

# Additional Tools

This page provides links and information on all the external tools that are installed with V-Ray for Maya.

## Overview

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The following tools and utilities come installed with V-Ray for Maya. For additional formation, please see their individual pages.

## Rendering Tools and Utilities

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### V-Ray Image to EXR Converter

Command-line utility and a simple GUI application that can convert .vrmg image files to .exr files.

### Denoiser Tool | vdenoise

This tool can be used to denoise still images or animations outside of Maya.

## GI Tools and Utilities

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### Irradiance Map Viewer | imapviewer

llows you to navigate around a 3D projected version of a scene.

## Camera Tools and Utilities

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### Lens Analyzer Tool | lens\_analyzer

The primary tool V-Ray supplies for creating, previewing, and editing of .vrlens files.

### Filter Generator | filter\_generator

This tool is used for composing filters (HDR images in .hdr format).

## Texture Tools and Utilities

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### Image to Tiled Multiresolution EXR Converter

This tool is used to convert a variety of image files to tiled multiresolution .exr files in OpenEXR format.

## Geometry Tools and Utilities

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### OBJ GEO PLY to *.vrmesh* converter

Converts the given .ply or .obj file and writes it to the given .vrmesh file.

### V-Ray Mesh Viewer

Previews V-Ray mesh and alembic files. Specially designed to produce filters for the Lens Effect.