

# VRay: Lighting, Materials, and Photorealistic Rendering

## Day 1: Introduction to VRay Training and VRay Fundamentals

- Introduction to VRay
- Installing VRay
- Navigating the VRay interface
- Basic lighting
- Cameras
- Basic materials
- Hands-on workshop

## Day 2: Advanced Techniques and Practical Project in VRay

- Global Illumination (GI) and Advanced Reflection/Refraction
- Atmospheric effects
- Advanced materials
- Camera animation
- Practical project
- Review and questions
- Conclusion of the VRay training