

## Chapter 4:

### V-Ray Camera and Lighting

Get your ideal scene press Shift +F to define rendering frame. Press Ctrl + C to place the camera. Press P to back perspective view. C is the short cut to camera view.

If camera is behind the wall or outside the box Go to camera setting, Clipping planes activate clip manually. (Select your box, room, or walls go to object properties and click on Back face Cull). Or click right on box go to object properties and tick the backface cull

Select material slot make that vray material and change the color to light gray. Then named that WIP. Go to render setup, V-Ray Global switches, click on override material and import material to the box (drag-drop). It results is having gray render results to see light and shadows.



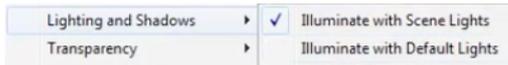
Using V-Ray light on plane mode, place the light behind the all windows at same size and check direction is toward inside. Use instance to control all easily. From modify panel click on invisible box. And increase subdivision to 16.



For the second light use V-Ray sun or standard light target direct option. And place on scene. Go to modify setting and click on shadow 'On' and change that to V-ray shadow. Also click on area shadow box and increase UVW size to more then 1000mm, then go to intensity part increase multiplier to 1.5 and change the color to sun color.

Go to Direction parameter and increase the hotspot/Beam and falloff/field values as desire.

Go to Camera (press C ), your scene might be brighten now also you can customize that from Left up of your screen select light, lighting and shadows, with default.



Create plane in front of your windows increase vertical segs. Press M select the new slot and add V-ray Light Mtl then select diffuse Bitmap and select any outside view from Google or web. Resize the plane and view the select Bend modifier and make plane curve. Move the plane to have your desire view and make sure you are on Camera mode. Safe frame.

Turn off the Visible to GI by selecting the plane from V-ray object properties.

## V-ray render set up:

