

# V-Ray Real World Fundamentals

Duration	2 Days (10am - 5pm)
Dates	15th & 16th January 2009
Pre-requisite	Experience in 3D
Instructor	Michael Merron, Concrete
Price	£350

## Day 1

Introduction to V-Ray and the course objectives.  
Breaking down the render dialog options.

Overview of the Renderer - anti-aliasing, sampling.  
Speed vs. quality set-up.  
Available methods of calculating Global Illumination.

Creating materials and understanding how real world materials act.  
Overview of the types of V-Ray shader available and the uses.  
Creating special purpose maps - specular etc to create more complex materials.

Linear workflow and colour management.  
Photometric lighting.  
Physical lighting systems and camera - overview of motion blur and depth of field.  
Image based lighting and importance sampling - when to use.

## Day 2

Standard workflow of lighting interiors and exteriors.

Micro poly Displacement modifier - methods and application.  
V-Ray Proxy for large scale scenes.

Rendering for animation (stationary Geometry) - Optimising Irradiance/light cache set-up for animation.

Rendering for post-production - layered rendering, mattes and compositing.

## Instructor Biography

Michael originally studied architecture at Greenwich University, where his passion for computer graphics lead him toward a career in visualisation.

Michael has built his professional reputation working in architectural visualisation during the last 7 years. For the past four years Michael has worked in the role of senior artist at Uniform, the multi-award winning visualisation specialists. During his time at Uniform, Michael has been instrumental in creating work which blends elegant architectural vision and visual effects techniques.

Among their many accolades has been the Escape award for architectural visualisation and an outstanding achievement award from CG Architect.

Michael has presented numerous masterclasses throughout Europe and the United States, and has recently started his own studio, specialising in visualisation, visual effects and consultancy work.



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