

Materials

This page introduces the different material types in V-Ray for Houdini.

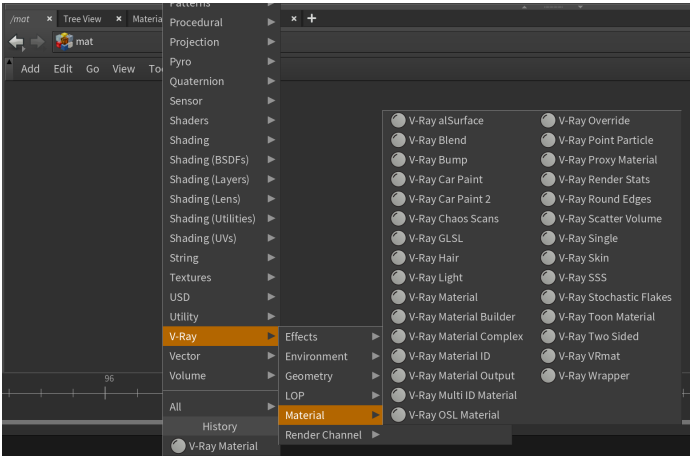
Overview

There are a number of different materials for use with V-Ray for Houdini. These materials are quite versatile and each can be used in a number of ways to achieve different looks as needed from simulating simple surface properties like plastics and metals, to simulating complex uses such as translucent objects, subsurface materials such as skin, and even light-emitting objects.

For more details on each material, please see the dedicated pages below.

Note: Standard Houdini materials are not supported by V-Ray!

UI Path: `||mat Network|| > V-Ray > Material` sub-menu



List of V-Ray BRDF Materials

- [V-Ray Material Builder](#)
- [V-Ray Material Complex](#)
- [V-Ray Material Output](#)
- [V-Ray Material ID](#)
- [V-Ray Single](#)

Useful Links

- [Material Presets tutorial](#)
- [Material Overrides tutorial](#)
- [Metal Shaders tutorial](#)
- [Working with V-Ray materials in Solaris](#)
- [Rendering options for materials](#)