Manual VraySun & VraySky

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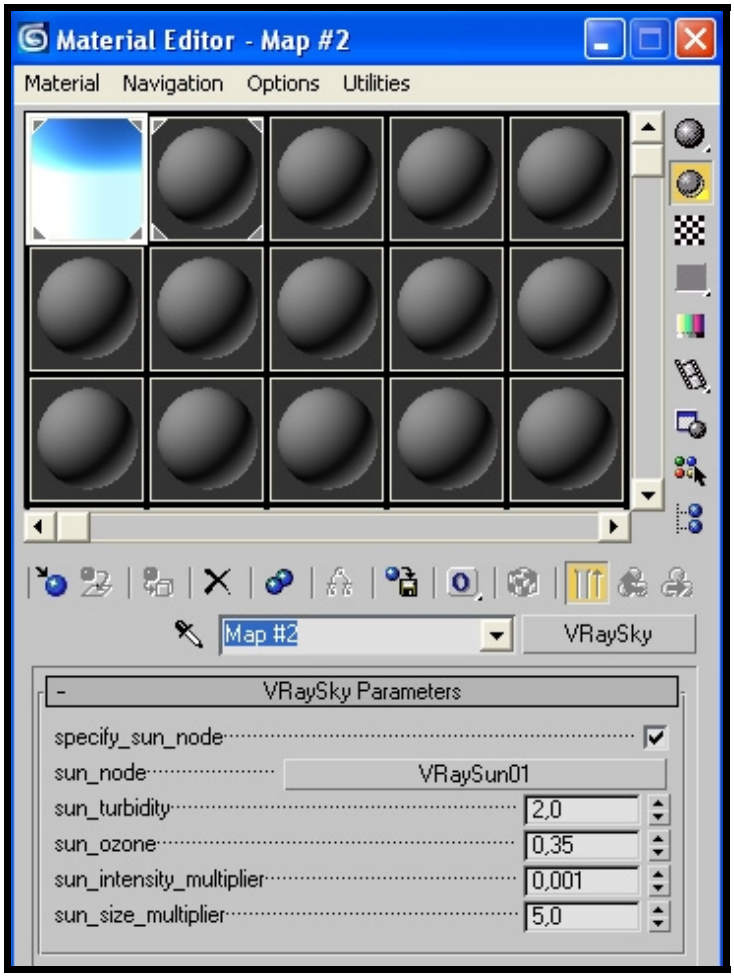
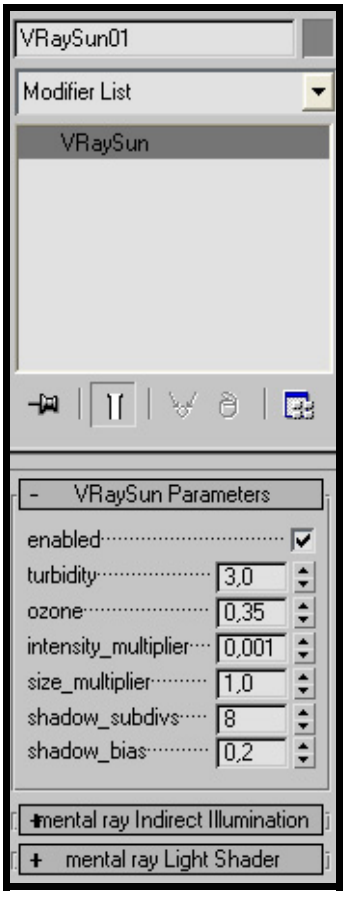
Hola a todos, este manual es una pequeña explicación de lo que he aprendido de esta poderosa y poco difundida herramienta que incorpora las últimas versiones Beta de Vray, espero que os sirva de algo. Doy por entendido que la gente que lee esta referencia tiene un mínimo conocimiento de 3dsMax así como de motor de render Vray.

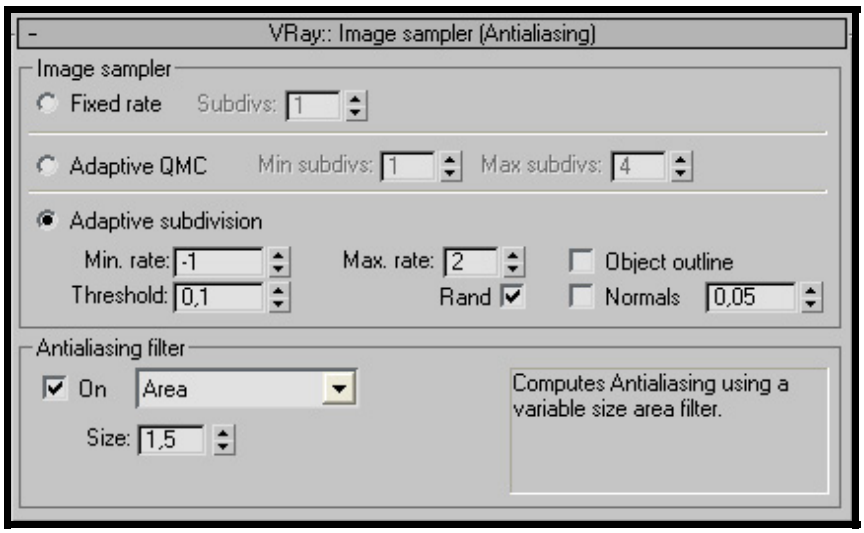
Setups y configuraciones de render

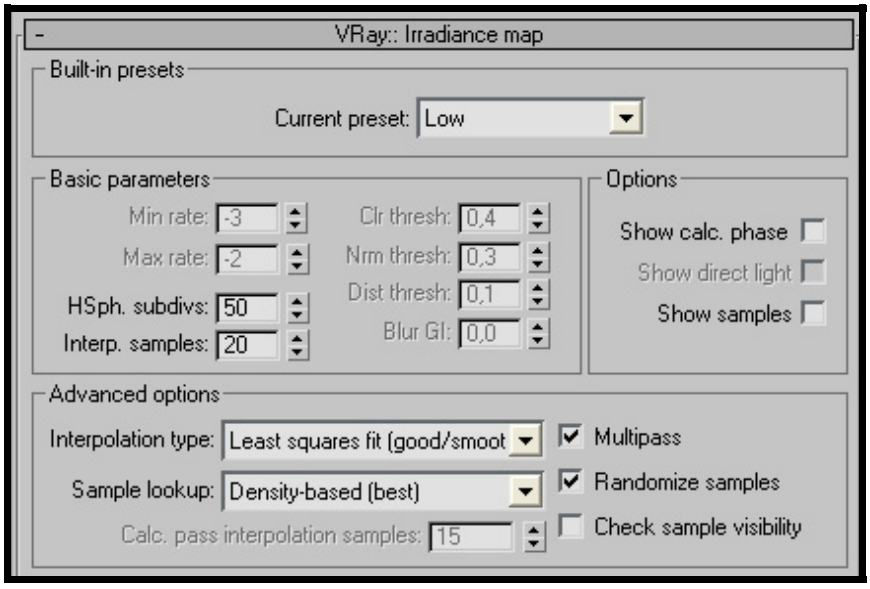
VraySky + direct light

Pruebas realizadas con este setup:

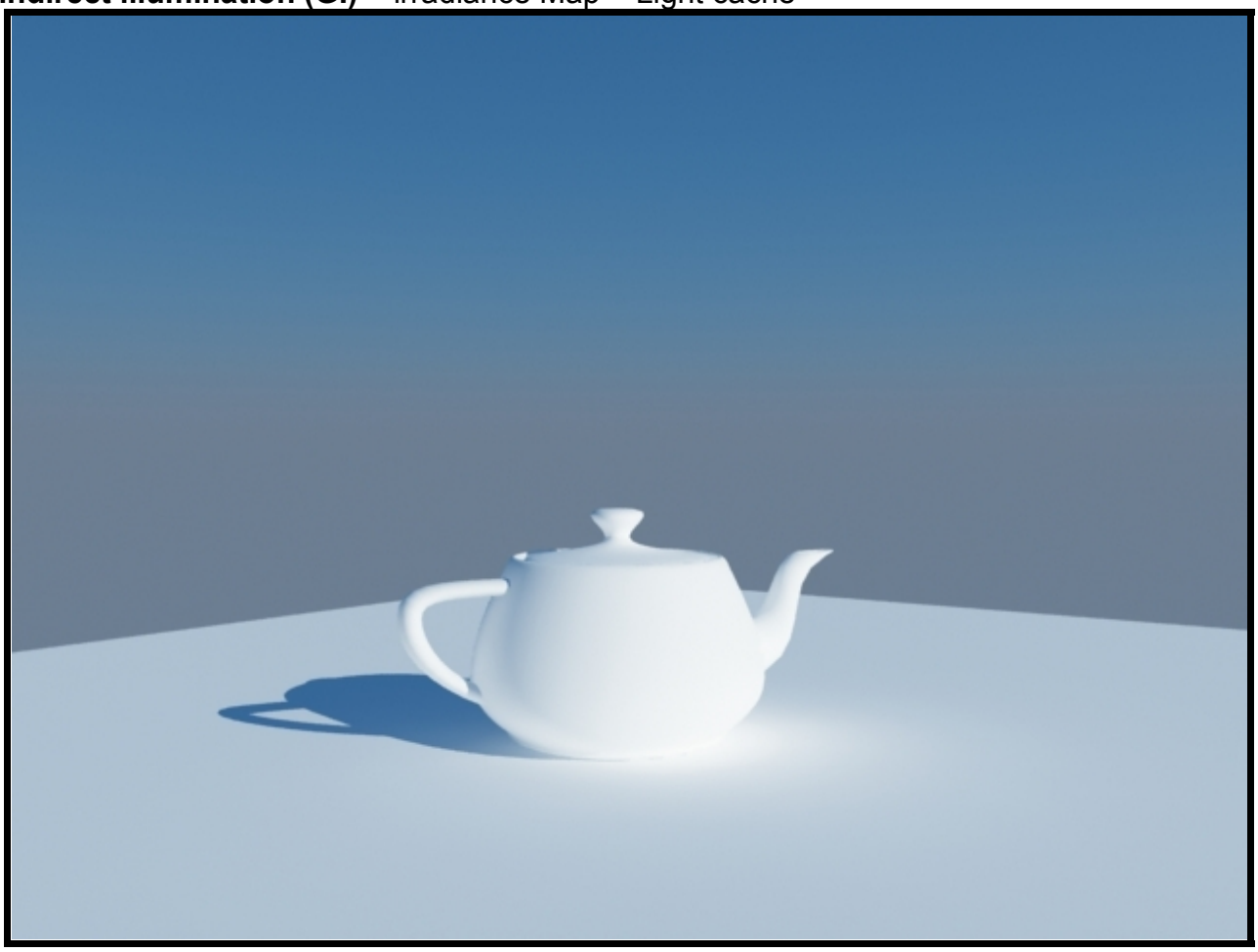





VRay:: Image sampler (Antialiasing)
Image sampler
Fixed rate
Subdivs: 1
Adaptive QMC
Min subdivs: 1
Max subdivs: 4
Adaptive subdivision
Min. rate: -1
Max. rate: 2
Object outline
Threshold: 0,1
Rand
Normals 0,05
Antialiasing filter
On
Area
Size: 1,5
Computes Antialiasing using a variable size area filter.

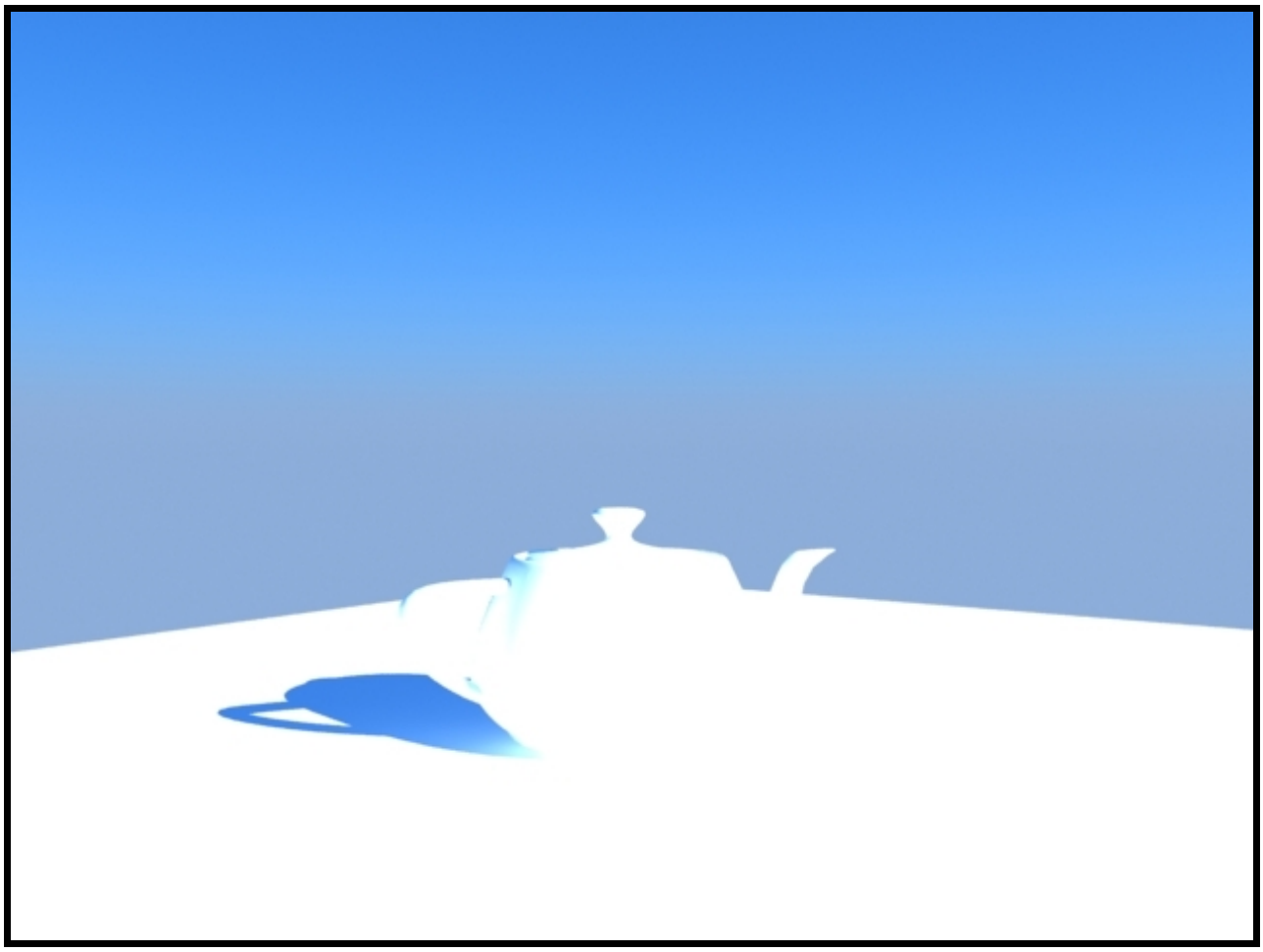

VRay:: Irradiance map
Built-in presets
Current preset: Low
Basic parameters
Min rate: -3
Max rate: -2
HSph. subdivs: 50
Interp. samples: 20
Clr thresh: 0,4
Nrm thresh: 0,3
Dist thresh: 0,1
Blur GI: 0,0
Options
Show calc. phase
Show direct light
Show samples
Advanced options
Interpolation type: Least squares fit (good/smoot
Sample lookup: Density-based (best)
Calc. pass interpolation samples: 15
Multipass
Randomize samples
Check sample visibility

Vray color mapping = exponential
Vray indirect illumination (GI) = irradiance Map + Light cache

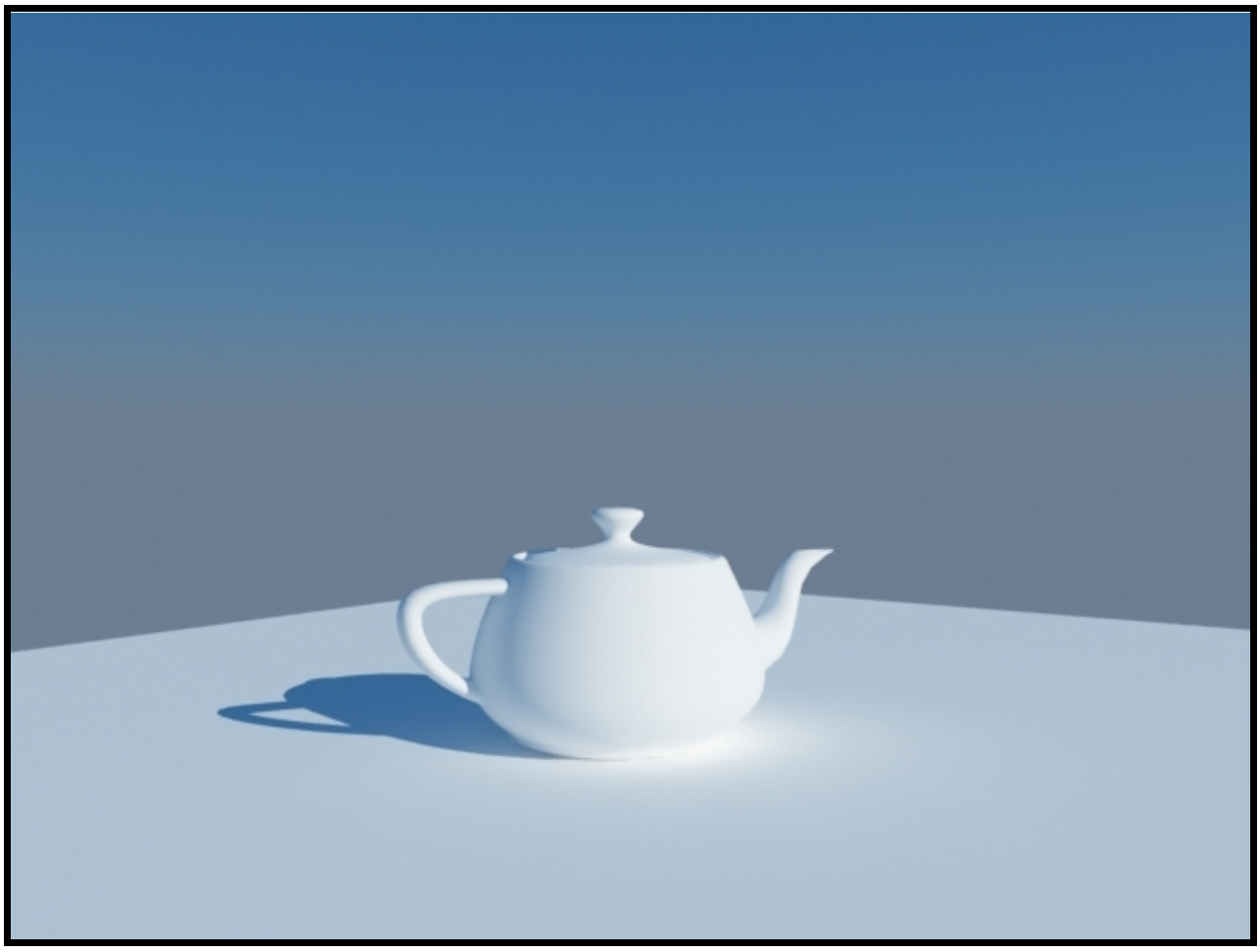


Vray color mapping = HSV
Vray indirect illumination (GI) = irradiance Map + Light cache

Vray color mapping = Linear
Vray indirect illumination (GI) = irradiance Map + Light cache

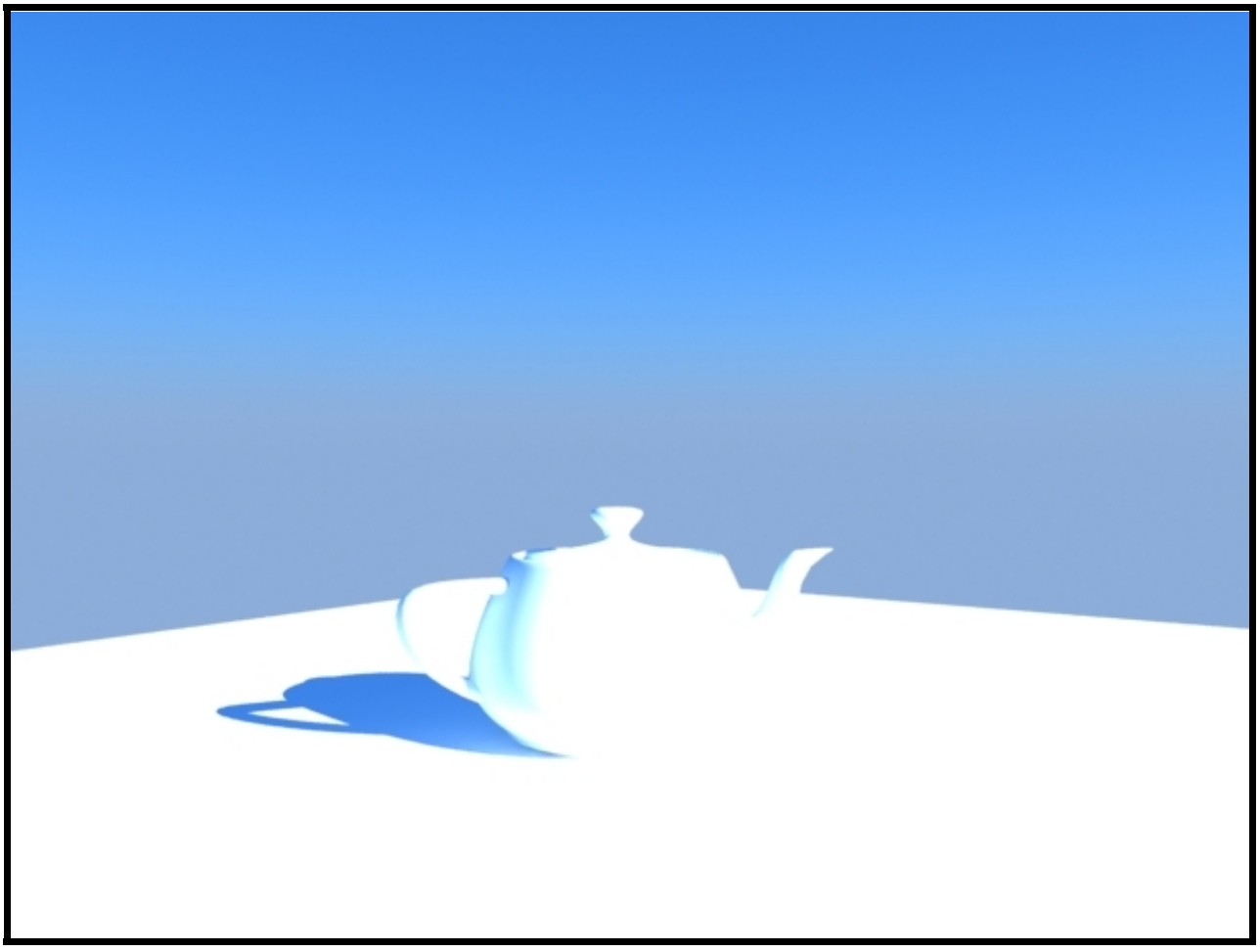


Vray color mapping = exponential
Vray indirect illumination (GI) = irradiance Map + Photon Map



Vray color mapping = HSV
Vray indirect illumination (GI) = irradiance Map + Photon Map

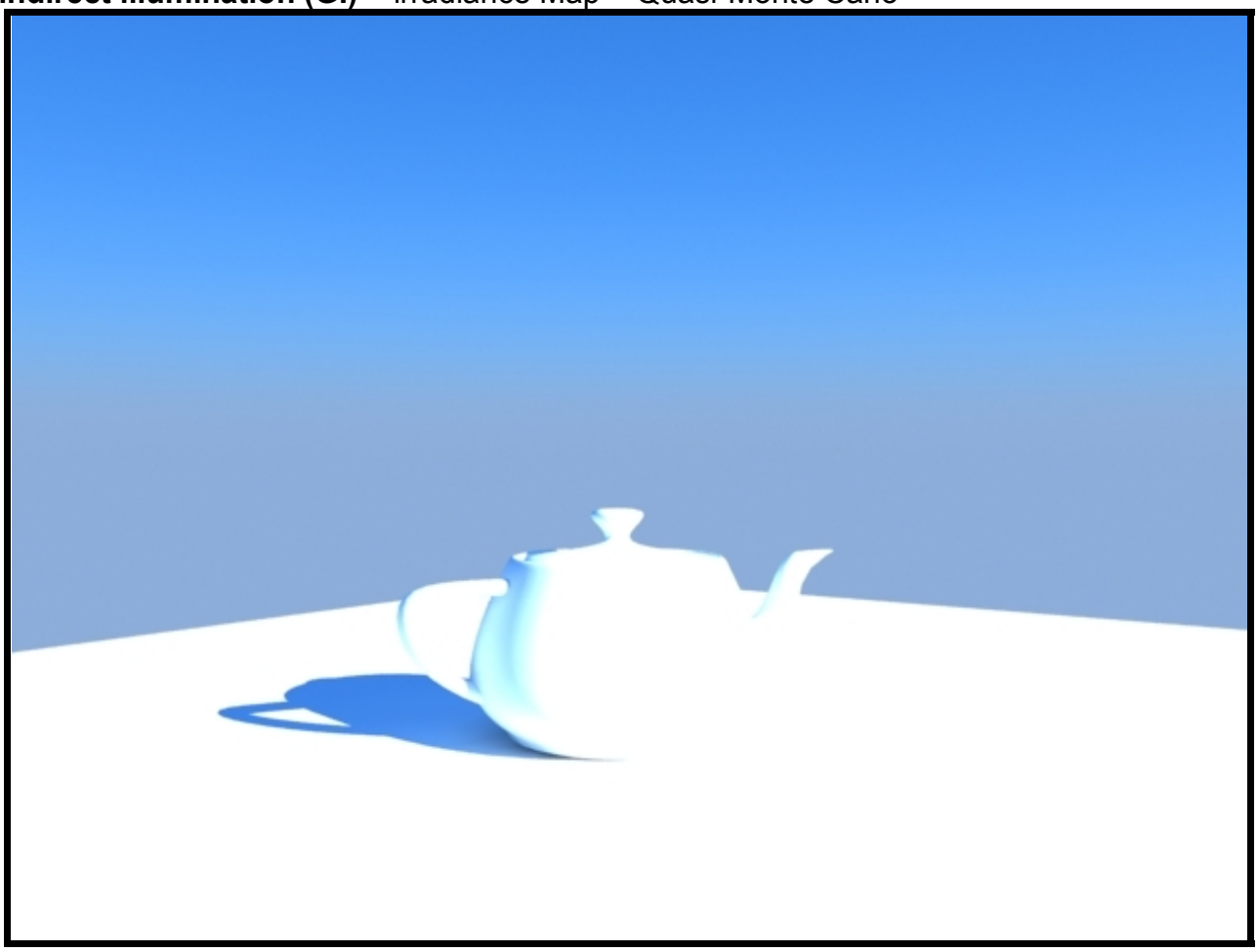
Vray color mapping = Linear
Vray indirect illumination (GI) = irradiance Map + Photon Map



Vray color mapping = exponential
Vray indirect illumination (GI) = irradiance Map + Quasi-Monte Carlo

Vray color mapping = HSV
Vray indirect illumination (GI) = irradiance Map + Quasi-Monte Carlo

Vray color mapping = Linear
Vray indirect illumination (GI) = irradiance Map + Quasi-Monte Carlo



Conclusiones:

Utilizando una luz Standard Target Direct, la mejor opción es:
Vray color mapping = HSV
Vray indirect illumination (GI) = irradiance Map + Quasi-Monte Carlo

Como segunda opción, se podría usar:
Vray color mapping = exponential
Vray indirect illumination (GI) = irradiance Map + Quasi-Monte Carlo

Como podemos apreciar, el uso del color mapping "Linear" quema demasiado las imágenes, se podría corregir esto bajando la intensidad de la Target Direct, pero no es recomendable.

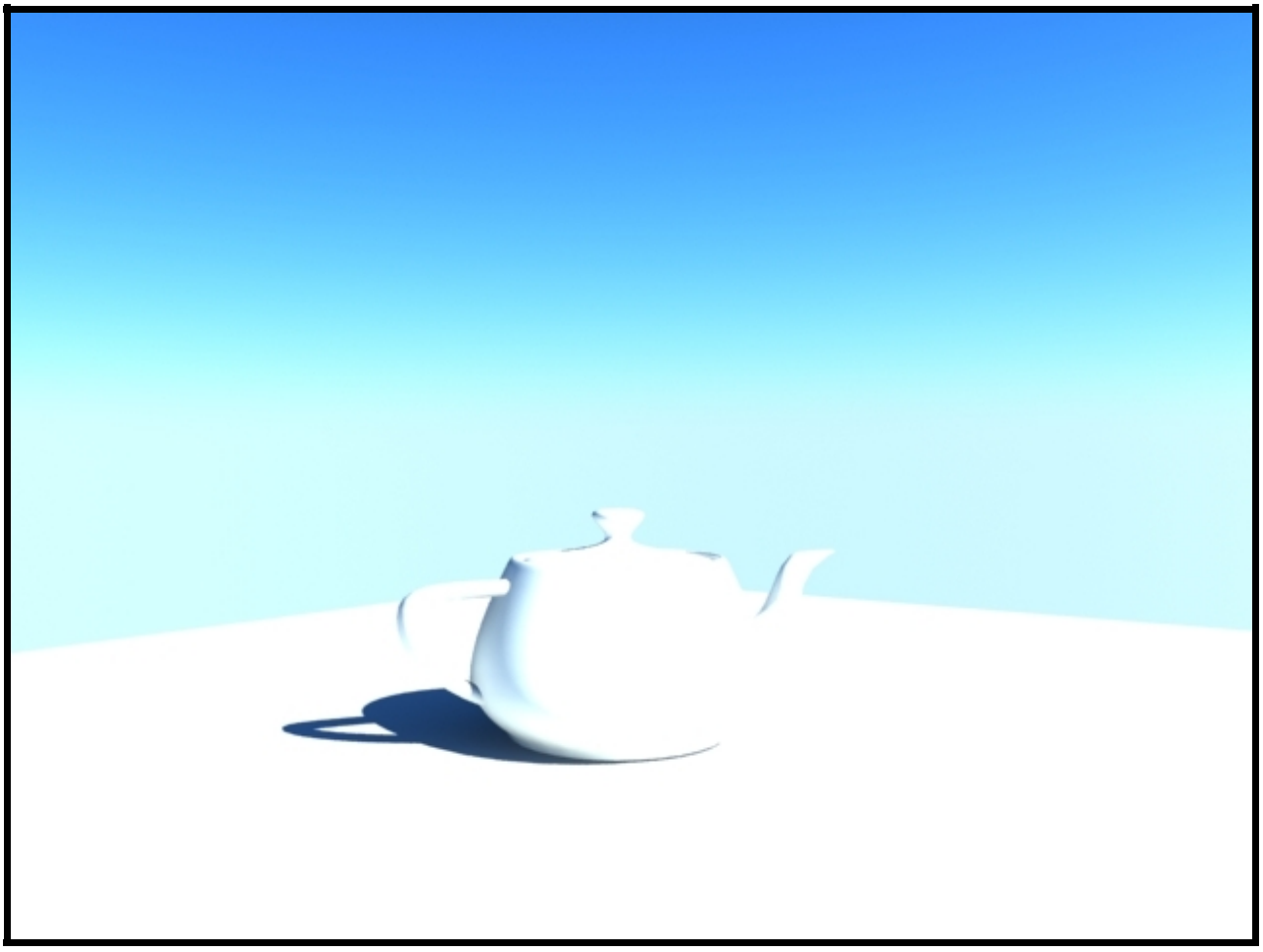
VraySky + VraySun

Pruebas realizadas con el mismo setup, que en la prueba anterior (VraySky + direct light)

Vray color mapping = exponential
Vray indirect illumination (GI) = irradiance Map + Light cache

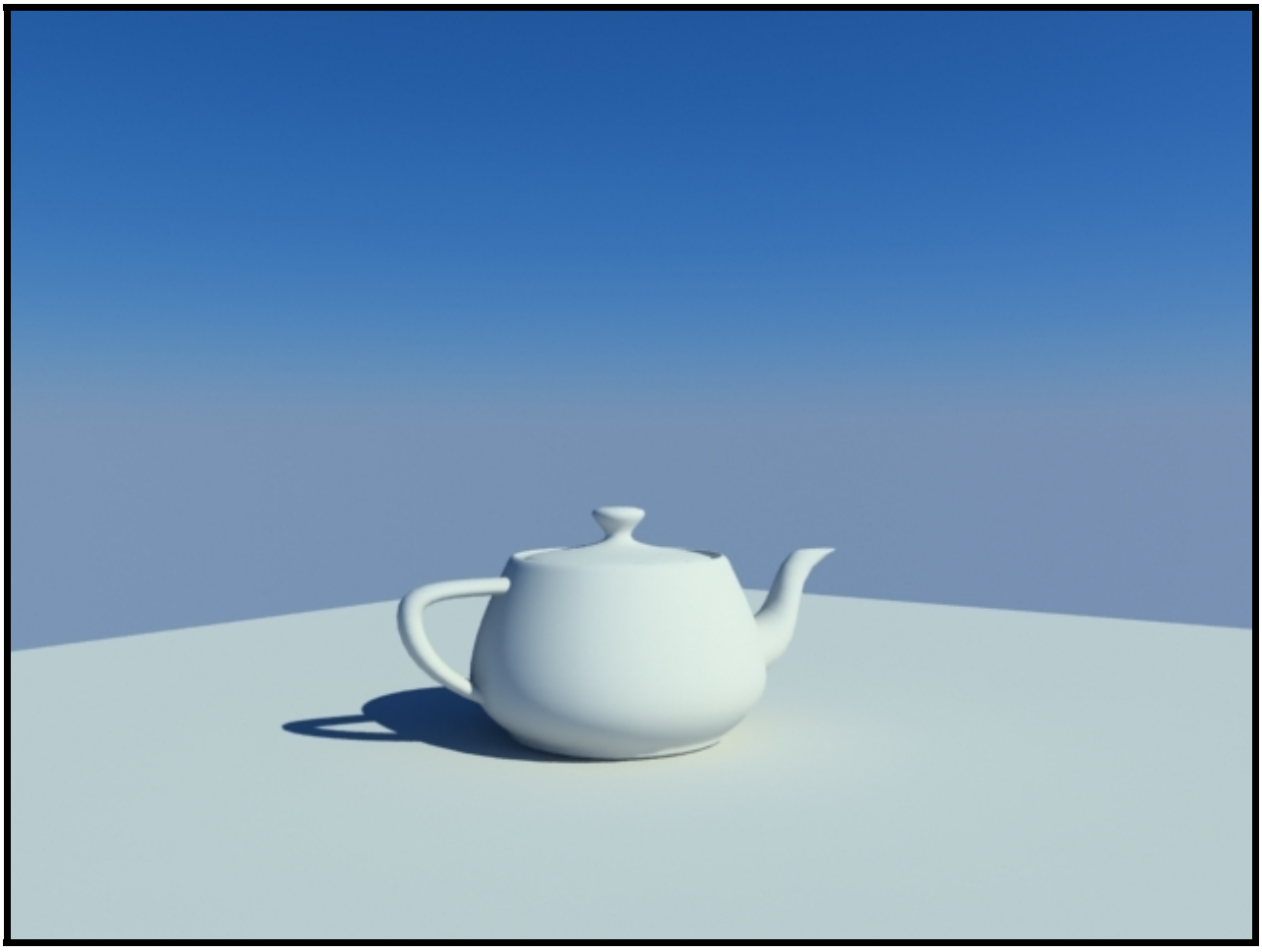
Vray color mapping = HSV
Vray indirect illumination (GI) = irradiance Map + Light cache

Vray color mapping = Linear
Vray indirect illumination (GI) = irradiance Map + Light cache

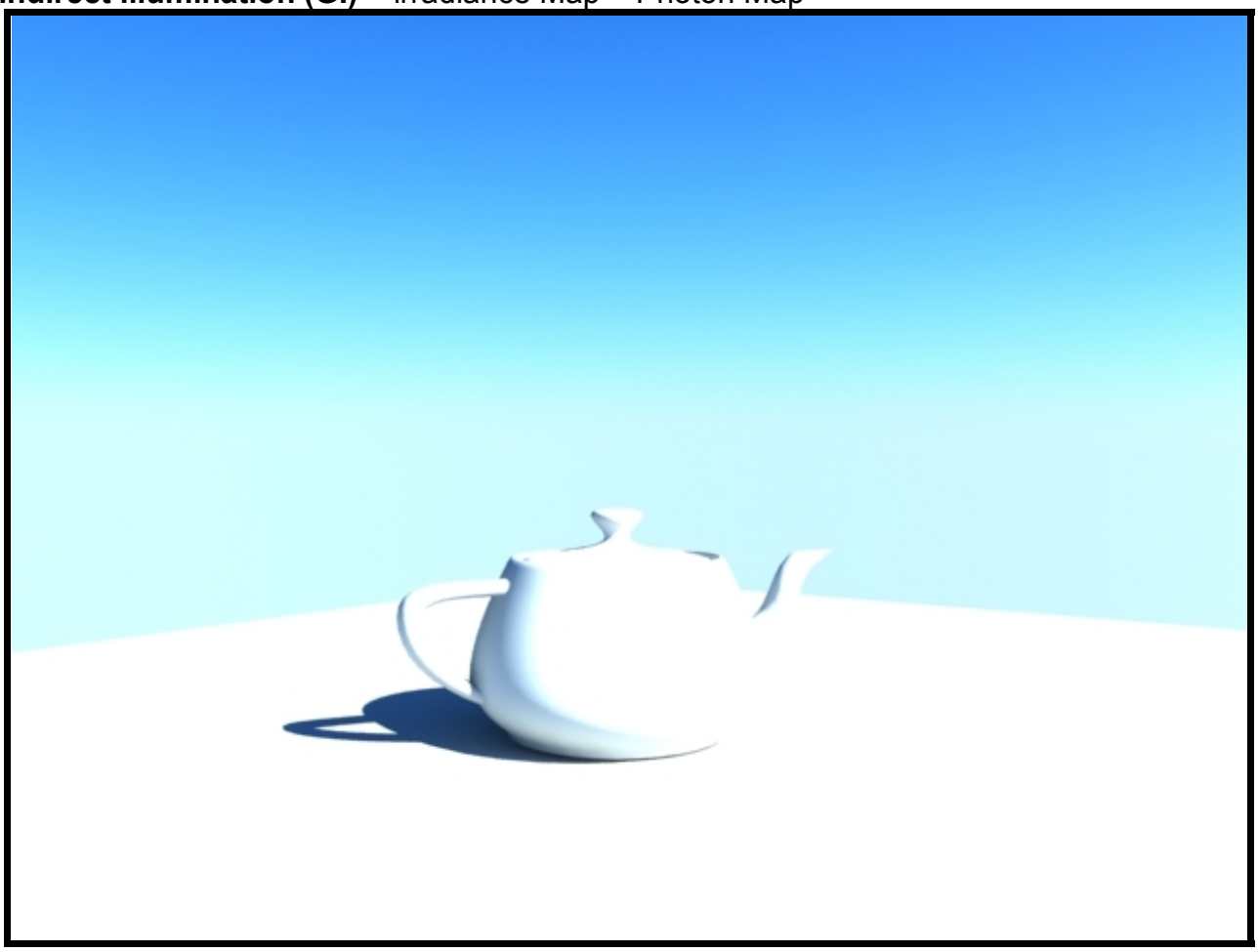


Vray color mapping = exponential
Vray indirect illumination (GI) = irradiance Map + Photon Map

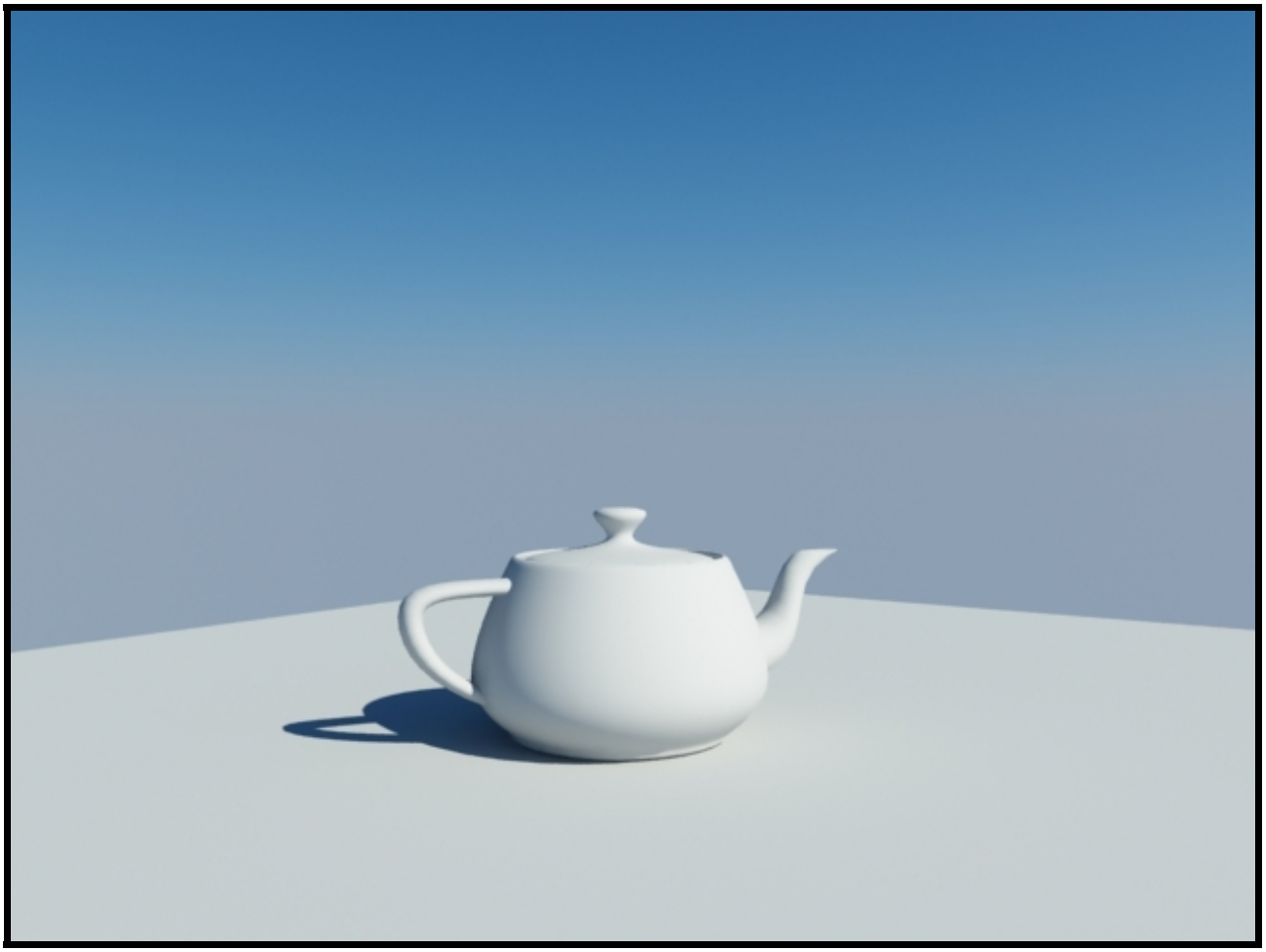
Vray color mapping = HSV
Vray indirect illumination (GI) = irradiance Map + Photon Map



Vray color mapping = Linear
Vray indirect illumination (GI) = irradiance Map + Photon Map

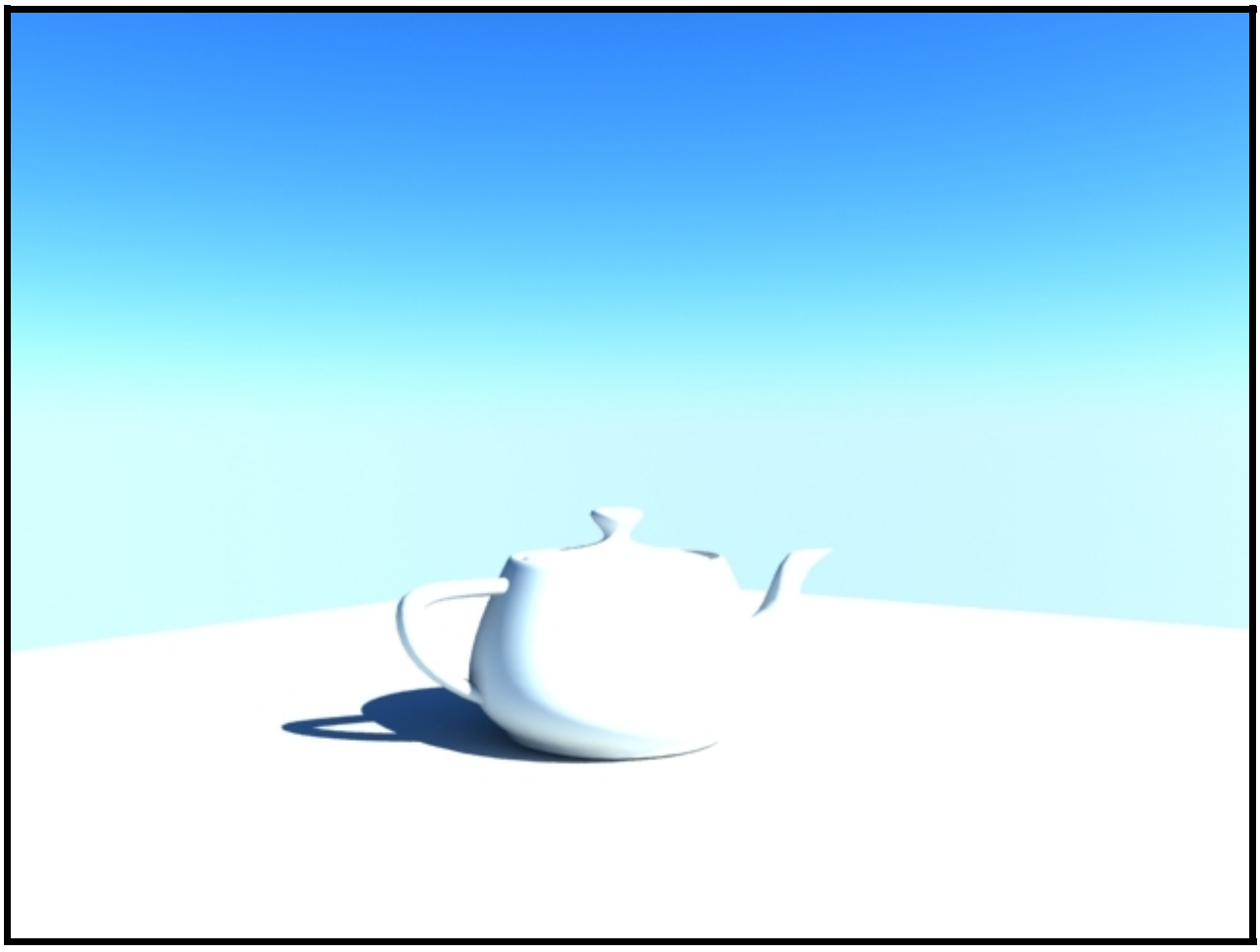


Vray color mapping = exponential
Vray indirect illumination (GI) = irradiance Map + Quasi-Monte Carlo



Vray color mapping = HSV
Vray indirect illumination (GI) = irradiance Map + Quasi-Monte Carlo

Vray color mapping = Linear
Vray indirect illumination (GI) = irradiance Map + Photon Map



Conclusiones:

Utilizando una luz VraySunt, el tema esta bastante discutido, las mejores opciones son:

Vray color mapping = HSV
Vray indirect illumination (GI) = irradiance Map + Quasi-Monte Carlo

Vray color mapping = exponential
Vray indirect illumination (GI) = irradiance Map + Photon Map

Como segunda opción, se podrían usar:

Vray color mapping = exponential
Vray indirect illumination (GI) = irradiance Map + Quasi-Monte Carlo

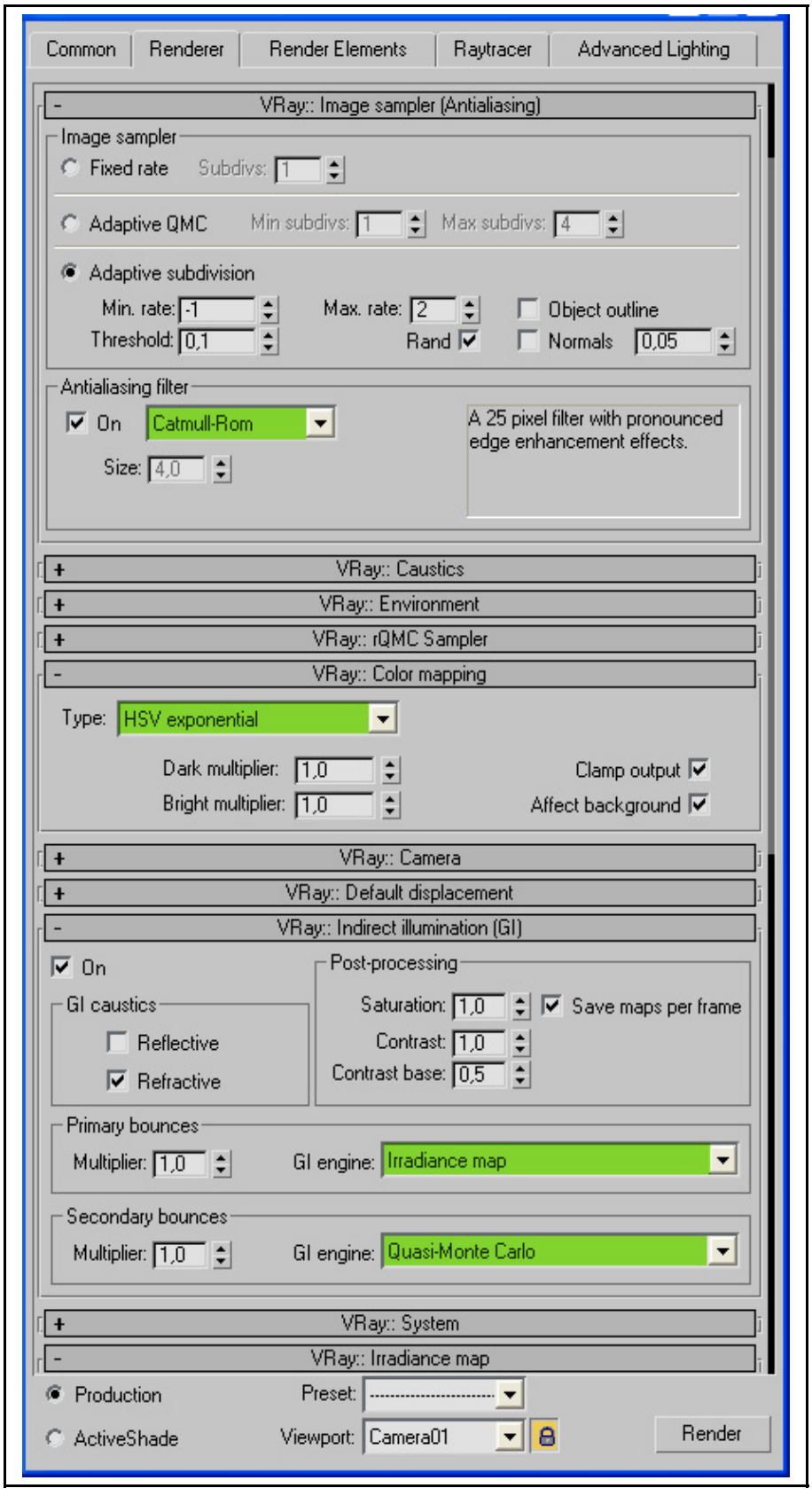
Vray color mapping = HSV
Vray indirect illumination (GI) = irradiance Map + Photon Map

Como podemos apreciar, el uso del color mapping "Linear" quema demasiado las imágenes, se podría corregir esto bajando la intensidad del VraySun, pero no es recomendable.

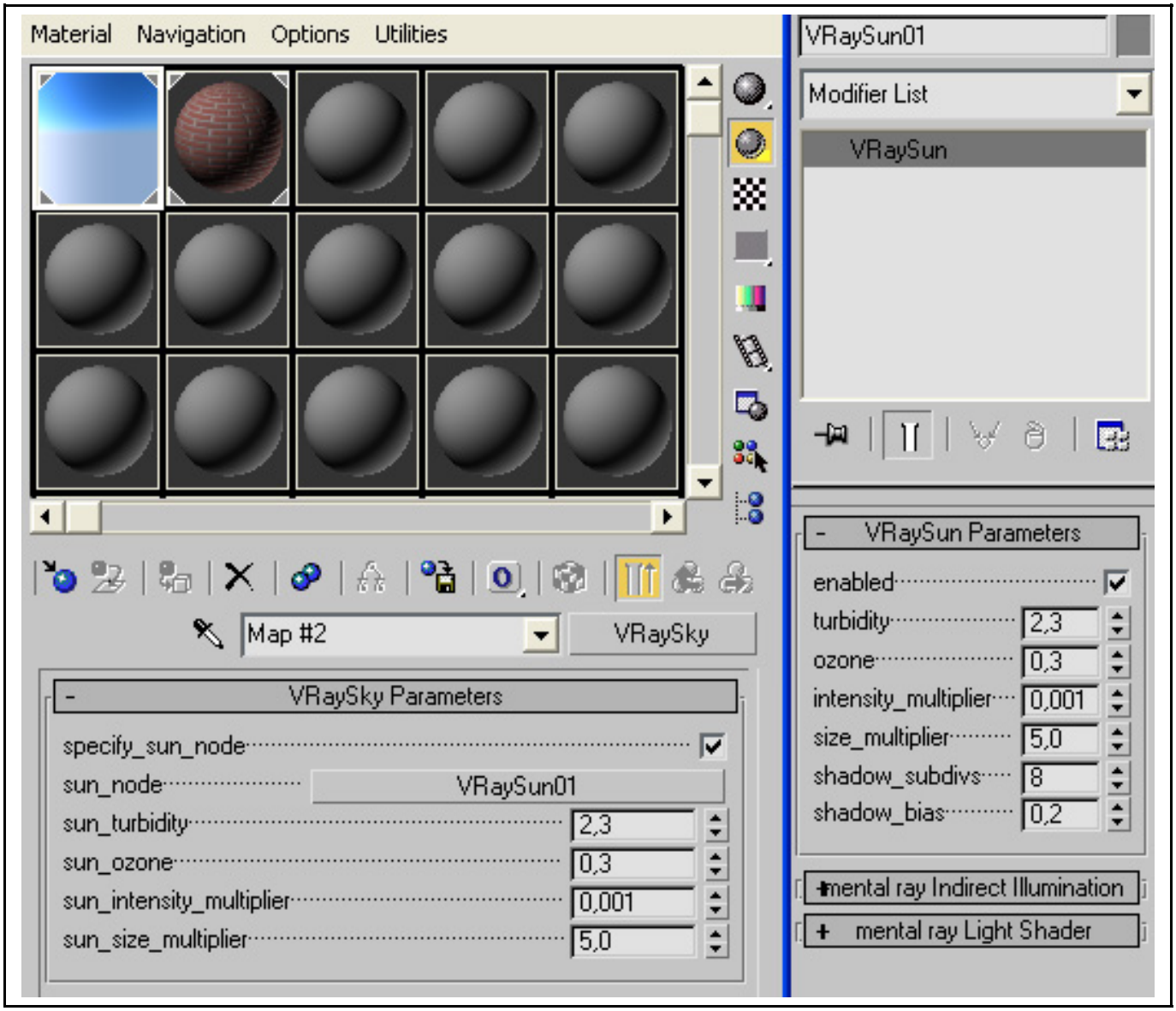
Setup que recomiendo:

Después de realizar muchas pruebas, llegamos a la conclusión que los siguientes parámetros, son los mas idóneos para una escena estándar (con estándar, me refiero a un exterior típico).

Configuración Vray render setup:



Configuración VraySky y VraySun:



Resultado final: