

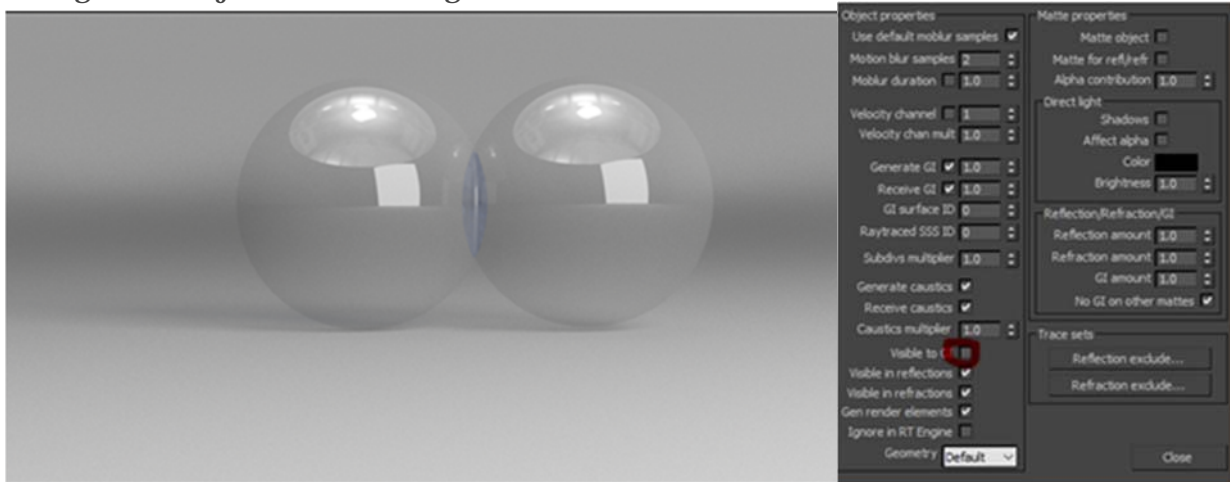
Vray Advanced Render Times Different Backgrounds Vray Learning PDF

This is a comparison of a simple 3ds max scene that has different background setups. All the way through Vray Advanced 3.4 GI was set to Brute Force, Brute Force at the same low-quality setting. It was lit by a Vray Dome Light with HDRI in the texture slot and one Vray plane light which is the square that can be seen in the reflections.

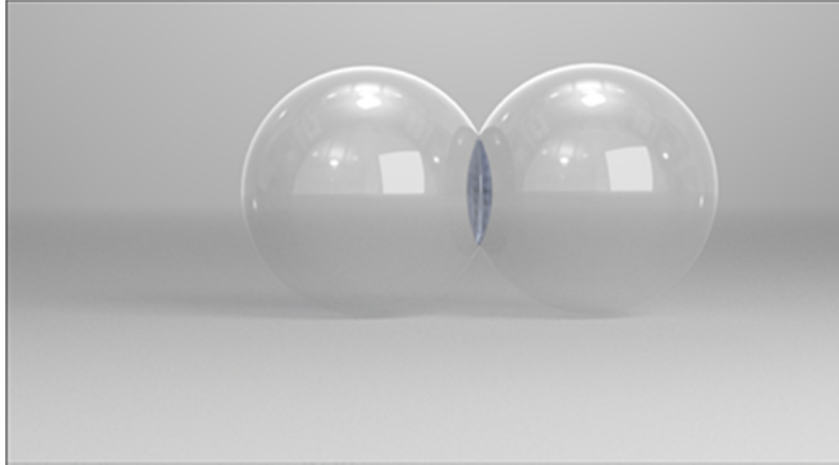
No MeshBackground (just the HDRI dome light is showing in the background): Low quality Brute Force/ Brute Force render time is 37sec @ 1280 720



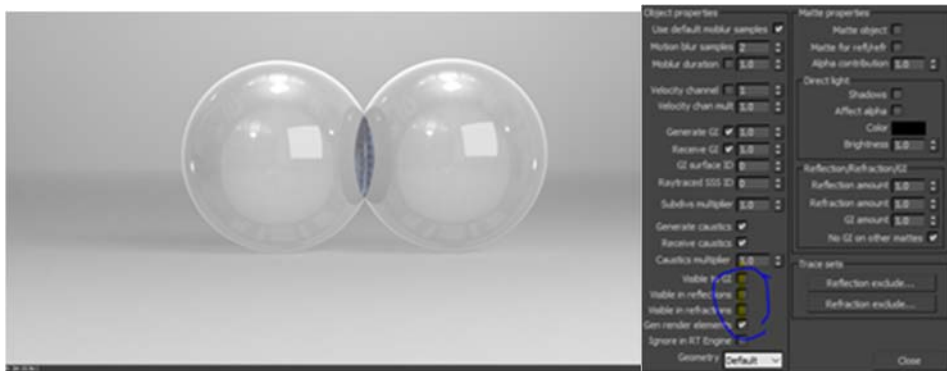
Photography Background (cylinder encompassing the whole scene with open top mesh smoothed so that there is an even transition from vertical to horizontal. Vray settings Low Brute Force / Brute Force 1280 720. Vray Properties for the Photography Background object GI off. This gives a render time of 6min 15 sec.



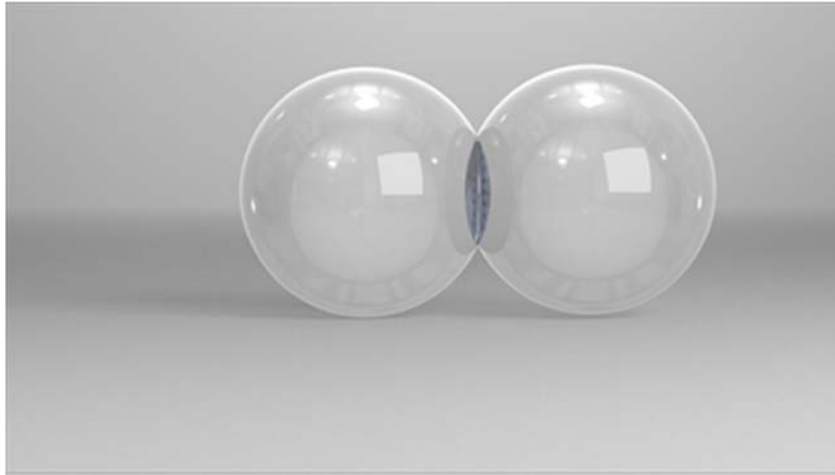
Background White Plane with Radial Opacity render time is 3min.



Background White Plane with Radial Opacity. For the plane turn off: Visible to GI, Visible in reflections, Visible in Refractions for the plane in Vray properties. This gives a render time of **2min 15s**



Background White Plane with Radial Opacity. For the plane Turn off Visible to GI, Visible in reflections, Visible in Refractions and Generate and Receive GI **1min 40s**



Material properties panel for a glass material. It includes sections for 'Object properties' and 'Material properties'. The 'Object properties' section contains various numerical parameters such as 'Refractive index', 'Refractive density', 'Velocity threshold', 'Velocity threshold', 'Generate ID', 'Refractive ID', 'ID offset', 'Refractive ID offset', 'Subdivs multiplier', 'Generate caustics', 'Refractive caustics', 'Caustics multiplier', 'Index to ID', 'Index to refraction', 'Index to refraction', 'Use render elements', and 'Ignore in RT engine'. The 'Material properties' section includes 'Refractive index', 'Refractive density', 'Refractive ID', 'Refractive ID offset', 'ID offset', 'Refractive ID offset', 'Subdivs multiplier', 'Generate caustics', 'Refractive caustics', 'Caustics multiplier', 'Index to ID', 'Index to refraction', 'Index to refraction', 'Use render elements', and 'Ignore in RT engine'. The 'Refractive index' is set to 1.5, 'Refractive density' is 1.5, 'Refractive ID' is 1, 'Refractive ID offset' is 1, 'ID offset' is 1, 'Refractive ID offset' is 1, 'Subdivs multiplier' is 1, 'Generate caustics' is checked, 'Refractive caustics' is checked, 'Caustics multiplier' is 1, 'Index to ID' is 1, 'Index to refraction' is 1, 'Index to refraction' is 1, 'Use render elements' is checked, and 'Ignore in RT engine' is checked. The 'Default' button is highlighted.