



Advanced School of V-ray

3DS Max & V-Ray Pro



Program prospectus

About ASV

'Advanced School of V-Ray' or **ASV** (which is lovingly known to us and our student) began its journey in the year 2014 with the dream of its founder, **Iraban Dutta**, who has been recognized as a talented CG artist and a renowned V-Ray Licensed Trainers (VLT) in India. His work has won him fame and respect in his field. His motto was to build up a pool of new talents in the field of architectural visualization and inspire younger generations to build their careers in this sector.

But finding new brains was not an easy task and to make it even more arduous, online training videos and scripts which boasts of perfect render settings for picture-perfect outputs, provided an easy option for students trying to master the craft. Eventually these videos/scripts lead them no-where, resulting in increasing frustration and might stagnate one's career.

"Professionally I believe there is no existence of so called perfect render settings!" says Iraban. "Photo-realistic render is your own basic skill; render settings cannot change your output. It totally depends on your material, light, camera setup & most important thing is knowing how to use V-ray in a logical sense."

So to help out these students, Iraban decided to share his expertise on architectural visualization, to impart architectural knowledge to the students, which they needed to improve their portfolios and land their dream jobs.

In the year 2016, ASV became the **1st Chaos | Group Authorized Training and Certification Centre in India** and since then as our fame spread, training requests flooded in. Today it offers a range of courses to an array of students.

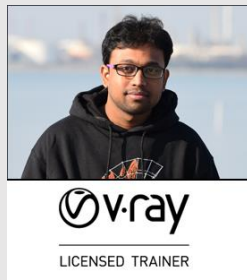
CHAOSGROUP

AUTHORIZED CERTIFICATION CENTER

CHAOSGROUP

AUTHORIZED TRAINING CENTER

From our Trainers



According to Iraban,

“We have won a lot of awards and fame throughout our career, which though feels very satisfying, is nothing comparable to a simple ‘thank you’ from our students who been able to improve their portfolios and become a top notch artist under our guidance. ASV is a place where students make use of the friendly atmosphere to fully understand and experiment with all tips & tricks underlying our world of visualization.”

Feel free to contact us: - support@advancedschoolofvray.com

WELCOME

Before you enrol, start planning your journey with the world of V-ray and professional photorealistic rendering. During your tenure at our school, you'll enjoy a unique life-changing experience in V-ray.

You will meet people who have professional background on the subject and you will share with them their passion for 3d and architectural visualisation.

To help you with your journey and for better understanding of the **3ds Max & V-Ray Pro**, our highly efficient Instructors have prepared this guide for you, which is simple and quite easy to understand. However, if you have any questions or dilemma, don't hesitate to contact us. We will suggest you the best that we are able to find according to price/quality ratio.

Wish you Happy Rendering!!!

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Special Features

1. 1-year full assistance from your V-ray Instructor.
2. Access our 3d Library to save time.
3. 42" LCD Display in class room.
4. Free Wi-Fi.
5. Software will be provided by us.
6. PC for every individual student with proper configuration.
7. Duration 18 months.
8. 3 days a week.
9. Class timing: 2 hr
10. Project submission.



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Rules of classroom

- It is strictly forbidden to record, reproduce or transmit the lessons and the copyright materials.
- Do not download any illegal materials or use any social networking site on PCs.
- Every participant is liable for malfunctioning, malwares or damages to the workstation.
- Smoking inside the classroom is strictly prohibited.
- The Institute will not be liable for any damages or loss of personal belongings and shall not provide any insurance cover whatsoever to the Participant.

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Course Timing, Fees & Certification

Duration: 18 months

Class schedule: 3 days a week

Class duration: 2 hr per day

Course fees: ₹ 1,80,000

Payment Structure with instalments facility

Date of Joining: ₹ 60,000

After 1 month of commencement: ₹ 20,000

After 2 months of commencement: ₹ 20,000

After 3 months of commencement: ₹ 20,000

After 4 months of commencement: ₹ 20,000

After 5 months of commencement: ₹ 20,000

After 6 months of commencement: ₹ 20,000

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Certification

- Advanced School of V-Ray (ASV) Certification.
- Chaos | Group Attendance Certificate.



Optional

Chaos Group VCP (V-Ray Certified Professional) exam certification.

***For VCP (V-Ray Certified Professional) exam contact us.**

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3ds Max & V-Ray Pro

Software's used>

3D Max 2015 or higher versions, V-ray 3.2 or higher version, Marvelous Designer, Photoshop CS6, Forest pack, Open EXR etc.

Module #1: Planning

- Fundamentals of interior designing.
- Interior planning.
- Elevation.
- Space planning.

Module #2: Modeling

- Creating architectural models.
- Interior models.
- Exterior models.
- Product modeling.
- Creating high mesh models.
- Creating high detailed models (bed, cushion, mattress and curtain).
- How to create realistic models like Evermotion?

Module #3: Texturing

- UV unwrap.
- UV mapping.
- Creating seamless texture.
- Bump map.
- Reflection map.
- Refraction map.
- AO.
- Fundamentals of v-ray materials.
- How to use Fresnel reflections for photorealistic material.
- Control reflection and refraction.
- Create chromed metal.
- Create realistic glass.
- Simulate satin glass.
- Create colored glass.
- Create plastic.
- Simulate opaque plastics.
- Cloth material.
- Uses fall off.
- Create water material.
- Creating v-ray fur.
- Create carpet texture.
- Creating fog effect (glass).
- Using alpha map to create materials.

- Max depth.
- V-ray edge-tex.
- V-ray light material.
- V-ray blend material.
- V-ray 2sided material.
- V-ray fast SSS2 material.
- How to create realistic curtain material.
- Multi sub object materials.
- Create complex materials.
- Create your own material library.

Module #4: Lighting

- V-ray light fundamentals.
- 3-point light rules.
- Setting units (when and how to use it).
- Speed up light calculation with irradiance map option.
- Difference between colour and temperature.
- Relation between size and intensity.
- Create strong and diffuse shadows.
- Principles of studio lighting.
- Hierarchy of lights.
- Functions of primary, secondary and fill light.
- How to create light balance for professional workflow.
- Chromatic contrast.

- Interior lighting (day and night).
- Exterior lighting (day and night).

Module #5: The amazing V-Ray light

- How v-ray IES light works.
- Assign a photometric curve.
- Control the power.
- How to control color and temperature?
- Difference between color and temperature.
- Simulating light ray and source.
- Use of IES light as primary light.
- Why IES take a lot time to produce a render.

Module #6: HDRI

- The IBL (image based lighting)?
- V-ray dome and HDRI.
- Control the power.
- Control the rotation in the scene.
- How to avoid noisy backgrounds.
- How to avoid splotches caused by HDRI.

Module #7: V-Ray Frame Buffer

- About VFB.
- Color correction.
- Fixing of over exposed areas.
- Exposure control.

- Curves in VFB.
- Start your render any point of VFB.

Module #8: Understand Color Mapping

- What is colour mapping.
- Linear color mapping.
- Exponential color mapping.
- Reinhard color mapping.
- When use linear and when exponential.

Module #9: V-ray Rendering

- How to set your own render preset.
- How to set your final render preset.
- How to create crystal clear render.
- About DMC.
- About V-ray sampler.
- How to create render pass?
- How to create AO.
- How to save render file at 32-bit pixel information.
- Difference between tiff and targa.

Module #10: Post Production

- What is multi-pass compositing?
- How to use V-ray render elements in Photoshop?

- How to balance your images?
 - How to make natural white balance.
 - Advantage of 32-bit compositing.
 - Vignetting effect.
 - Polaroid effect.
 - How to paint light shadow and reflection.
 - How to add image detail in post-production?
 - Color correction.
 - How to change texture after rendering?
 - Creating different kinds of maps (reflection, bump).
 - Handling histogram.
 - How to control over exposed areas in post work.
 - Add fog with z-depth.
 - Finalizing your framing.
- Using some professional plug-ins.

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