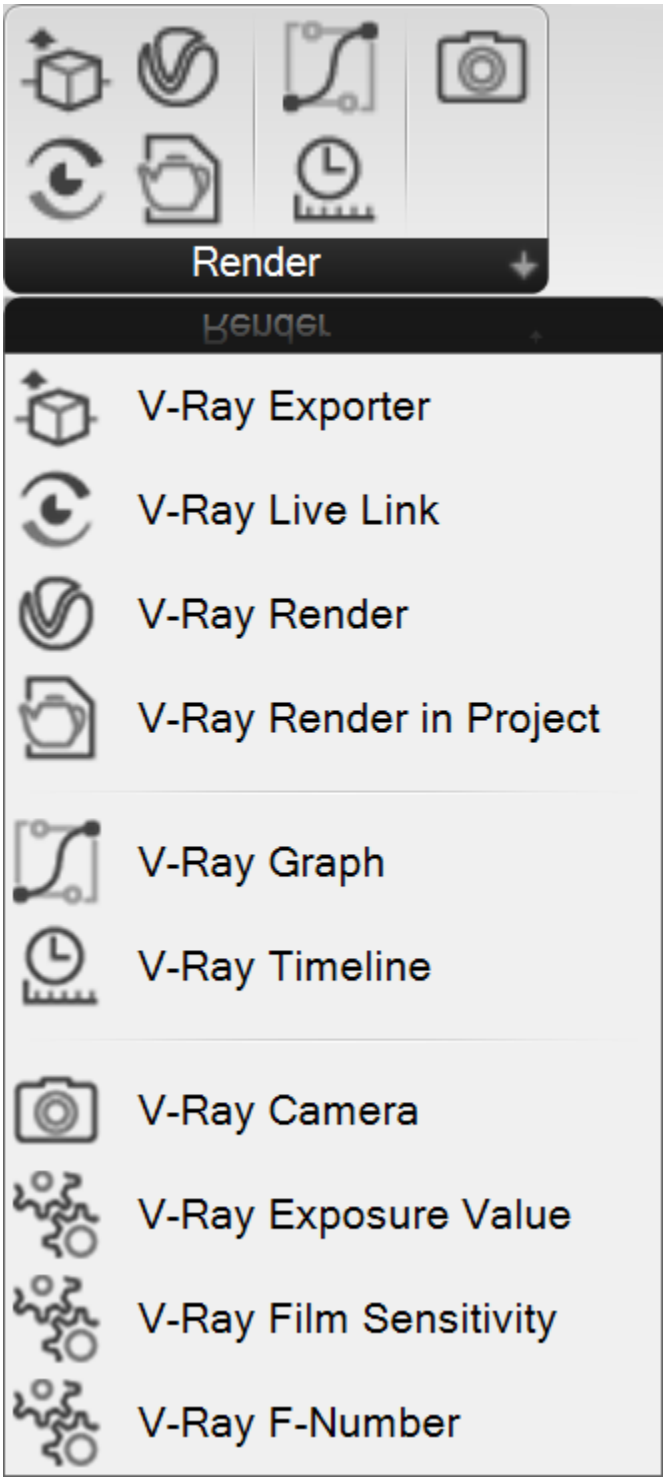
V-Ray Render Components

This section contains information about the render components in V-Ray for Grasshopper.

Overview

The V-Ray Render Components tab contains seven main components: V-Ray Exporter, V-Ray Live Link, V-Ray Render, V-Ray Render in Project, V-Ray Graph, V-Ray Timeline, V-Ray Camera and V-Ray Exposure Value, Film Sensitivity and F-Number.



Main V-Ray Components

In order to successfully render an image in Grasshopper you need several Main V-Ray Components.

The **Camera** component is used for setting a camera with pos ition, target and all the main options.

The **Render** component is responsible for producing a render image or animation.

The **Render in Project** component is for more advanced options such as rendering in Rhino's V-Ray Frame Buffer.

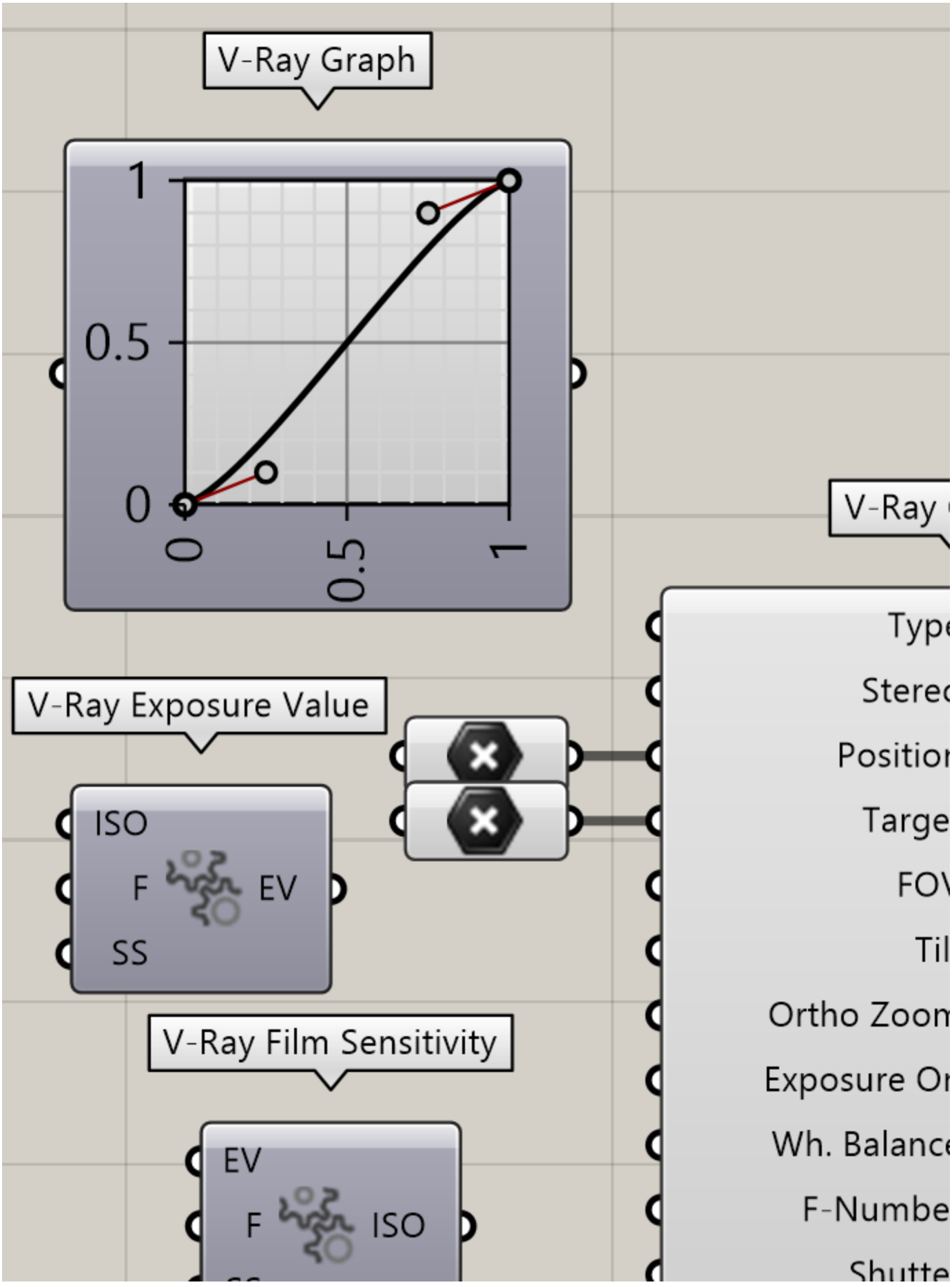
The **Exporter** is used for exporting a scene as *.vrscene or *. vrmesh.

The **Live Link** component provides connection to V-Ray Vision or V-Ray Vantage.

The **V-Ray Exposure Value**, **Film Sensitivity** and **F-Number are some advanced Camera components mainly used for fine-tuning exposure control.**

The **V-Ray Timeline** component is used for creating animations in V-Ray for Grasshopper.

The **V-Ray Graph** is a curve editor that allows better animation controls.


V-Ray Graph
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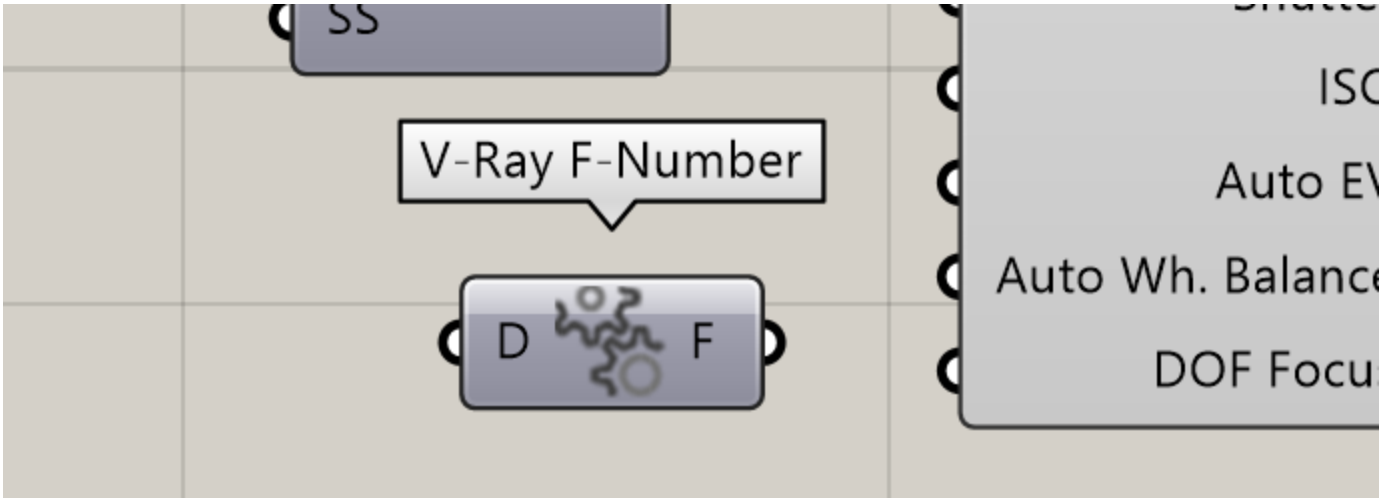
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