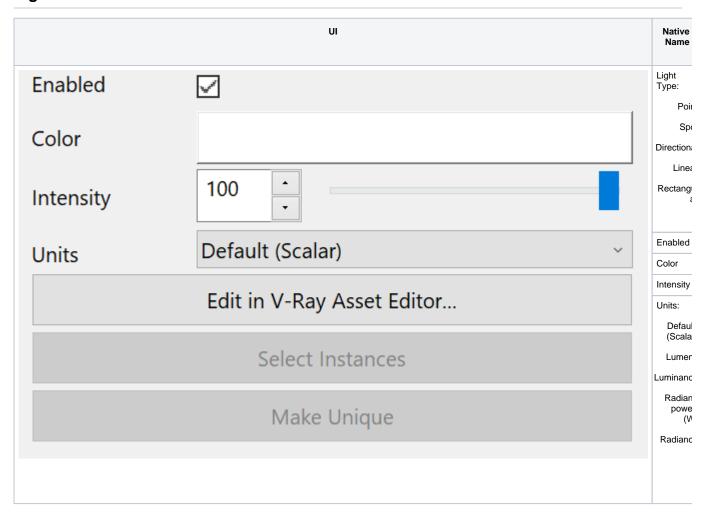# SketchUp/Rhino

This page provides information about the supported .vrscene features exported from V-Ray for SketchUp/Rhino.
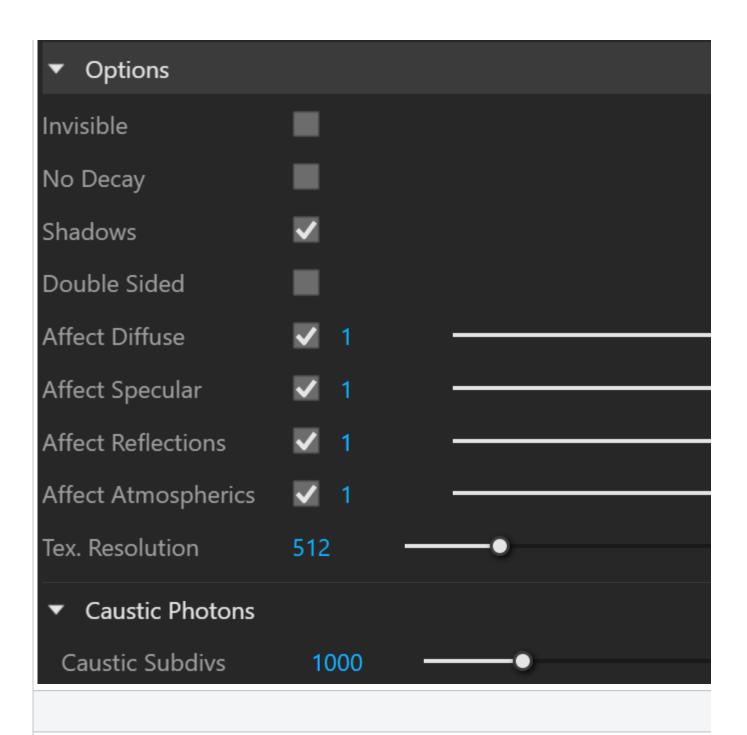
Chaos Vantage has better support for .vrscene files exported from **V-Ray Next** and later. It is recommend to use the latest officially released **V-Ray** version.

Lights

UI	Native Name
Enabled ☑	Light Type:
	Poi
Color	Sp
	Direction
Intensity 100 ▲▼ ━━━━ ▌	Linea
	Rectang a
Units Default (Scalar) ∨	
	Enabled
Edit in V-Ray Asset Editor...	Color
	Intensity
Select Instances	Units:
	Defaul (Scala
Make Unique	Lumer
	Luminanc
	Radian powe (W
	Radianc
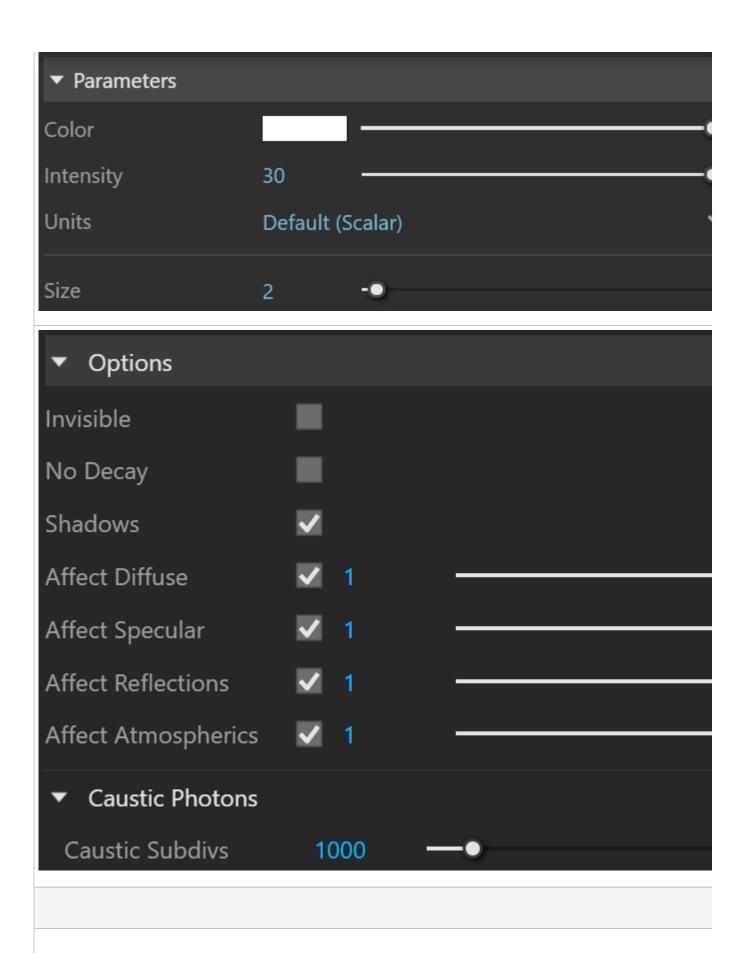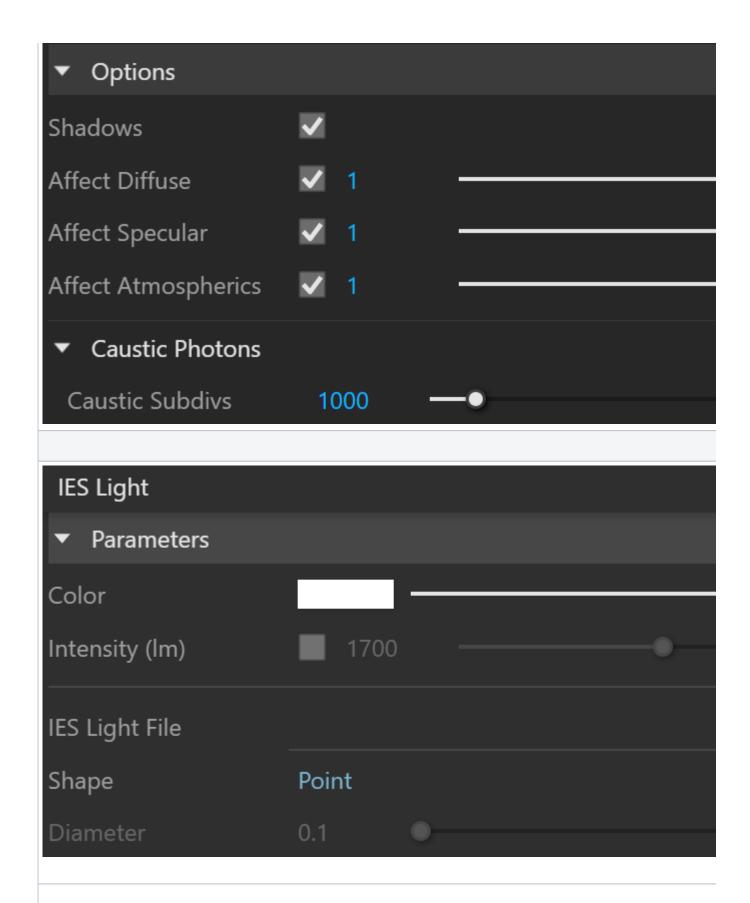
UI	
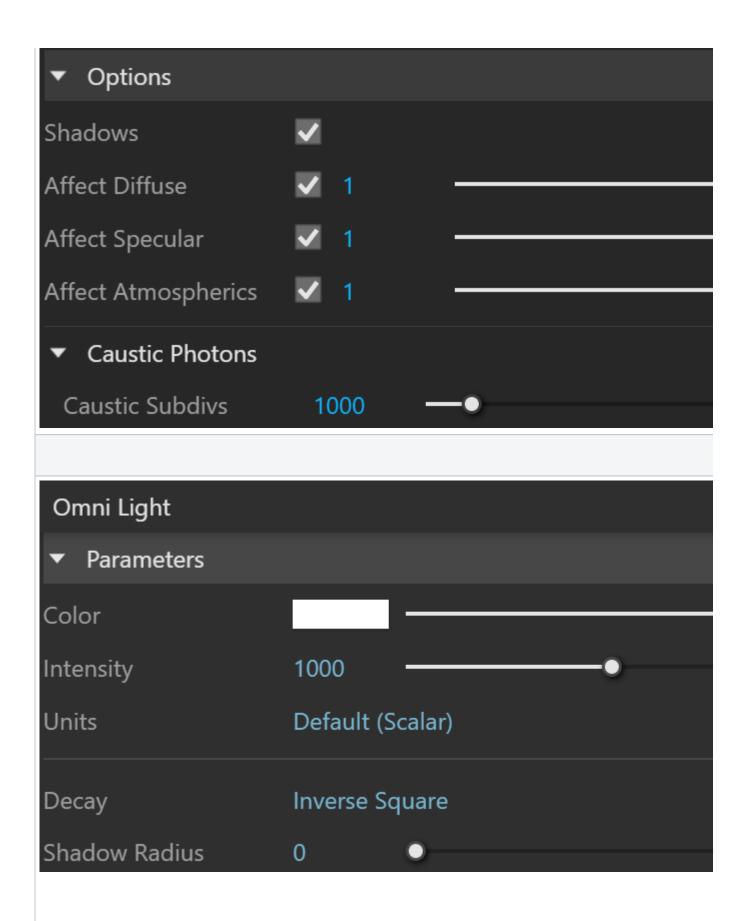
Rectangle Light

▼ Parameters

Color/Texture	
Intensity	30
Units	Default (Scalar)
Shape	Rectangle
U Size	2
V Size	2
Directionality	0

▼ Options

Invisible	☐
No Decay	☐
Shadows	☑
Double Sided	☐
Affect Diffuse	☑ 1
Affect Specular	☑ 1
Affect Reflections	☑ 1
Affect Atmospherics	☑ 1
Tex. Resolution	512

▼ Caustic Photons

Caustic Subdivs	1000

Parameters

Color	
Intensity	30
Units	Default (Scalar)
Size	2

Options

Invisible	☐
No Decay	☐
Shadows	☑
Affect Diffuse	☑ 1
Affect Specular	☑ 1
Affect Reflections	☑ 1
Affect Atmospherics	☑ 1

Caustic Photons

Caustic Subdivs	1000

Spot Light

▼ Parameters

Color/Texture		
Intensity	1000	
Units	Default (Scalar)	

Cone Angle	45.84	
Penumbra Angle	28.65	
Penumbra Falloff	Linear	
Decay	Inverse Square	
Shadow Radius	0	

Options

Shadows	☑
Affect Diffuse	☑ 1
Affect Specular	☑ 1
Affect Atmospherics	☑ 1

Caustic Photons

Caustic Subdivs	1000

IES Light

Parameters

Color	
Intensity (lm)	☐ 1700
IES Light File	
Shape	Point
Diameter	0.1

▼ Options

Shadows	☑
Affect Diffuse	☑ 1
Affect Specular	☑ 1
Affect Atmospherics	☑ 1

▼ Caustic Photons

Caustic Subdivs	1000

Omni Light

▼ Parameters

Color	
Intensity	1000
Units	Default (Scalar)
Decay	Inverse Square
Shadow Radius	0

Options

Shadows	☑
Affect Diffuse	☑ 1 ———————————
Affect Specular	☑ 1 ———————————
Affect Atmospherics	☑ 1 ———————————

Caustic Photons

Caustic Subdivs	1000 ——●———

Dome Light

▼ Parameters

Color/Texture HDR	
Intensity	1
Units	Default (Scalar)

Shape	Sphere
Finite Dome	☐
Radius	100
Projection Height	50
Ground Blend	0.2

Use Transform	☐
Adaptive	☑

▼ Options

Invisible	☐
Shadows	☑
Affect Alpha	☑
Affect Diffuse	☑ 1
Affect Specular	☑ 1
Affect Reflections	☑ 1
Tex. Resolution	512

▼ Caustic Photons

Caustic Subdivs	1000
Target Radius	100
Emit Distance	150

Mesh Light

▼ Parameters

Color/Texture		
Intensity	30	
Units	Default (Scalar)	

▼ Options

Invisible	☐
No Decay	☐
Shadows	☑
Double Sided	☐
Affect Diffuse	☑ 1
Affect Specular	☑ 1
Affect Reflections	☑ 1
Affect Atmospherics	☑ 1
Tex. Resolution	512

▼ Caustic Photons

Caustic Subdivs	1000

SunLight

▼ Parameters

▼ Custom Orientation

Y

+90°

Horizontal Angle

0

-X   X

0°

Vertical Angle

0

-Y

-90°

▼ Color and Intensity

Color

Color Mode   Filter

Intensity Multiplier   1

Size Multiplier   1

▼ Sky

Sky Model	Hosek et al
Horizontal Illum.	25000
Turbidity	2.5
Ozone	0.35

▼ Albedo Color

Albedo Color	
Blend Angle	5.73917
Horizon Offset	0
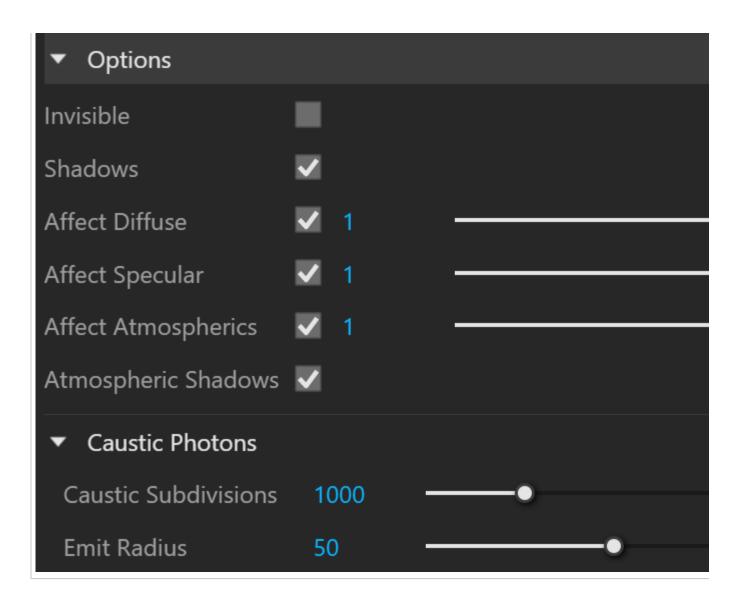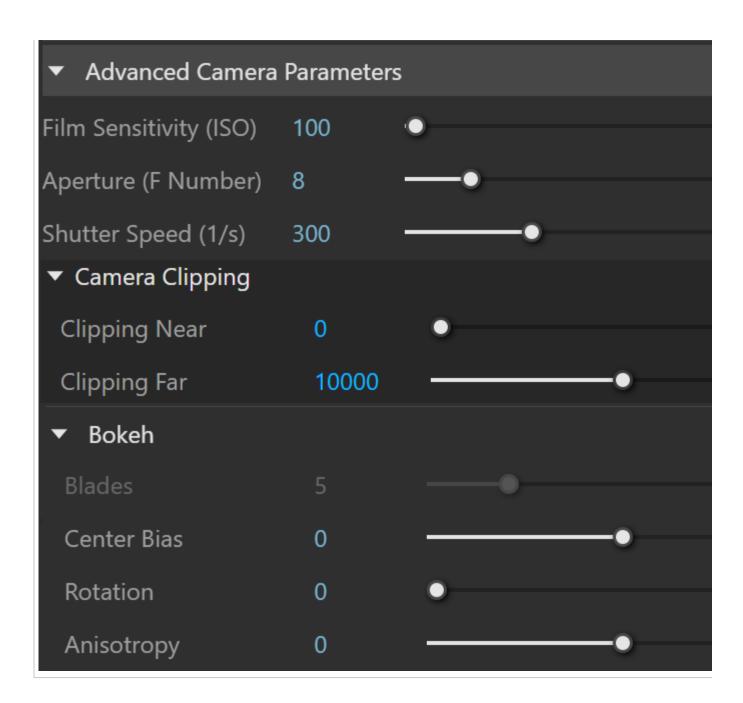
▼ Clouds

Density	0.5	
Variety	0.3	
Cirrus Amount	0.2	
Height (m)	1000	
Thickness (m)	500	
Offset X (m)	0	
Offset Y (m)	0	
Phase X (%)	0	
Phase Y (%)	493.09	
Ground Shadows		

Contrails	☑	
Contrails Number	5	
Contrails Strength	0.5	
Contrails Distortion	0.5	
Contrails Offset X (m)	0	
Contrails Offset Y (m)	0	
Contrails Time	0	

Dynamic Clouds	☑	
Wind Direction (deg)	0	
Wind Speed (m/s)	1	
Phase Velocity (%/s)	0.001	

Options

Invisible	☐
Shadows	☑
Affect Diffuse	☑ 1
Affect Specular	☑ 1
Affect Atmospherics	☑ 1
Atmospheric Shadows	☑

Caustic Photons

| Caustic Subdivisions | 1000 |
| Emit Radius | 50 |

Camera

UI

▼ Camera

Type	Standard
Stereo	

Exposure

Exposure Value (EV)	14.229
Compensation	0
White Balance	

Auto Values	↻	No values available

▼ Depth of Field

Defocus	0.303
Focus Source	Fixed Distance ⌄
Focus Distance	200

▼ Effects

Vignetting	0
Vertical Lens Tilt	0

Geometry

UI	Native Name	V-Ray Plugin Name	Support	Notes
	V-Ray Clipper	**VRayClipper**	❌	
	V-Ray Decal	**VRayDecal**	❌	
	V-Ray Displacement	**GeomDisplacedMesh**	✅	
	V-Ray Enmesh	**GeomEnmesh**	❌	
	V-Ray Fur	**GeomHair**	✅	
	V-Ray Infinite Plane	**GeomPlane**	❌	
	V-Ray Proxy Mesh	**GeomMeshFile**	✅	
	V-Ray Proxy Scene	**VRayScene**	✅	

	V-Ray Scatter	**Instancer**	✅	
	V-Ray Scene Importer	**VRayScene**	✅	

Environment
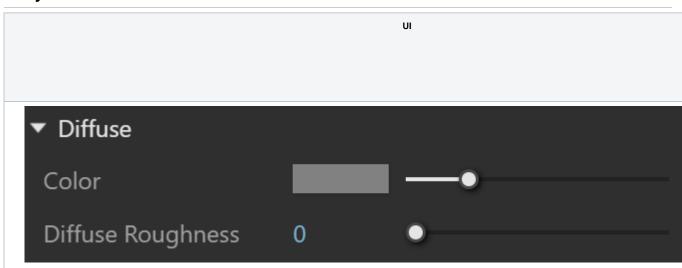
	Native Name	V-Ray Plugin Name	Support
	Environment Fog		✅

Materials
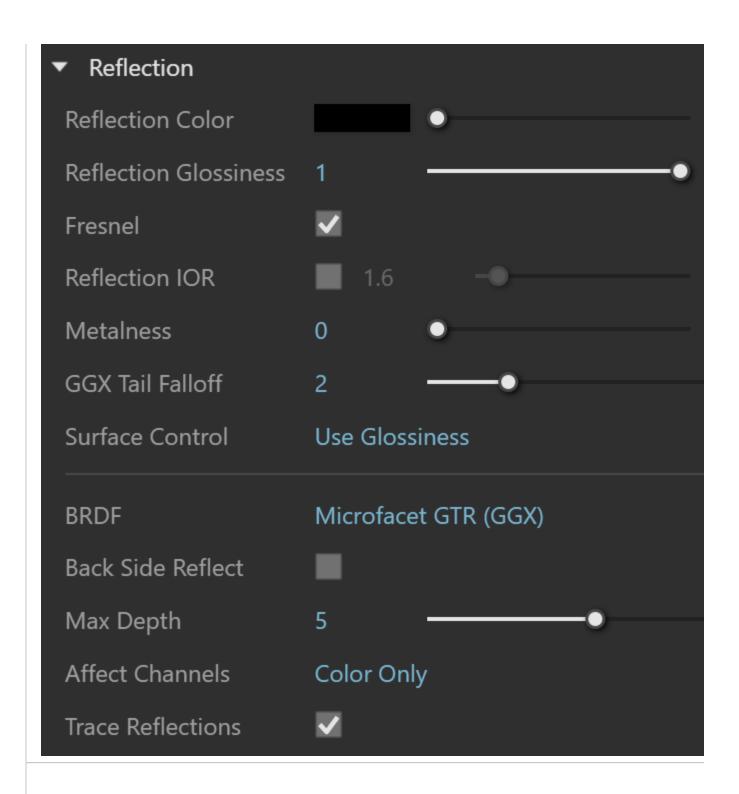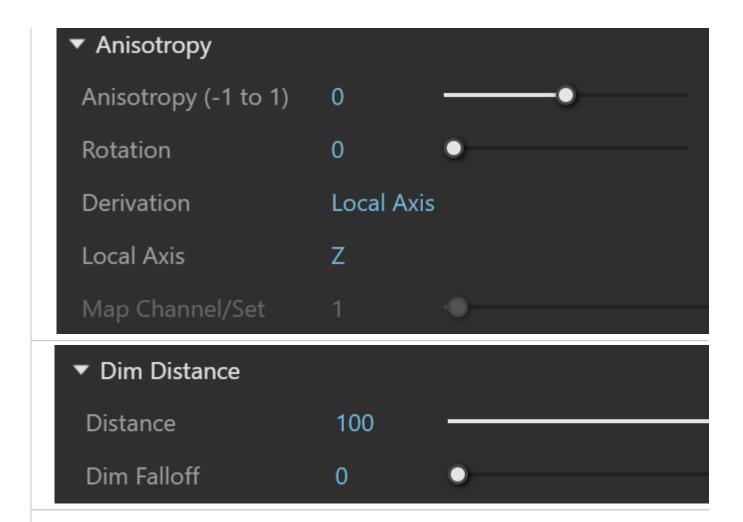
	Native Name	V-Ray Plugin Name	Support
	Bump	**BRDFBump**	
	- Base material - Map - Amount		
	Blend	**BRDFLayered**	- Base material - Layer materials
	Car Paint 2 - Base color - Base reflection - Base glossiness - Coat color - Coat strength - Coat glossiness	**BRDFCarPaint2**	
	Emissive	**BRDFLight**	- Color - Intensity
	Hair	**BRDFHair3**	❌
	MultiMaterial	**MtlMulti**	✅
	Outline Override	**BRDFToonMtl**	Loads as BRDFVRayMtl, toon parameters are ignored.
	Override	**MtlOverride**	- Base material - GI material - Reflect material - Refract material
	Subsurface Scattering	**BRDFSSS2Complex**	- Index of refraction - Sub-surface color - Specular color - Specular amount - Specular glossiness
	Stochastic Flakes	**BRDFStochasticFlakes**	- Hilight Glossiness - BRDF Type: GGX
	Two Sided	**Mtl2Sided**	- Front Material - Back Material - Translucency
	VRscan	**BRDFScanned**	❌
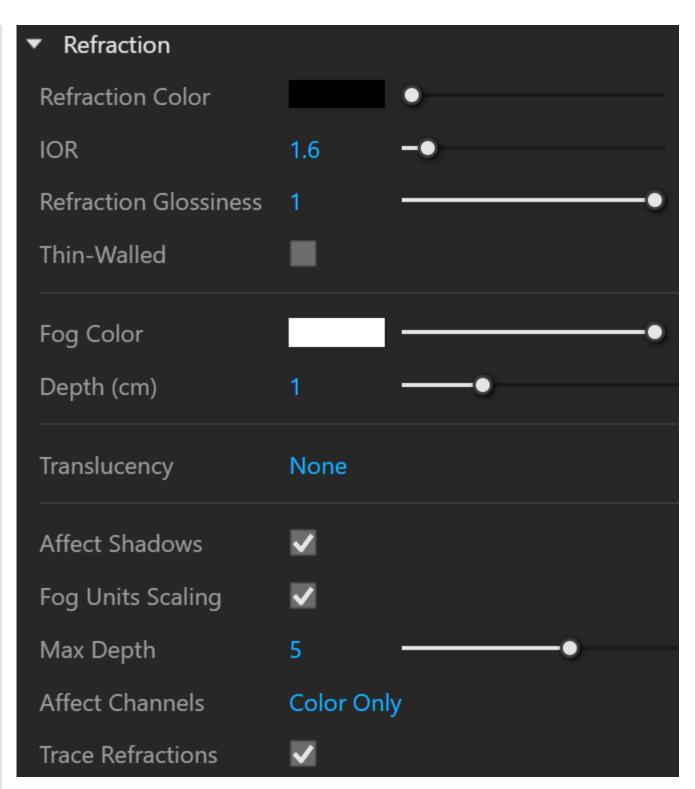
	Wrapper	**MtlWrapper**	• Base material

VRayMtl

UI

▼ Reflection

Reflection Color	
Reflection Glossiness	1
Fresnel	✔
Reflection IOR	1.6
Metalness	0
GGX Tail Falloff	2
Surface Control	Use Glossiness
BRDF	Microfacet GTR (GGX)
Back Side Reflect	
Max Depth	5
Affect Channels	Color Only
Trace Reflections	✔

▼ Anisotropy

Anisotropy (-1 to 1)	0	
Rotation	0	
Derivation	Local Axis	
Local Axis	Z	
Map Channel/Set	1	

▼ Dim Distance

Distance	100	
Dim Falloff	0	

▼ Refraction

Refraction Color	▮	
IOR	1.6	
Refraction Glossiness	1	
Thin-Walled	☐	

Fog Color	▭	
Depth (cm)	1	

Translucency	None

Affect Shadows	☑
Fog Units Scaling	☑
Max Depth	5
Affect Channels	Color Only
Trace Refractions	☑

Translucency set to None

Fog Color		
Depth (cm)	1	

Translucency   Volumetric

Scatter Color		
SSS Amount	1	

Translucency set to Volumetric

Scatter Radius		
Scale (cm)	1	

Translucency   SSS

SSS Color		
SSS Amount	1	

Translucency set to SSS

▼ Dispersion

Abbe   50

Fog Scattering

Type	Hybrid
Back-side Color	
Scatter Coeff	0
Fwd/back Coeff	1
Thickness	1000
Light Multiplier	1

Coat

Coat Amount	0
Coat Color	
Coat Glossiness	1
Coat IOR	1.6

Coat Bump

Mode / Map	Bump Map
Amount	1

Sheen

Sheen Color	■
Sheen Glossiness	0.8

Thin Film

Thickness Map	
Thickness Min (nm)	250
Thickness Max (nm)	400
IOR	1.6

Self-Illumination

Color	■
Intensity	1
Compensate EV	☐

Opacity

Opacity	1
Custom Source	☐ Diffuse Texture Alpha
Mode	Stochastic

▼ Bump

Mode / Map	Bump Map
Amount	1

▼ Multipliers

Mode	Multiply
Color	1
Reflection Color	1
Reflection Glossiness	1
Refraction Color	1
IOR	1
Refraction Glossiness	1
Opacity	1

▼ Binding

Color	
Opacity	
Texture Mode	Auto

Can be Overridden ✔

▼ ▬ Emissive

Color	
Intensity	1
Transparency	

Emit On Back Side ✔

Compensate EV ✔

Color * Opacity ✔

Multipliers

Mode	Multiply
Color	1
Intensity	1
Transparency	1

Generic

Base	None

Bump

Mode / Map	Bump Map
Amount	1
Delta Scale	1

Maps

	Native Name	V-Ray Plugin Name	Support	Note
Bulge	Bulge	**TexBulge**	✅	Not supported in bump mapping
Checker	Checker	**TexChecker**	✅	Not supported in bump mapping
Cloth	Cloth	**TexCloth**	✅	Not supported in bump mapping

Grid	Grid	**TexGrid**	✅	Not supported in bump mapping
Leather	Leather	**TexLeather**	✅	Not supported in bump mapping
Tiles	Tiles	**TexTiles**	✅	Not supported in bump mapping
UVW	UVW	**TexUVW**	✅	
Water	Water	**TexWater**	❌	
Cellular	Cellular	**TexCellular**	✅	Not supported in bump mapping
Granite	Granite	**TexGranite**	✅	Not supported in bump mapping
Marble	Marble	**TexMarble**	✅	Not supported in bump mapping
Noise A	Noise A	**TexNoise**	✅	Not supported in bump mapping
Noise B	Noise B	**TexNoiseMax**	✅	Not supported in bump mapping
Rock	Rock	**TexRock**	✅	Not supported in bump mapping
Smoke	Smoke	**TexSmoke**	✅	Not supported in bump mapping
Speckle	Speckle	**TexSpeckle**	✅	Not supported in bump mapping
Splat	Splat	**TexSplat**	✅	Not supported in bump mapping

	Stucco	TexStucco	✅	Not supported in bump mapping
	Bitmap	TexBitmap	✅	
	Color	TexAColor	✅	
	Gradient	TexRamp	✅	Not supported in bump mapping
	Sky	TexSky	❌	
	Temperature	TexTemperature	❌	
	Curvature	TexCurvature	❌	
	Dirt	TexDirt	❌	
	Egdes	TexEdges	Partial	'Color' parameters only Not supported in bump mapping
	Falloff	TexFalloff	✅	Not supported in bump mapping
	Fresnel	TexFresnel	✅	Not supported in bump mapping
	Color Correction	ColorCorrection	✅	Not supported in bump mapping
	Bezier Curve	TexBezierCurveColor	✅	Not supported in bump mapping
	Mix (Map)	TexMix	✅	Not supported in bump mapping
	Mix (Operator)	TexCompMax	✅	Not supported in bump mapping

Mix (Value)	Mix (Value)	**TexBlend**	✅	Not supported in bump mapping
Multi-Sub	Multi-Sub	**TexMulti**	✅	Not supported in bump mapping
Simple Mix	Simple Mix	**TexCombineColor**	✅	Not supported in bump mapping
Spline Curve	Spline Curve	**TexRemap**	✅	Not supported in bump mapping
Tri-Planar	Tri-Planar	**TexTriPlanar**	✅	Not supported in bump mapping
UVW Placement	UVW Placement		✅	
Distance	Distance		❌	

Footnotes

1 – Opacity is rendered the same way a clipper is rendered - it is either transparent or opaque. Mid-opacity is not supported.