



Advanced School of V-ray

Guide to Professional V-Ray



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.

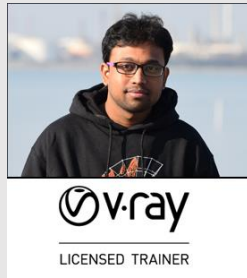
CHAOSGROUP

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 **Guide to Professional V-ray**, 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. 6 Month 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 90 days.
8. 3 days in a week.
9. Class timing: 2 hours.
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: 30 days

Class schedule: 5 days a week

Class duration: 3+ hr. per day

Course fees: ₹ 25,000

Payment Structure with instalments facility

Date of Joining: ₹ 15,000

After 10 days of commencement: ₹ 10,000

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Certification

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



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Guide to Professional V-Ray

Software's used>

3D Max 2015 or higher versions, V-ray 3.5 or higher version, Photoshop CS6.

Module—1 Introduction of V-Ray

What is V-Ray?

Using of V-Ray.

Activating V-ray.

Assign V-Ray renderer.

Setting V-ray as default.

Production render and active shared.

Module—2 Working with Gamma

What is Gamma?

Variation of Gamma.

Gamma in colour mapping.

How to prevent washed out and over darkening effect from a scene.

Module - 3 V-Ray Virtual Frame Buffer

V-Ray frame buffer.

About V-Ray VFB.

Colour Correction.

Colour clamping.

VFB history.

Module—4 V-Ray Camera

V-Ray physical camera.

Basic properties of physical camera.

Using of focal length.

Depth of field.

White balance.

How to prevent camera distortion?

Module—5 V-Ray Lights

Introduction of various types of V-Ray lights.
Controlling V-Ray lights effects with parameter.
Three-point lighting.

Module—6 V-Ray Materials

Basic fundamentals of V-Ray materials.
Material editor.
Assigning V-Ray material.
Working with diffuse.
Working with Reflection map.
Working with Refraction map.
Material with Fresnel reflection.
Material with Metallic reflection.
Creating realistic materials (Metal, Gold, Silver, Wood, Plastic, Water, Leather, Glass, Cloth etc.)
Usage of 2 sided materials.
Reducing material rendering time in an easy way.
Creating material in a scene.

Module—7 V-Ray G.I. Engines

Global Illumination.
Using of primary engine.
Using of secondary engine.

Module—8 Exterior and Interior Lighting

Exterior rendering day and night.

V-Ray sky.

V-Ray Sun V-ray dome for environment.

Module—9 Render

Render settings.

Render elements (Z-depth, Extra -tax, Wire colour.)

Region and bucket render

Optimize render time with ASV render preset.

Module—9 Post Production

- What is multi-pass compositing?
- How to use V-ray render elements in Photoshop?
- Vignetting effect.
- How to paint light shadow and reflection.
- How to add image detail in post-production?
- Color correction.
- Creating different kinds of maps (reflection, bump).
- Add fog with z-depth.
- Finalizing your framing.
- Using some professional plug-ins.

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