

[VRender] Constructor entered.
Setting default filter kernel.
"default" preset not loaded: [loadPreset] Cannot open file "C:\Users\John\AppData\Local\Autodesk\3dsMax\2016 - 64bit\ENU\en-US\plugcfg\vray.cfg"
[VRender] Constructor done.
Loading V-Ray plugins...
[PluginManagerUtilsBase::newPlugin] non-existing - instance ID=1, plugin type is "RTEngine", plugin name is "rtEngine"
0000000070ED85C0

[PluginManagerUtilsBase::newPlugin] non-existing - instance ID=2, plugin type is "SettingsRTEngine", plugin name is "rtEngine_settings" 000000007363BAA0

Translating scene for V-Ray...
[PluginManagerUtilsBase::newPlugin] non-existing - instance ID=3, plugin type is "SettingsEnvironment", plugin name is "renderEnvironment" 0000000070CF3180

[PluginManagerUtilsBase::newPlugin] non-existing - instance ID=4, plugin type is "LightOmni", plugin name is "defaultlight_0"
0000000072D94770

[PluginManagerUtilsBase::newPlugin] non-existing - instance ID=5, plugin type is "LightOmni", plugin name is "defaultlight_1"
0000000072D92430

[PluginManagerUtilsBase::newPlugin] non-existing - instance ID=6, plugin type is "SettingsCameraDof", plugin name is "settingsCameraDOF" 000000003C77E1B0

[PluginManagerUtilsBase::newPlugin] non-existing - instance ID=7, plugin type is "SettingsCamera", plugin name is "settingsCamera"
000000003C77D9B0

[PluginManagerUtilsBase::newPlugin] non-existing - instance ID=8, plugin type is "RenderView", plugin name is "renderView"
000000007355F8A0

[PluginManagerUtilsBase::newPlugin] non-existing - instance ID=9, plugin type is "SettingsUnitsInfo", plugin name is "settingsUnits"
000000008CDE7810

[PluginManagerUtilsBase::newPlugin] non-existing - instance ID=10, plugin type is "SettingsColorMapping", plugin name is "colorMapping" 000000006D100AB0

[PluginManagerUtilsBase::newPlugin] non-existing - instance ID=11, plugin type is "SettingsGI", plugin name is "gi_settings"
000000006D102490

warning: Unsupported: GI is disabled, but V-Ray RT always uses GI

[PluginManagerUtilsBase::newPlugin] non-existing - instance ID=12, plugin type is "SettingsOutput", plugin name is "output_settings"
0000000070CF3960

[PluginManagerUtilsBase::newPlugin] non-existing - instance ID=13, plugin type is "SettingsOptions", plugin name is "settingsOptions"
000000008CD77740

[PluginManagerUtilsBase::newPlugin] non-existing - instance ID=14, plugin type is "SettingsCaustics", plugin name is "settingsCaustics" 0000000073605800

[PluginManagerUtilsBase::newPlugin] non-existing - instance ID=15, plugin type is "SettingsImageSampler", plugin name is "settingsIS" 00000000840647A0

[PluginManagerUtilsBase::newPlugin] non-existing - instance ID=16, plugin type is "SettingsLightCache", plugin name is "settingsLightCache" 00000000732523C0

[PluginManagerUtilsBase::newPlugin] non-existing - instance ID=17, plugin type is "SettingsIrradianceMap", plugin name is "settingsIMAP" 0000000046E52800

[PluginManagerUtilsBase::newPlugin] non-existing - instance ID=18, plugin type is "SettingsDMCGI", plugin name is "settingsDMCGI" 000000004FC44890

[PluginManagerUtilsBase::newPlugin] non-existing - instance ID=19, plugin type is "SettingsPhotonMap", plugin name is "settingsPhotonMap" 000000008CFE2A70

[PluginManagerUtilsBase::newPlugin] non-existing - instance ID=20, plugin type is "SettingsDMCSampler", plugin name is "settingsDMCSampler" 000000003C77E330

[PluginManagerUtilsBase::newPlugin] non-existing - instance ID=21, plugin type is "SettingsMotionBlur", plugin name is "settingsMotionBlur" 000000003C77DB30

[PluginManagerUtilsBase::newPlugin] non-existing - instance ID=22, plugin type is "SettingsDefaultDisplacement", plugin name is "settingsDefaultDisplacement" 000000008CDCB110

[PluginManagerUtilsBase::newPlugin] non-existing - instance ID=23, plugin type is "SettingsRaycaster", plugin name is "settingsRaycaster" 000000003C77E9B0

[PluginManagerUtilsBase::newPlugin] non-existing - instance ID=24, plugin type is "SettingsRegionsGenerator", plugin name is "settingsRegionsGenerator" 000000006D1018C0

[PluginManagerUtilsBase::newPlugin] non-existing - instance ID=25, plugin type is "SettingsCurrentFrame", plugin name is "settingsCurrentFrame" 000000004FC43270

[PluginManagerUtilsBase::newPlugin] non-existing - instance ID=26, plugin type is "SettingsVFB", plugin name is "settingsVFB" 000000008CD7A260

Building scene command queue...

[VRayRTMax::renderThreadProc] Thread procedure entered

[VRayRTMax::renderThreadProc] sendClose=1

[VRayRTMax::renderThreadProc] Calling beginSequence()

Preparing renderer...

Preparing scene for rendering...

[RenderView] startCameraTime=0.000000, endCameraTime=2.000000

[RenderView] numCameraTMs=4, numFrames=2, frameSamples=2

2 lights found.

Using probabilistic light sampling with 16 lights.

OpenCL renderer requested.

loadLibrary(C:\Program Files\Chaos Group\V-Ray\RT for 3ds Max 2016 for x64/bin/rt_opengl.dll)

Found plugin "RTOpenCL"

Plugin library "C:\Program Files\Chaos Group\V-Ray\RT for 3ds Max 2016 for x64/bin/rt_opengl.dll" loaded.

1 plugin(s) loaded successfully

OpenCL renderer plugin successfully loaded from "C:\Program Files\Chaos Group\V-Ray\RT for 3ds Max 2016 for x64/bin/rt_opengl.dll"

OpenCL renderer plugin instance successfully created.

EXT_RTOPENCL interface obtained successfully from OpenCL renderer plugin instance.

error: Error during V-Ray RT initialization in stage 9!

Error during V-Ray RT initialization in stage 9!

Initializing built-in VFB.

[RenderView] startCameraTime=0.000000, endCameraTime=2.000000

[RenderView] numCameraTMs=4, numFrames=2, frameSamples=2

Max ray intensity is enabled: rendered result may have incorrect brightness.

[VRayRTMax::renderThreadProc] Calling beginFrame()

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Starting frame 0.

Preparing camera sampler.

Preparing scene for frame...

Compiling geometry...

Preparing ray server.

Using embree ray tracing.

Building SDTree for GPU

Scene is empty.

Preparing direct light manager.
2 render channels in sequence data
No additional render channels found; using optimized render channels calculations
Preparing global light manager.
Irradiance sample size is 84 bytes
Using fast GI when possible
Waiting for image data...
[VRayRTMax::renderThreadProc] Calling renderImage()
Running RTEngine
Initializing OpenCL renderer (single kernel version)...
Querying for OpenCL devices...
Successfully parsed environment variable VRAY_OPENCL_PLATFORMS_x64
Found 1 OpenCL platforms
Using the following OpenCL devices:
NVIDIA CUDA GeForce GTX 780
Using memory buffers for textures
cl_nv_compiler_options supported!
Failed loading precompiled binary (0)
warning: Building OpenCL trace program for device NVIDIA CUDA_GeForce GTX 780. That build is made only the first time you run V-Ray on a particular hardware, but it might take a while.