This Training is a Project based Training

Introduction
- What is VRay and how to setup VRay
- VRay image saving options

Global Illumination in VRay
- Irradiance Map
- Light Cache
- Quasi Monte Carlo/ Brute Force
- Environmental Lighting

Image Sampling
- Fixed
- Adaptive QMC
- Adaptive Subdivisions

Advance VRay Lights
- Plane Light
- Dome Light
- Sphere Light
- VRay Sun
- VRay Shadow

VRay Camera
- Focal Length
- Film speed
- Shutter Speed

Advance VRay Materials
- Diffuse Color
- Reflection
- Refraction
- Blurry Reflections

Rendering Test Scenes
- Rendering an interior scene
- Rendering an exterior scene
- Animation techniques
- Final project and Photoshop Post production.

This Training can be for both SketchUp and 3ds max

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