



Advanced School of V-ray

# *Arch-Viz Masterclass*



*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 **1<sup>st</sup> 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.

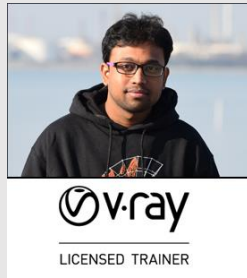
**CHAOSGROUP**

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](mailto:support@advancedschoolofvray.com)**

## **WELCOME**

**B**efore 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 **Arch-Viz Masterclass**, 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 45 days.
8. 5 days a week.
9. Class timing: 4+ hr. per day.
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: 45 days

Class schedule: 5 days a week

Class duration: 4+ hr. per day

Course fees: ₹ 85,000

## **Payment Structure with instalments facility**

Date of Joining: ₹ 40,000

After 15 days of commencement: ₹ 25,000

After 25 days 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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## **Arch-Viz Masterclass (Short Term)**

### ***Software's used>***

*3D Max 2015 or higher versions, V-ray 3.5 or higher version, Marvelous Designer, Forest pack, Photoshop CS6, Open EXR etc.*

## **Module #1: Activating V-Ray for the first time**

- Assigning V-Ray render.
- Setting V-Ray as default render.
- How to setup Production render and Active-Shader.
- How to use ASV render preset.

## **Module #2: Working with Linear Workflow**

- Variations of Gamma
- Set proper Gamma for your workflow.
- Gamma in Color Mapping.
- Combination of Irradiance Map and Light cache.

## **Module #3: Working procedures of V-Ray Lights**

- Fundamentals of V-Ray Light.
- The rule of 3-point lighting.
- Setting of Units. (When and how to use it).
- Speeding-up light calculation with Irradiance Map option.
- Kelvin Theory: Benefits of using Temperature over Color.

- Relation between size and intensity.
- Create strong and diffuse shadows.
- Principles of studio lighting.
- Use of Light Hierarchy.
- Functions of Primary, Secondary and Fill lights.
- How to create light balance for professional workflow.
- Interior Lighting (Day and Night scenes).
- Exterior Lighting (Day and Night scenes).

### **Module #4: V-Ray Sun and V-Ray Physical Camera**

- Default V-Ray Materials for controlling exposures.
- Combination of V-Ray Sun and V-Ray Sky.
- Modifiers of V-Ray Sun.
- Properties of V-Ray Physical Camera.
- Can V-ray camera be used as a real DSLR camera?
- How to control exposure by Shutter Speed.
- Method to solve camera distortion.
- Creating DOF (Depth of Field) with V-Ray camera.
- White balance using V-Ray Physical Camera.

### **Module #5: V-Ray Frame Buffer**

- Everything about V-Ray Frame Buffer (VFB).
- Color Correction using VFB.
- Fixing of overexposed areas.

- Controlling exposure.
- Curves in VFB.
- Start your render at any point of your VFB.

### **Module #6: V-Ray IES Lights**

- How V-Ray IES light works?
- Methods to assign a photometric curve.
- Power controlling.
- Control color & temperature.
- Light Ray and source simulation.
- Use of IES light as primary light
- Why do IES takes a lot of time to produce a render and how to optimize it.

### **Module #7: Shading in V-Ray**

- Fundamentals of V-Ray Materials.
- How to use Fresnel reflections to create life-like materials.
- Fresnel vs. Falloff
- Controlling reflection and refraction.
- Creation of chromed metal.
- Simulate brushed metals.
- Create realistic glass.
- Simulate satin glass.
- Create colored glass.

- Create plastic.
- Simulate opaque plastics.
- Cloth Material.
- Uses of 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 Materials.
- V-Ray 2sided Material.
- V-Ray Fast SSS2 Material.
- How to create realistic curtain material.
- Multi Sub Object Materials.
- Creation of complex materials.
- Create your own material library.

### **Module #8: How is HDRI associate with V-Ray Light**

- Basic knowledge about IBL (Image-based lighting).
- V-Ray Dome and HDRI.
- Controlling the power of Light Texture.

- How to control the rotation of HDRI in the scene.
- How to avoid noisy backgrounds.
- How to avoid splotches caused by HDRI.

## **Module #9: Understand Color Mapping**

- What is Color Mapping.
- Linear color mapping.
- Exponential color mapping.
- Basic uses and differences of Linear and Exponential color mapping.
- Reinhard color mapping.
- How to use Reinhard.
- Way to recover lost contrast.
- Way to recover lost contrast.
- Way to work with LWF.

## **Module #10: V-ray rendering**

- Set your own test render preset.
- How to set your Final render preset.
- Create crystal-clear render.
- Everything about DMC.
- Distribute Rendering.
- About V-Ray Sampler.
- How to create render pass?

- Creating AO.
- How to save render file as 32-bit pixel information.
- Difference between .tiff and .jpeg

## **Module #11: Professional Post Production**

- What is Multi-pass Compositing?
- How to use V-ray Render elements in Photoshop?
- Balancing your images.
- How to make natural White balance.
- Advantages of 32bit compositing.
- Vignetting Effect.
- Polaroid Effect.
- How to paint light, shadow and reflection?
- How to add image details in post-production?
- Colour correction.
- How to change texture after completion of your render?
- Creating different kinds of maps (Reflection, Bump)
- Handling Histogram.
- How to control over exposed areas in post work.
- Addition of fog effect with Z-Depth.
- Finalize your framing.
- Tips and tricks of using some professional plug-ins.

## **Module #12: iToo Software**

- Forest distribution.
- Landscape making.
- Vegetation.

## **Module #13: Marvellous Software**

- Mattress making.
- Pillow making.
- Cloth Simulation (Bed cover, Blanket etc.)
- Curtains.

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