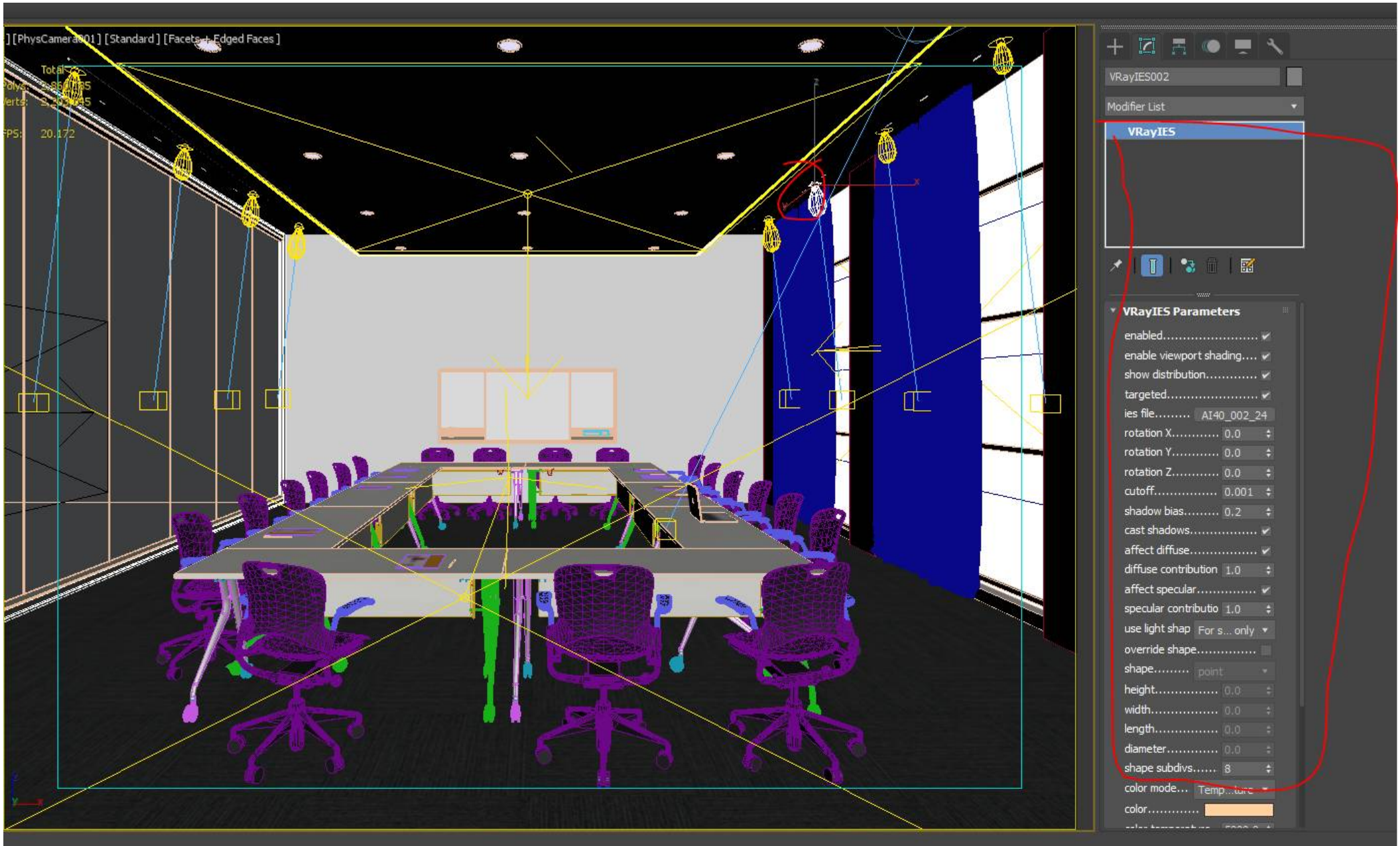




No shadows are visible





][PhysCamera001] [Standard] [Facets + Edged Faces]

Total
Poly: 55,005
Vert: 51,000
FPS: 20.172

VRayIES002

Modifier List

VRayIES

VRayIES Parameters

- enabled.....
- enable viewport shading....
- show distribution.....
- targeted.....
- ies file..... AI40_002_24
- rotation X..... 0.0
- rotation Y..... 0.0
- rotation Z..... 0.0
- cutoff..... 0.001
- shadow bias..... 0.2
- cast shadows.....
- affect diffuse.....
- diffuse contribution 1.0
- affect specular.....
- specular contributio 1.0
- use light shap For s... only
- override shape.....
- shape..... point
- height..... 0.0
- width..... 0.0
- length..... 0.0
- diameter..... 0.0
- shape subdivs..... 8
- color mode... Temperature
- color.....



VRayLight001

Modifier List

- VRayLight

Options

- Exclude
- Cast shadows
- Double-sided
- Invisible
- No decay
- Skylight portal Simple
- Store with irradiance map
- Affect diffuse 1.0
- Affect specular 1.0
- Affect reflections

General

- On Type: Plane
- Targeted 200.0
- Length: 5424.649
- Width: 5694.881
- Units: Default (image)
- Multiplier: 0.6
- Mode: Color
- Color: [Color Picker]
- Temperature: 6500.0
- Texture Res: 512
- No Map

Rectangle/disc light

- Directional: 0.0
- Preview: Never
- Preview texmap

Sampling

- Subdivs: 8
- Per AA sample: 6/6
- Per pixel: 6/60000
- Shadow bias: 0.02
- Cutoff: 0.001

Viewport

- Enable viewport shading
- Viewport wire color [Yellow]
- Icon text

Advanced options

- Use MIS

3 Render Setup: V-Ray Next, upd... - [] [X]

Target: Production Rendering Mode [v] [Render]

Preset: No preset selected [v]

Renderer: V-Ray Next, update 2 [v] [Save File ...]

View to Render: Quad 4 - PhysCamera001 [v] [Lock]

Common V-Ray GI Settings Render Elements

Frame buffer

Global switches

- Displacement [Advanced ?]
- Force back face culling
- Lights Hidden lights
- Shadows Default lights: Off... GI [v] Adaptive lights: [v] 20 [v]
- Don't render final image
- Reflection/refraction Maps
- Override depth 5 [v] Override mtl None
- Glossy effects Indu... list [v] Exclude... [v]
- Max transp. levels 50 [v]
- Transp. cutoff 0.001 [v]
- Max ray intens. 20.0 [v] Secondary rays bias 0.0 [v]

IPR options

Start IPR

- Fit resolution to VFB Force progressive sampling

Image sampler (Antialiasing)

Type Progressive [v] [Advanced ?]

Render mask None [v] <None> [v]

Min shading rate 6 [v]

Image filter

Progressive image sampler

Min. subdivs 1 [v]

Max. subdivs 100 [v]

Render time (min) 20.0 [v] Ray bundle size 128 [v]

Noise threshold 0.005 [v]

Global DMC

- Lock noise pattern [Advanced ?]
- Use local subdivs Min samples 16 [v]
- Subdivs mult. 1.0 [v] Adaptive amount 0.85 [v]
- Noise threshold 0.005 [v]

Environment

- GI environment [?]
- Color [v] 1.0 [v] Map No Map [v]

3 Render Setup: V-Ray Next, upd... - [] [X]

Target: Production Rendering Mode [v] [Render]

Preset: No preset selected [v]

Renderer: V-Ray Next, update 2 [v] [Save File ...]

View to Render: Quad 4 - PhysCamera001 [v] [Lock]

Common V-Ray GI Settings Render Elements

Global illumination

- Enable GI [Advanced ?]
- Primary engine Irradiance map [v]
- Secondary engine Light cache [v]
- Refractive GI caustics Reflective GI caustics
- Saturation 1.0 [v] Amb. occlusion 0.8 [v]
- Contrast 1.0 [v] Radius 10.0 [v]
- Contrast base 0.5 [v] Subdivs 8 [v]

Irradiance map

Current preset Medium [v] [Advanced ?]

Min rate -3 [v] Subdivs 50 [v]

Max rate -1 [v] Interp. samples 20 [v]

- Show calc. phase Interp. frames 2 [v]
- Use camera path Full preview [v]
- Show direct light

302509 samples; 45600736 bytes (43.5 MB)

Color threshold 0.4 [v] Distance threshold 0.1 [v]

Normals threshold 0.2 [v]

Detail enhancement Scale Screen [v]

Radius 60.0 [v] Subdivs mult. 0.3 [v]

- Randomize samples Check sample visibility

3 Render Setup: V-Ray Next, upd... - [] [X]

Target: Production Rendering Mode [v] [Render]

Preset: No preset selected [v]

Renderer: V-Ray Next, update 2 [v] [Save File ...]

View to Render: Quad 4 - PhysCamera001 [v] [Lock]

Common V-Ray GI Settings Render Elements

Detail enhancement Scale Screen [v]

Radius 60.0 [v] Subdivs mult. 0.3 [v]

- Randomize samples Check sample visibility

Mode Single frame [v] [Save] [Reset]

- Don't delete Auto save Switch to saved map

Light cache

Subdivs 1000 [v] [Advanced ?]

Sample size 0.01 [v]

Scale Screen [v] Show calc. phase

- Retrace 2.0 [v] Use camera path
- Pre-filter 20 [v] Use for glossy rays
- Filter Nearest [v] Store direct light
- Interp. samples 5 [v]

Mode Single frame [v] [Save]

- Don't delete Auto save Switch to saved cache

<None> [v]

Caustics

3 Render Setup: V-Ray Next, upd... - [] [X]

Target: Production Rendering Mode [v] [Render]

Preset: No preset selected [v]

Renderer: V-Ray Next, update 2 [v] [Save File ...]

View to Render: Quad 4 - PhysCamera001 [v] [Lock]

Common V-Ray GI Settings Render Elements

Detail enhancement Scale Screen [v]

Radius 60.0 [v] Subdivs mult. 0.3 [v]

- Randomize samples Check sample visibility

Mode Single frame [v] [Save] [Reset]

- Don't delete Auto save Switch to saved map

Light cache

Subdivs 1000 [v] [Advanced ?]

Sample size 0.01 [v]

Scale Screen [v] Show calc. phase

- Retrace 2.0 [v] Use camera path
- Pre-filter 20 [v] Use for glossy rays
- Filter Nearest [v] Store direct light
- Interp. samples 5 [v]

Mode Single frame [v] [Save]

- Don't delete Auto save Switch to saved cache

<None> [v]

Caustics