/>
Depth (cm)	1	<input type="color" value="#000000"/>	<input checked="" type="checkbox"/>
Translucency	None		<input checked="" type="checkbox"/>
Affect Shadows	<input checked="" type="checkbox"/>		
Fog Units Scaling	<input checked="" type="checkbox"/>		
Max Depth	5	<input type="color" value="#000000"/>	<input checked="" type="checkbox"/>
Affect Channels	Color Only		<input checked="" type="checkbox"/>
Trace Refractions	<input checked="" type="checkbox"/>		

Translucency set to None

Fog Color	<input type="color" value="#FFFFFF"/>	<input type="color" value="#000000"/>	<input checked="" type="checkbox"/>
Depth (cm)	1	<input type="color" value="#000000"/>	<input checked="" type="checkbox"/>
Translucency	Volumetric		<input checked="" type="checkbox"/>
Scatter Color	<input type="color" value="#FFFFFF"/>	<input type="color" value="#000000"/>	<input checked="" type="checkbox"/>
SSS Amount	1	<input type="color" value="#000000"/>	<input checked="" type="checkbox"/>

Translucency set to Volumetric

Scatter Radius	<input type="color" value="#FFFFFF"/>	<input type="color" value="#000000"/>	<input checked="" type="checkbox"/>
Scale (cm)	1	<input type="color" value="#000000"/>	<input checked="" type="checkbox"/>
Translucency	SSS		<input checked="" type="checkbox"/>
SSS Color	<input type="color" value="#FFFFFF"/>	<input type="color" value="#000000"/>	<input checked="" type="checkbox"/>
SSS Amount	1	<input type="color" value="#000000"/>	<input checked="" type="checkbox"/>

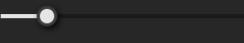
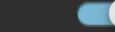
Translucency set to SSS

▼ Dispersion

Abbe	50	<input type="color" value="#000000"/>	<input checked="" type="checkbox"/>
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Refraction Color Texture	refract	<input checked="" type="checkbox"/>
IOR	refract_ior	<input checked="" type="checkbox"/>
IOR Texture	refract_ior	<input checked="" type="checkbox"/>
Refraction Glossiness	refract_glossiness	<input checked="" type="checkbox"/>
Refraction Glossiness Texture	refract_glossiness	<input checked="" type="checkbox"/>
Thin-Walled	refract_thin_walled	<input checked="" type="checkbox"/>
Fog Color	fog_color	<input checked="" type="checkbox"/>
Fog Color Texture	fog_color_tex	<input checked="" type="checkbox"/>
Depth (cm) / Scale (cm)	fog_mult	<input checked="" type="checkbox"/>
Translucency:		
None	translucency=0	<input checked="" type="checkbox"/>
Volumetric	translucency=4	<input checked="" type="checkbox"/>
SSS	translucency=6	<input checked="" type="checkbox"/>
Scatter Color / SSS Color	translucency_color	<input checked="" type="checkbox"/>
Scatter Color Texture / SSS Color Texture	translucency_color	<input checked="" type="checkbox"/>
SSS Amount	translucency_amount	<input checked="" type="checkbox"/>
Scatter Radius		
Affect Shadows	refract_affect_shadows	<input checked="" type="checkbox"/>
Fog Units Scaling	fog_unit_scale_on	<input checked="" type="checkbox"/>
Max Depth	refract_depth	<input checked="" type="checkbox"/>
Affect Channels:		
Color only	refract_affect_alpha=0	<input checked="" type="checkbox"/>
Color+alpha	refract_affect_alpha=1	<input checked="" type="checkbox"/>
All Channels	refract_affect_alpha=2	<input checked="" type="checkbox"/>
Trace Refractions	refract_trace	<input checked="" type="checkbox"/>
Dispersion on	dispersion_on	<input checked="" type="checkbox"/>
Abbe	dispersion	<input checked="" type="checkbox"/>
Fog Scattering on	translucency	<input checked="" type="checkbox"/>

Fog Scattering		Type: Hard (wax) translucency=1	<input checked="" type="checkbox"/>
Type	Hybrid	Hybrid	<input checked="" type="checkbox"/>
Back-side Color		translucency_color	<input checked="" type="checkbox"/>
Scatter Coeff		translucency_scatter_coeff	<input checked="" type="checkbox"/>
Fwd/back Coeff		translucency_scatter_dir	<input checked="" type="checkbox"/>
Thickness		translucency_thickness	<input checked="" type="checkbox"/>
Light Multiplier		translucency_light_mult	<input checked="" type="checkbox"/>
Coat		Coat Amount	<input checked="" type="checkbox"/>
Coat Amount	0	coat_amount	<input checked="" type="checkbox"/>
Coat Color		Coat Amount Texture	<input checked="" type="checkbox"/>
Coat Glossiness	1	coat_color	<input checked="" type="checkbox"/>
Coat IOR	1.6	coat_color_texture	<input checked="" type="checkbox"/>
Coat Bump		Coat Glossiness	<input checked="" type="checkbox"/>
Mode / Map	Bump Map	coat_glossiness	<input checked="" type="checkbox"/>
Amount	1	coat_glossiness_texture	<input checked="" type="checkbox"/>
Sheen		Coat IOR	<input checked="" type="checkbox"/>
Sheen Color		coat_ior	<input checked="" type="checkbox"/>
Sheen Glossiness	0.8	coat_ior_texture	<input checked="" type="checkbox"/>
Thin Film		Coat Bump Enabled	<input checked="" type="checkbox"/>
Thickness Map		Mode/Map:	
Thickness Min (nm)	250	Bump Map	<input checked="" type="checkbox"/>
Thickness Max (nm)	400	Bump Texture Channel	<input checked="" type="checkbox"/>
IOR	1.6	Normal Map	<input checked="" type="checkbox"/>
Color		Coat Bump Map Texture	<input checked="" type="checkbox"/>
Self-Illumination Color Texture		Amount	<input checked="" type="checkbox"/>
Intensity		Amount Texture	<input checked="" type="checkbox"/>

<p>▼ Self-Illumination</p> <p>Color   <input checked="" type="checkbox"/></p> <p>Intensity 1 </p> <p>Compensate EV </p>	<p>Compensate EV</p>																																										
<p>▼ Opacity</p> <p>Opacity 1   <input checked="" type="checkbox"/></p> <p>Custom Source  Diffuse Texture Alpha </p> <p>Mode Stochastic </p>	<table border="1"> <tbody> <tr> <td>Opacity</td><td>opacity</td><td></td></tr> <tr> <td>Opacity Texture</td><td>opacity</td><td></td></tr> <tr> <td>Custom Source:</td><td></td><td></td></tr> <tr> <td> Diffuse Texture Alpha</td><td>opacity/TexCombineFloat</td><td></td></tr> <tr> <td> Opacity Texture Alpha</td><td>opacity/TexAColorChannel/mode=3</td><td></td></tr> <tr> <td>Mode:</td><td></td><td></td></tr> <tr> <td> Normal</td><td>opacity_mode=0</td><td></td></tr> <tr> <td> Clip</td><td>opacity_mode=1</td><td></td></tr> <tr> <td> Stochastic</td><td>opacity_mode=2</td><td></td></tr> </tbody> </table>	Opacity	opacity		Opacity Texture	opacity		Custom Source:			Diffuse Texture Alpha	opacity/TexCombineFloat		Opacity Texture Alpha	opacity/TexAColorChannel/mode=3		Mode:			Normal	opacity_mode=0		Clip	opacity_mode=1		Stochastic	opacity_mode=2																
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Stochastic	opacity_mode=2																																										
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	Refraction Glossiness Texture	refract_glossiness/TexCo mbineColor/texture_multi plier	
	Opacity	opacity/TexCombineColor /texture_multiplier	
	Opacity Texture	opacity/TexCombineColor /texture_multiplier	
	Color		
	Opacity		
	Texture Mode:		
	Auto		
	Texture Helper		
	Custom		
	Can be Overridden		
	Emissive	BRDFLight	
	Color	color	
	Color Texture	color	
	Intensity	colorMultiplier	
	Intensity Texture	colorMultiplier	
	Transparency	transparency	
	Transparency Texture	transparency	
	Emit On Back Side	doubleSided	
	Compensate EV	compensateExposure	
	Color * Opacity	multiplyByOpacity	
	Mode:		
	Multiply	TexCombineColor/color	
	Blend amount	TexCombineColor/texture_ulti plier	
	Color	TexCombineColor	
	Intensity	TexCombineColor	
	Transparency	TexCombineColor	
	Bump	BRDFBump	
	Base	base_brdf	
	Mode/Map:		
	Bump Map	BRDFBump/bump_tex_c olor	
	Bump Texture Channel	BRDFBump/bump_tex_c olor	
	Normal Map	BRDFBump/bump_tex_c olor	
	Amount	BRDFBump/bump_tex_m ult	
	Amount Texture	BRDFBump/bump_tex_m ult_tx	

	Delta Scale	BRDFBump/bump_delta_scale	
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Maps

	Native Name	V-Ray Plugin Name	Support	Note
Bulge	Bulge	TexBulge		Not supported in bump mapping
Checker	Checker	TexChecker		Not supported in bump mapping
Cloth	Cloth	TexCloth		Not supported in bump mapping
Grid	Grid	TexGrid		Not supported in bump mapping
Leather	Leather	TexLeather		Not supported in bump mapping
Tiles	Tiles	TexTiles		Not supported in bump mapping
UVW	UVW	TexUVW		
Water	Water	TexWater		
Cellular	Cellular	TexCellular		Not supported in bump mapping
Granite	Granite	TexGranite		Not supported in bump mapping
Marble	Marble	TexMarble		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
 Rock	Rock	TexRock		Not supported in bump mapping
 Smoke	Smoke	TexSmoke		Not supported in bump mapping
 Speckle	Speckle	TexSpeckle		Not supported in bump mapping
 Splat	Splat	TexSplat		Not supported in bump mapping
 Stucco	Stucco	TexStucco		Not supported in bump mapping
 Bitmap	Bitmap	TexBitmap		
 Color	Color	TexAColor		
 Gradient	Gradient	TexRamp		Not supported in bump mapping
 Sky	Sky	TexSky		
 Temperature	Temperature	TexTemperature		
 Curvature	Curvature	TexCurvature		
 Dirt	Dirt	TexDirt		
 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
 Color Correction	Color Correction	ColorCorrection		Not supported in bump mapping
 Bezier Curve	Bezier Curve	TexBezierCurveColor		Not supported in bump mapping
 Mix (Map)	Mix (Map)	TexMix		Not supported in bump mapping
 Mix (Operator)	Mix (Operator)	TexCompMax		Not supported in bump mapping
 Mix (Value)	Mix (Value)	TexBlend		Not supported in bump mapping
 Multi-Sub	Multi-Sub	TexMulti		Not supported in bump mapping
 Simple Mix	Simple Mix	TexCombineColor		Not supported in bump mapping
 Spline Curve	Spline Curve	TexRemap		Not supported in bump mapping
 Tri-Planar	Tri-Planar	TexTriPlanar		Not supported in bump mapping
 UVW Placement	UVW Placement			
 Distance	Distance			

Footnotes

1 – Opacity is rendered the same way a clipper is rendered - it is either transparent or opaque. Mid-opacity is not supported.