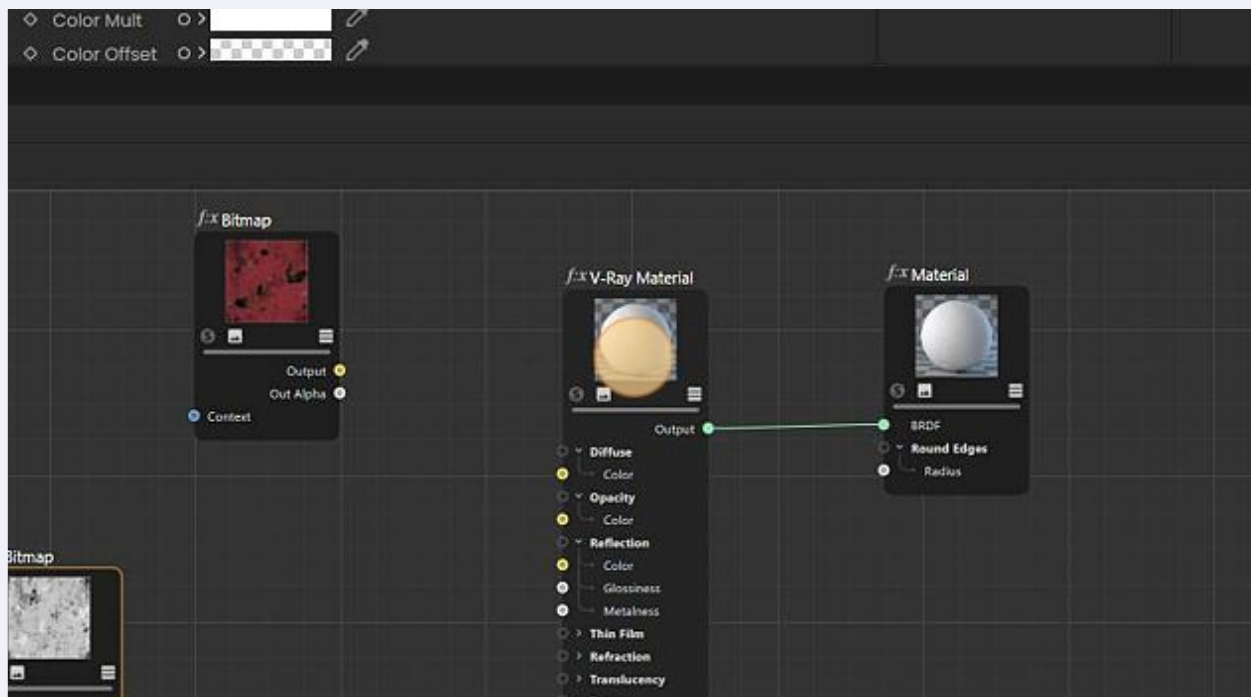


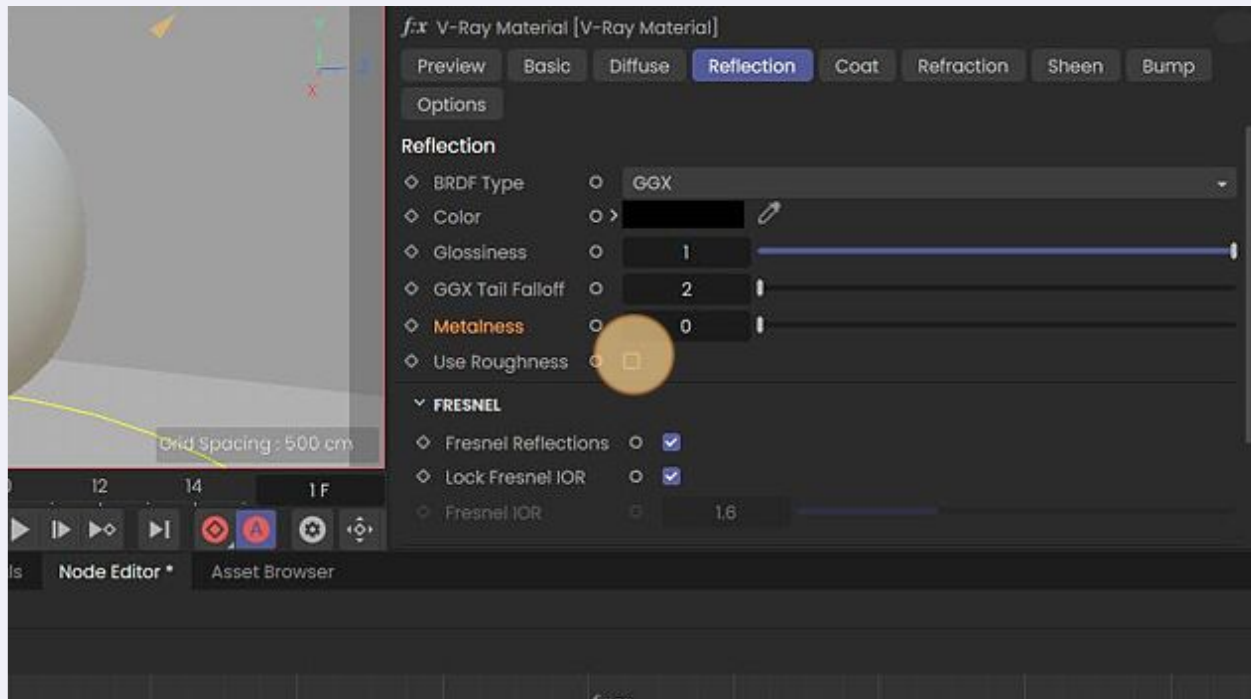
PBR Glossiness



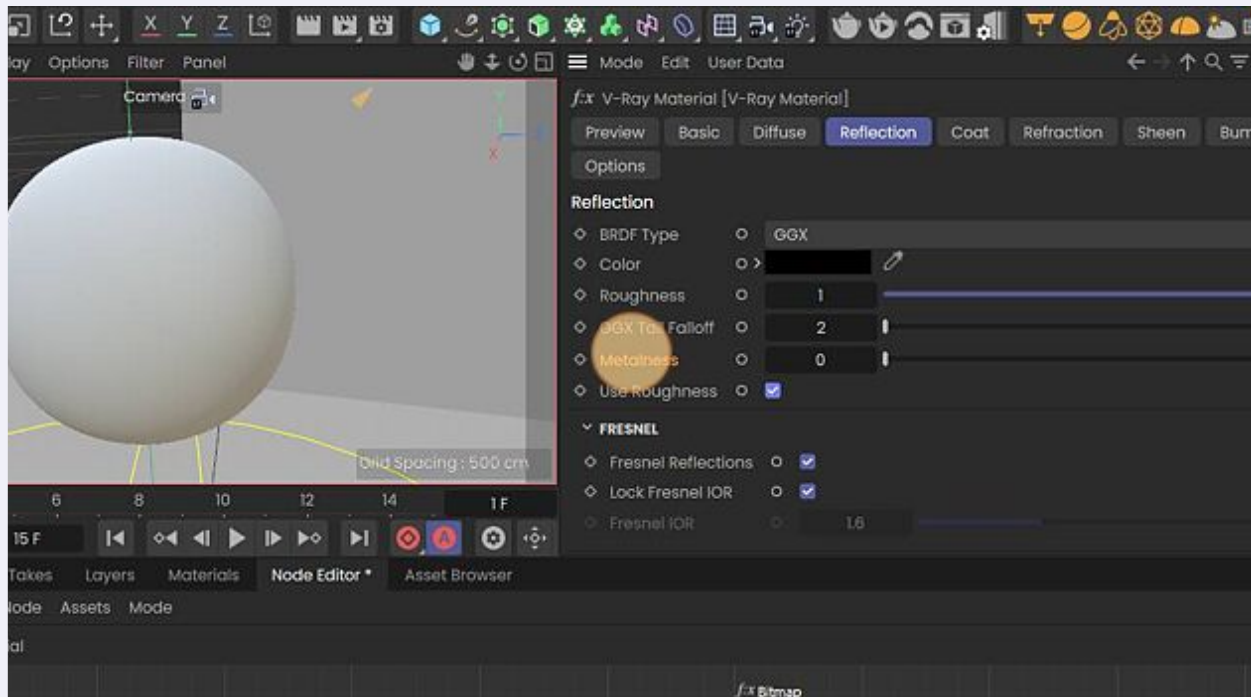
- 1 Create V-Ray Node Material (the steps for classic V-Ray Material are the same)



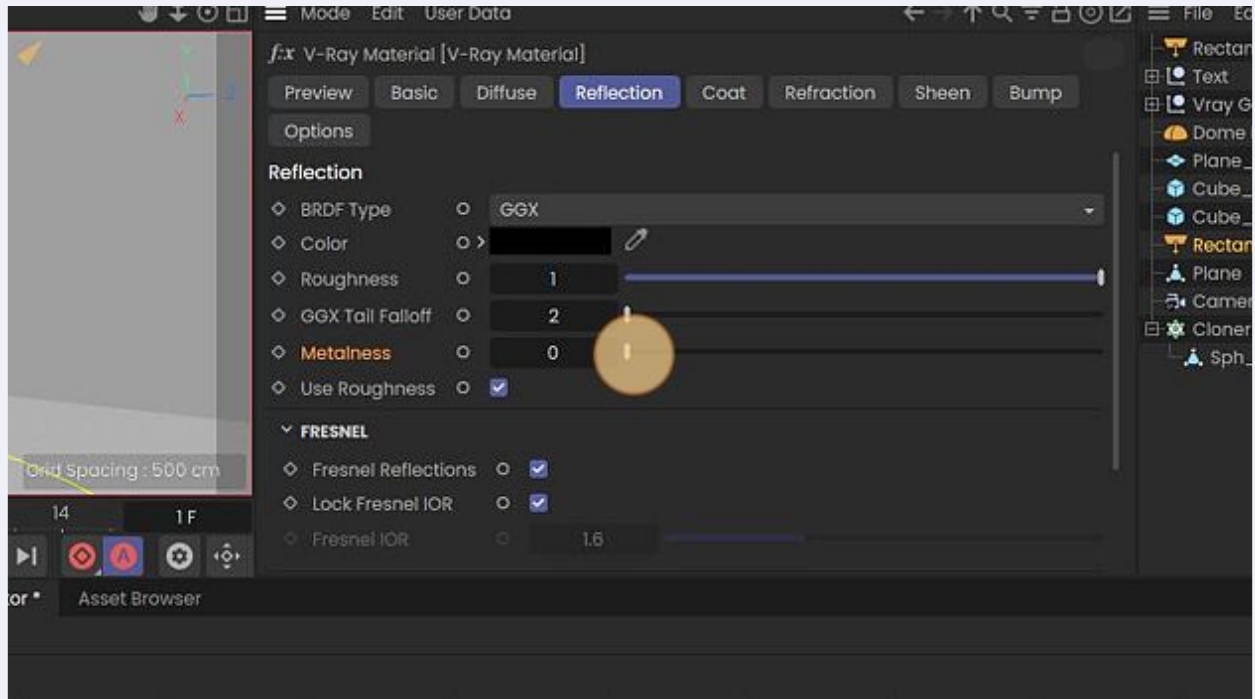
2 Select "Reflection" tab and enable Use Roughness option



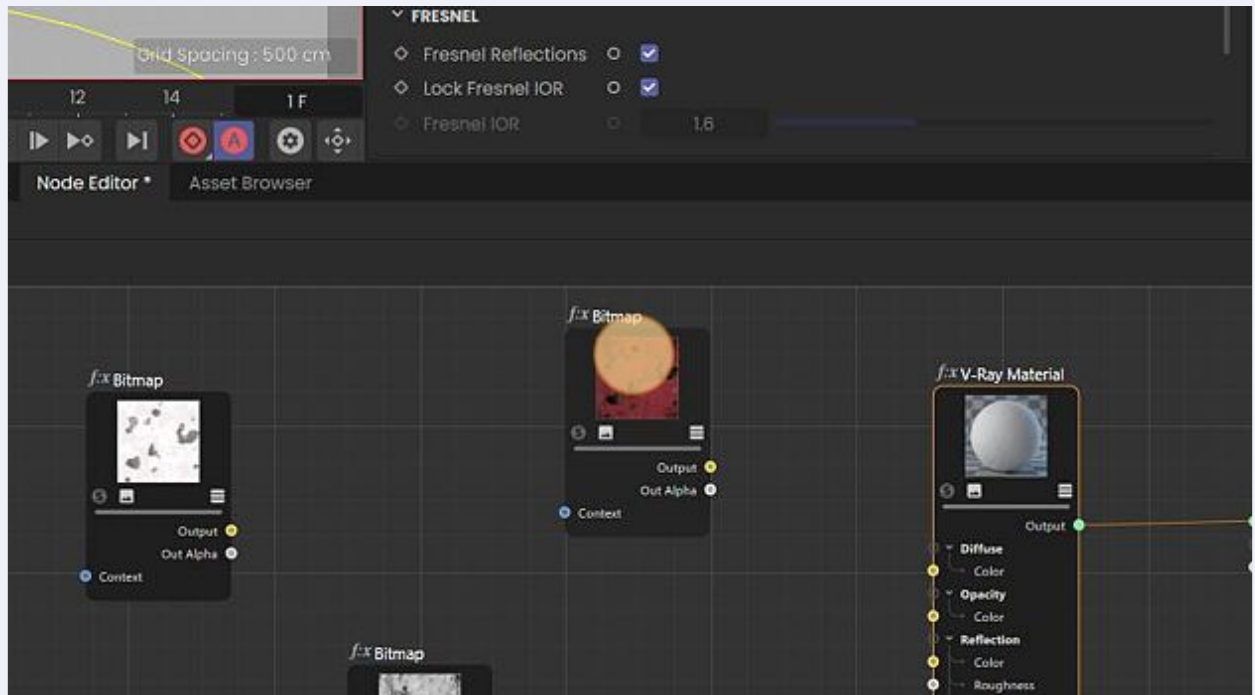
3 Select "Metalness" option



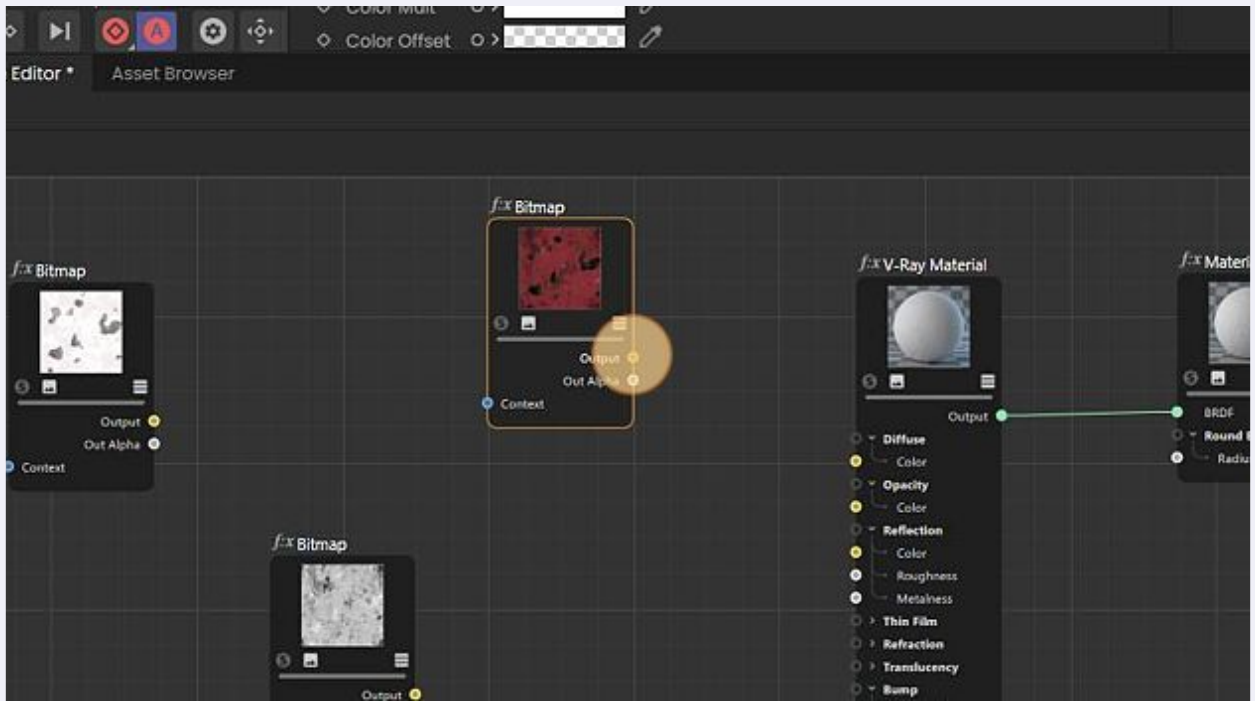
4 Set option to 1



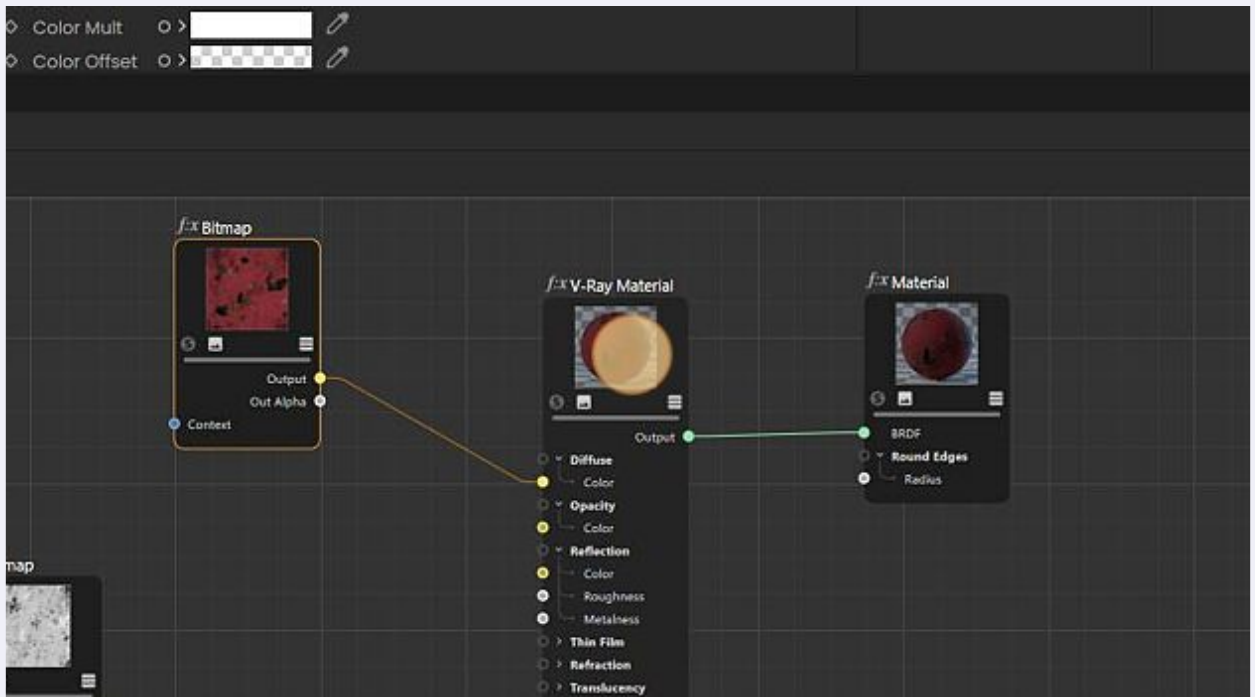
5 Add textures to Node space



6 Select Diffuse texture and add it to Material Diffuse Color node

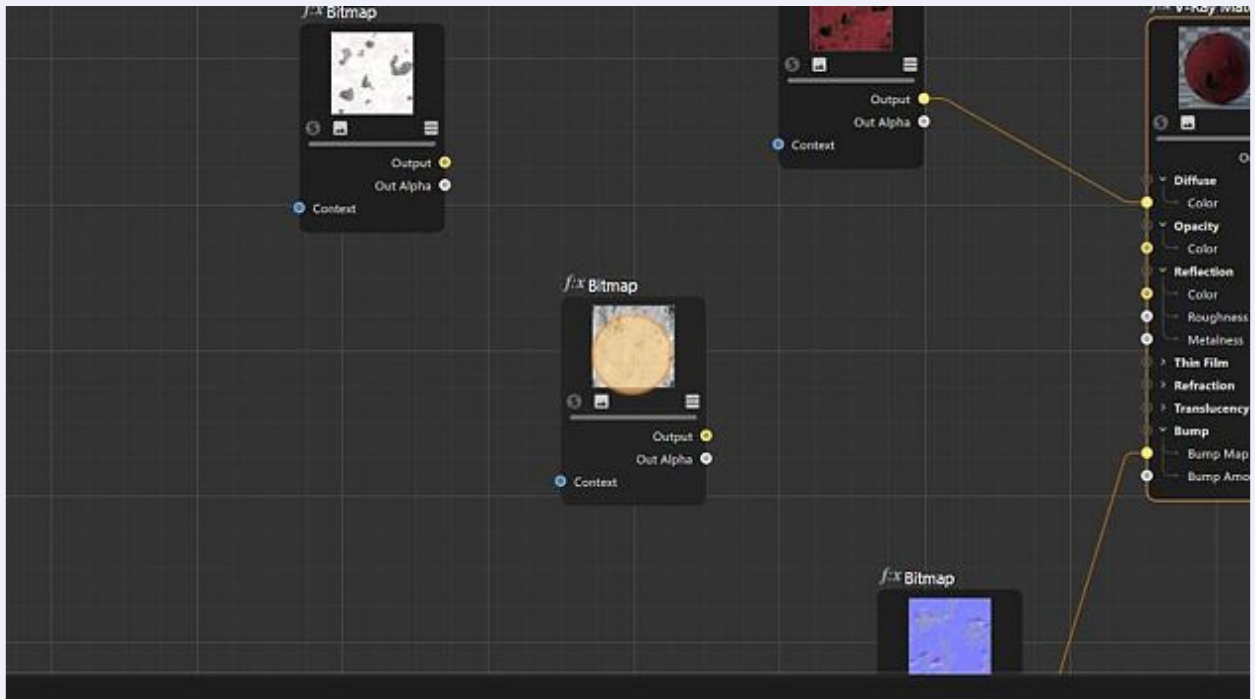


7 Texture to color node



8

Select Glossiness texture map (in my case). I use this setup because that includes one more extra step.



9

Select the Bitmap tab and next enable the Invert option. If you have a Roughness map you don't need to invert texture map.

