

# Tips and Tricks

This page offers some tips and tricks when working with V-Ray in Maya.

## GPU Guide

A beginner's guide to GPU rendering with V-Ray.

## How to Preview Viewport Lighting

How V-Ray lights illuminate objects in Viewport 2.0 (Maya versions prior to 2017).

## Metal Shaders IOR

A table with the indexes of refraction for metal shaders.

## Disabling Motion Blur of Animated UVs

How to disable the Motion Blur effect on animated UVs using V-Ray.

## Paint FX Constant Line Width

How to set a constant line width in pixels using Post-Translate Python Script.

## How to Add Render Elements to Render Layers

How to work with render elements for specific render setup layers.

## Creating Masks for VRayBlendMtl Sub-Shaders

How to create masks for sub-shaders of the VRayBlendMtl.

## How to Create a Global Override Material

How to add a global material override for all objects