

V-RayPlane

This page describes the V-Ray infinite plane.

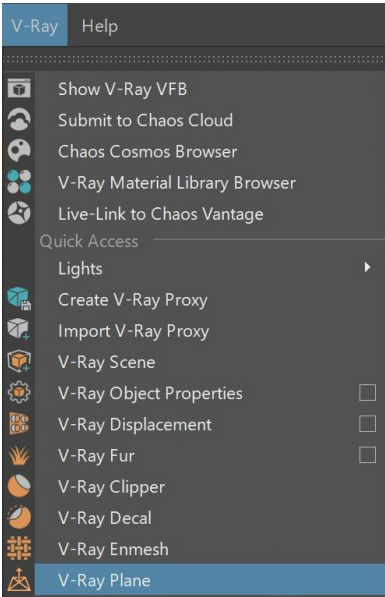
Overview

The V-RayPlane is a very simple function that creates a procedural infinite-plane primitive for V-Ray.

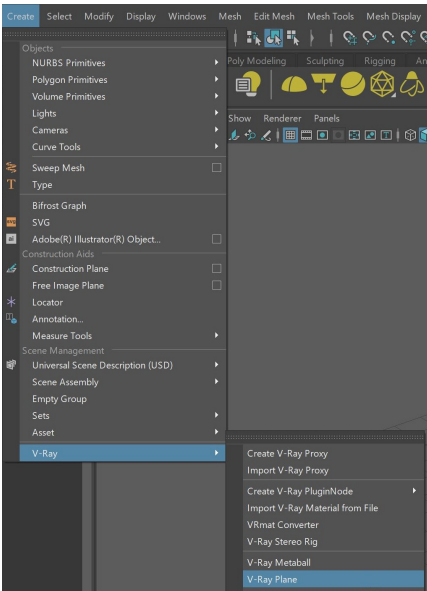
UI Path: ||V-Ray Shelf|| > Create V-Ray Plane button
||V-Ray Shelf|| > **Create V-Ray Plane** button



||V-Ray Menu|| > **V-Ray Plane**



||Create Menu|| > **V-Ray > V-Ray Plane**





Parameters

The VRayPlane does not have any V-Ray specific parameters.

Notes

- The position of the plane depends on its transformation in the Maya scene.
- You can have more than one infinite plane in the scene.
- The plane is rendered with the material applied to the VRayPlane object.