NVIDIA vMaterials
Iray for 3ds Max

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Version 1.0

NVIDIA vMaterials – Iray for 3ds Max

Copyright Information

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Contents

1 Introduction

This document guides you through the steps that are necessary to use vMaterials 2 in Iray for 3ds Max on Windows.

1.1 Prerequisites

- Microsoft Windows 10[1]
- Autodesk 3ds Max[2]
- Iray for 3ds Max plugin[3]

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1. `https://www.microsoft.com/en-us/windows/get-windows-10`

2. `https://www.autodesk.com/products/3ds-max/overview/`

3. `https://www.irayplugins.com/iray-for-3ds-max/`

2   Installing vMaterials 2 and Material Exchange

1. Download the vMaterials 2 installer for your operating system (Windows, Linux, Mac) from https://developer.nvidia.com/vmaterials.

2. Run the vMaterials 2 installer.

   2.1. If you have not yet installed the NVIDIA Material Exchange package, you will be prompted to install it. In this case click Next.

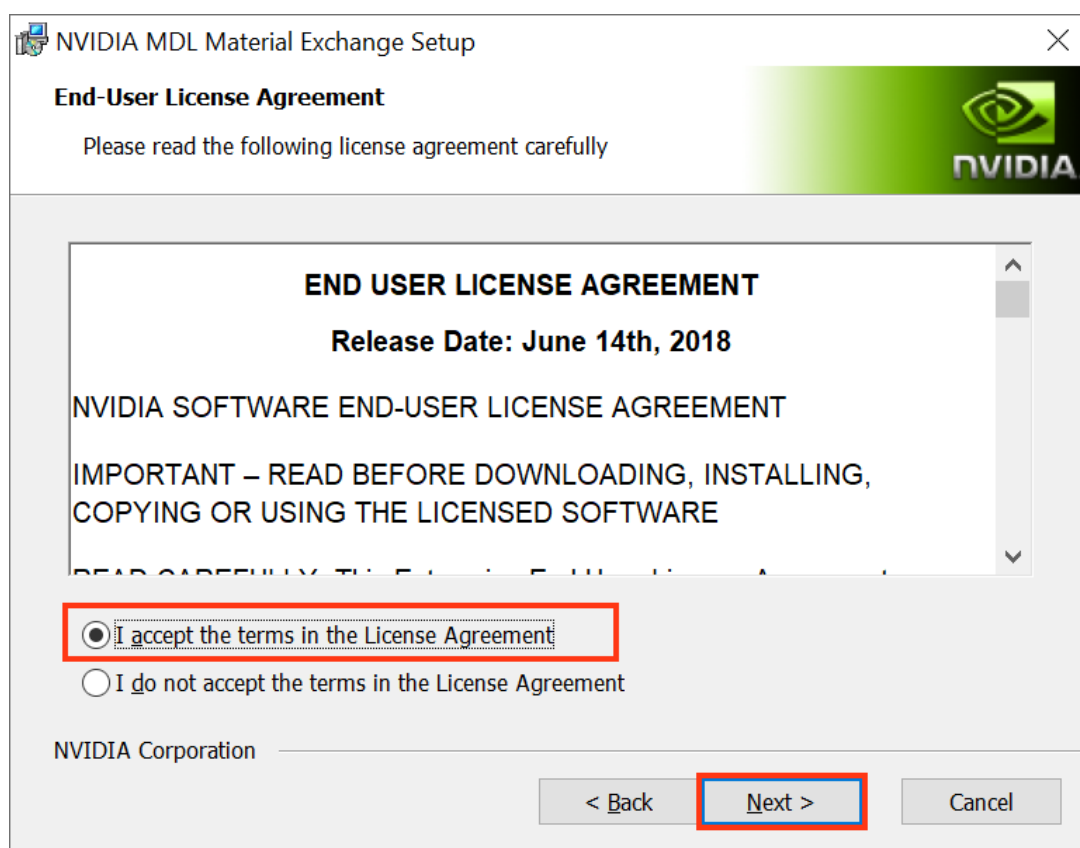   2.2. Accept the End User License Agreement for Material Exchange:

Fig. 2.1 - Accepting the End User License Agreement for Material Exchange

   2.3. In the next dialog, you define the configuration of Material Exchange. Click Complete to choose a complete installation. Material Exchange will be installed in folder `C:\Program Data\NVIDIA Corporation\mdl`.
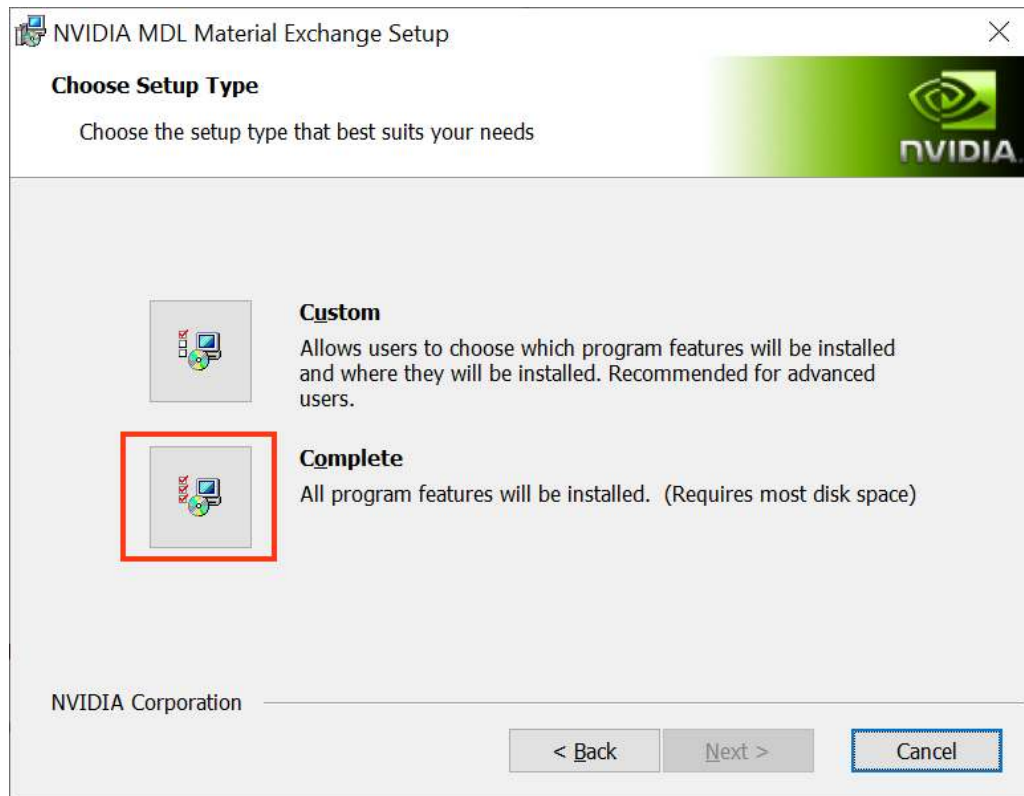
Fig. 2.2 - Choosing to install all program features for Material Exchange

2.4. In the next dialog, click Install to complete the Materials Exchange installation.
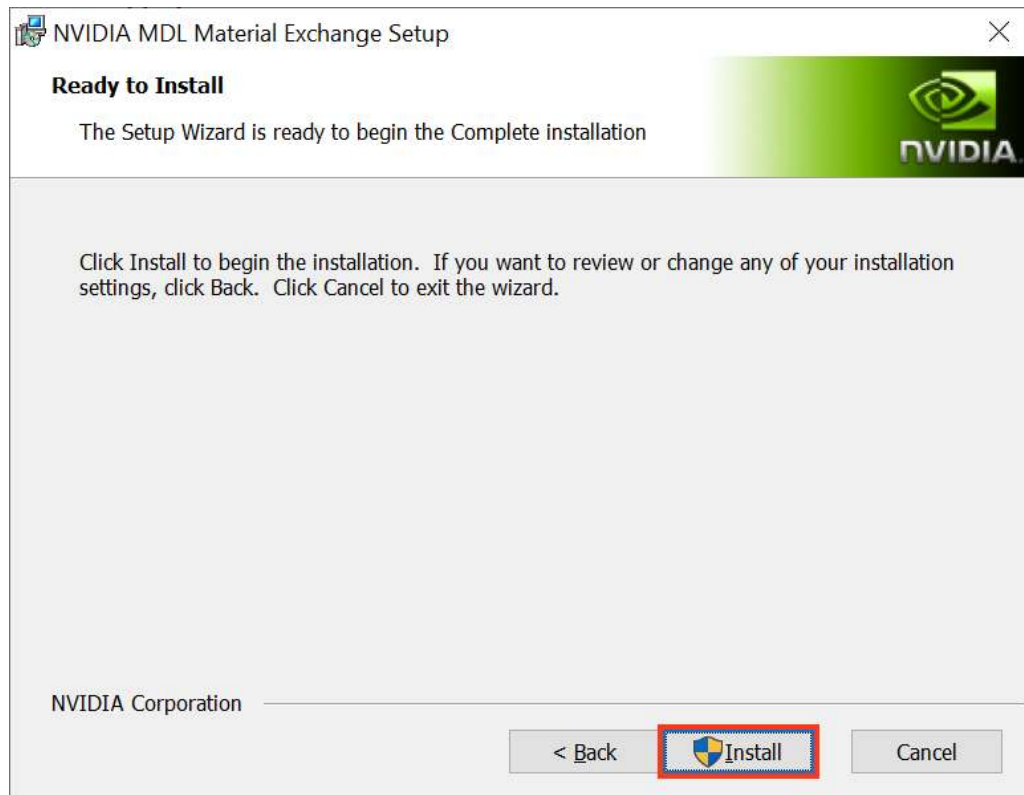

Fig. 2.3 - Completing the installation

2.5. Once the Material Exchange package has been installed, vMaterials 2 installation will proceed.
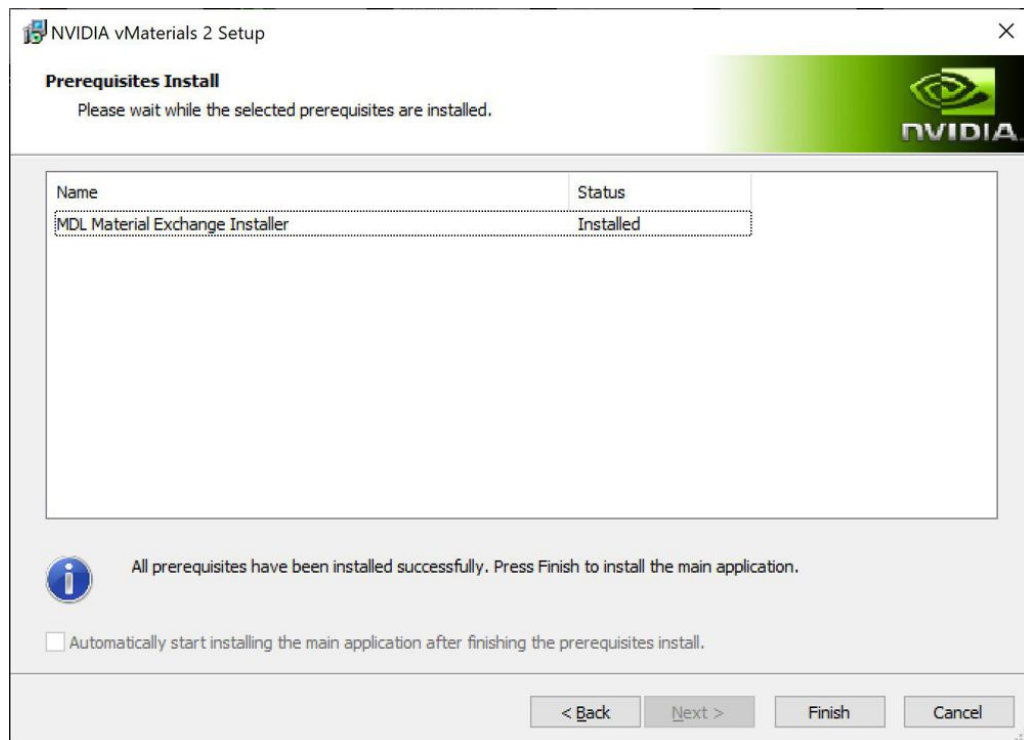

Fig. 2.4 - Completion of the Material Exchange package installation

3. Click Next after the vMaterials 2 welcome dialog.

Fig. 2.5 - The vMaterials 2 welcome dialog

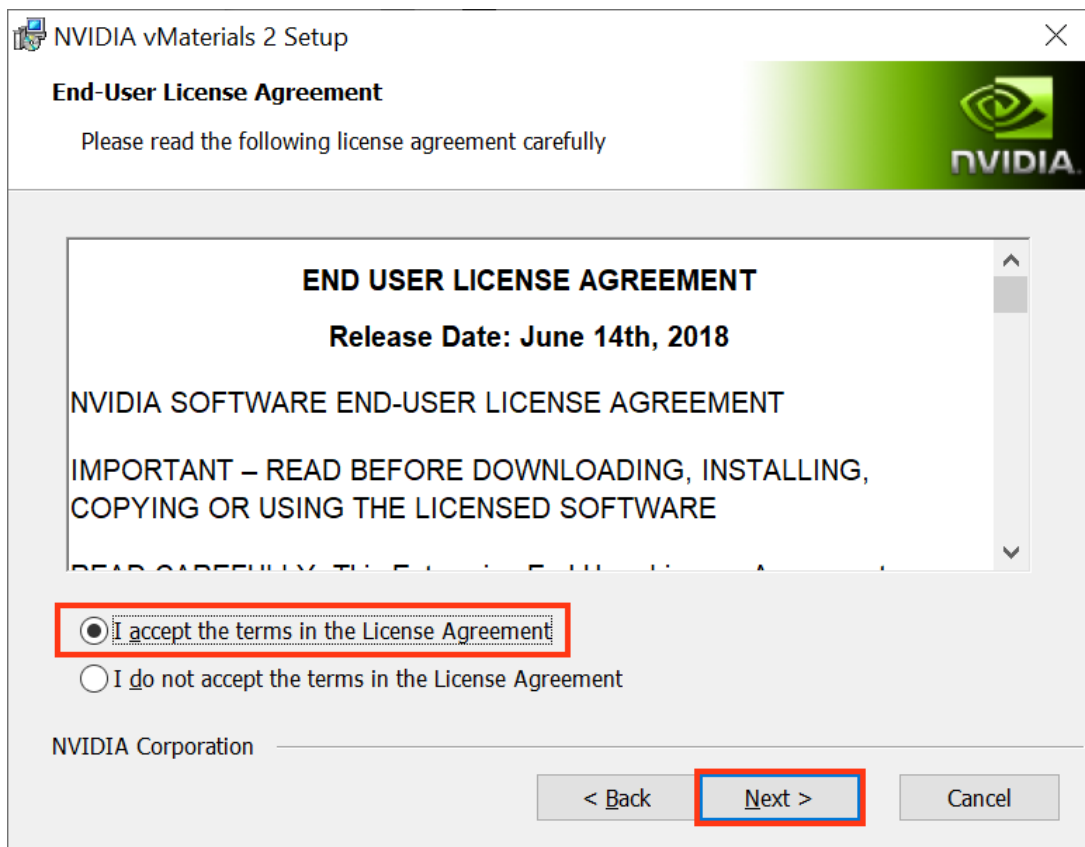4. In the next dialog, accept the End User License Agreement for vMaterials 2 and click Next.

Fig. 2.6 - Accepting the End User License Agreement for vMaterials 2

5. In the next dialog, you will be asked about the configuration of vMaterials 2. Click Complete to choose a complete installation. vMaterials 2 will be installed in a folder based on your username:
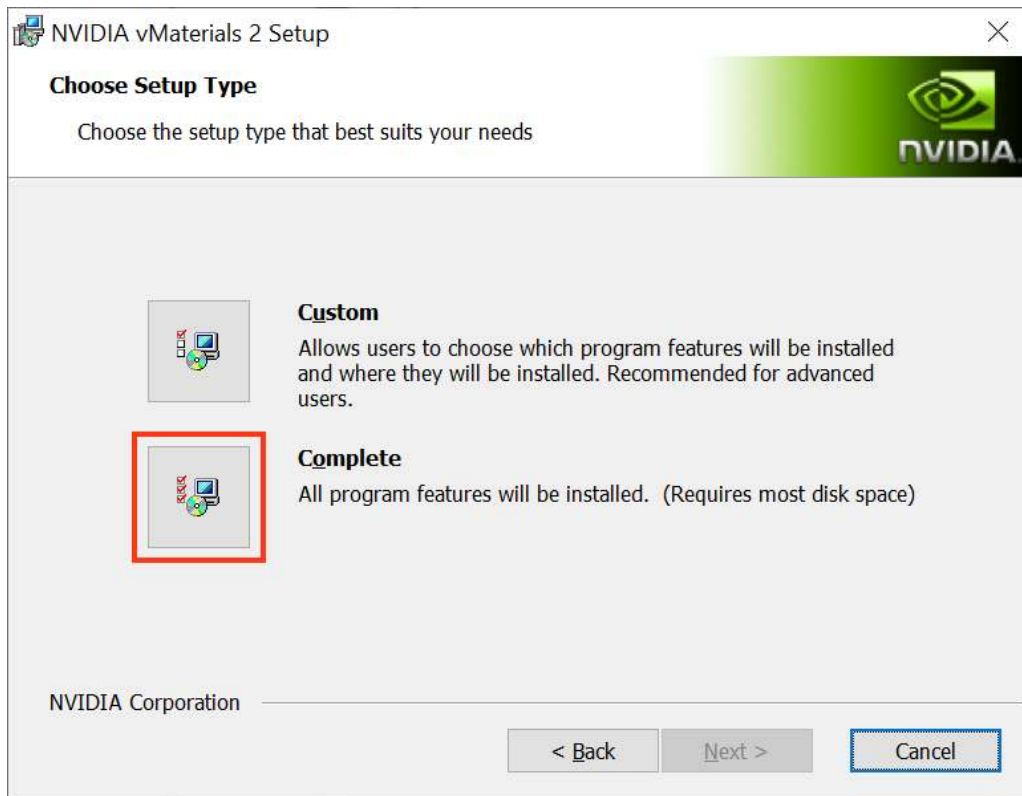
    `C:\Users\`*username*`\Documents\mdl`

Fig. 2.7 - Choosing the complete installation of vMaterials 2

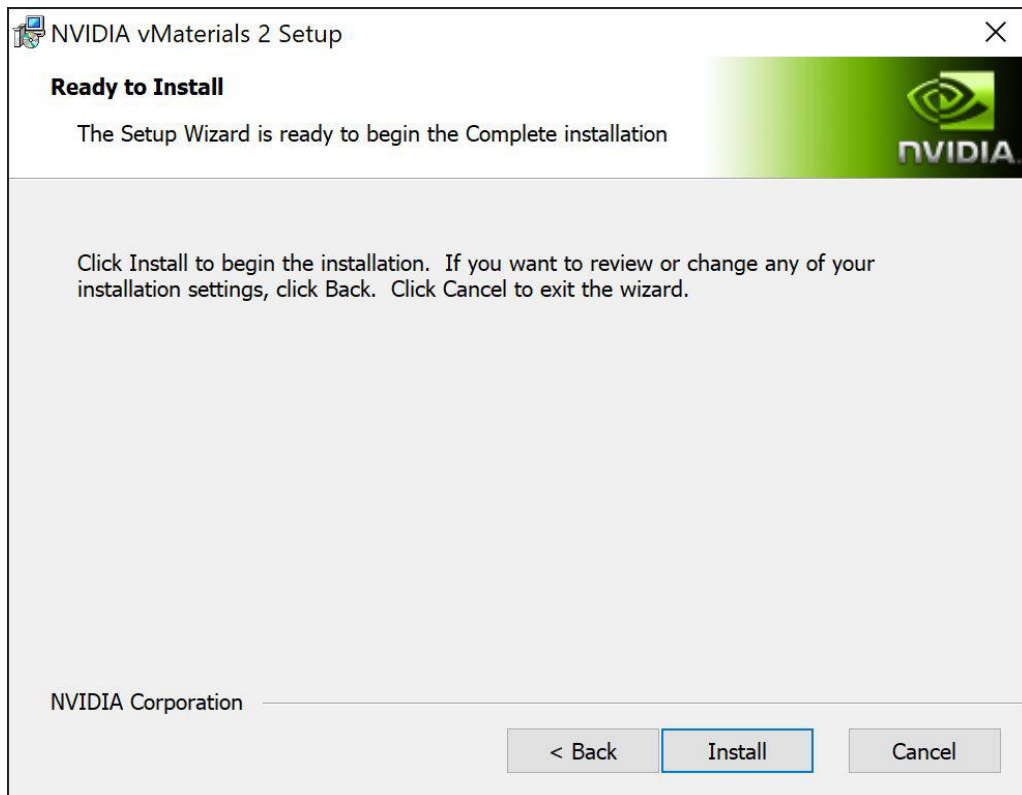6. In the next dialog, click Install to copy vMaterials 2 files to your chosen folder.

Fig. 2.8 - Installating vMaterials 2 files

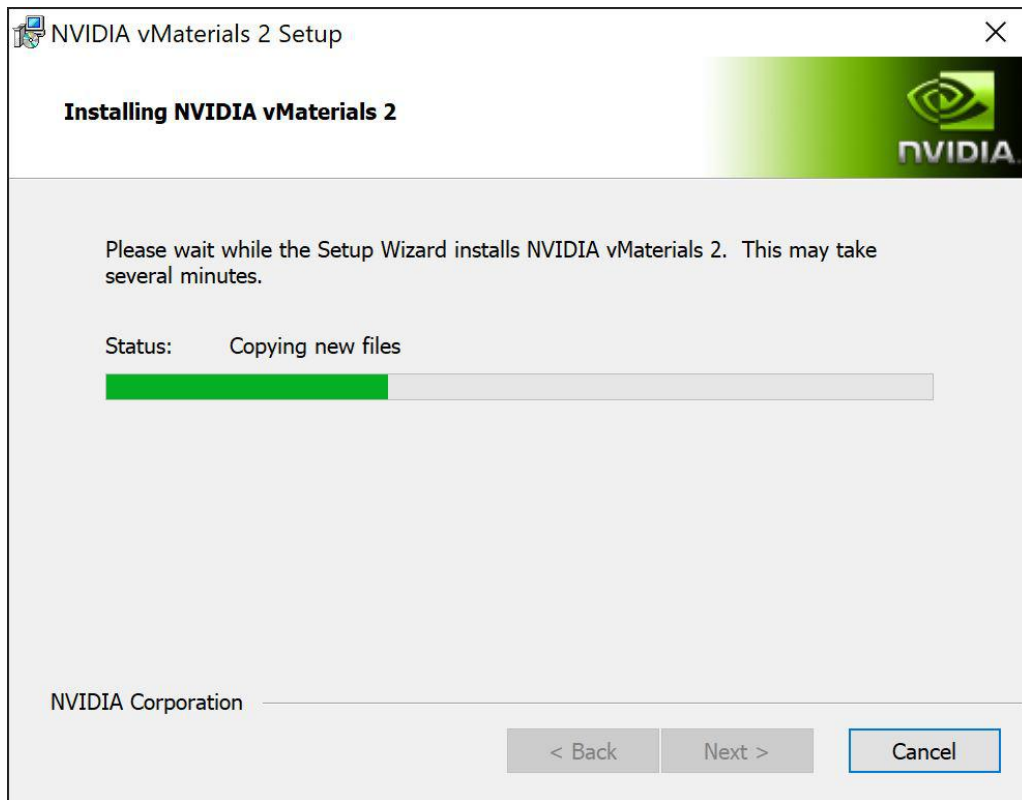7. A dialog displays the progress of the installation.

Fig. 2.9 - Installation status display

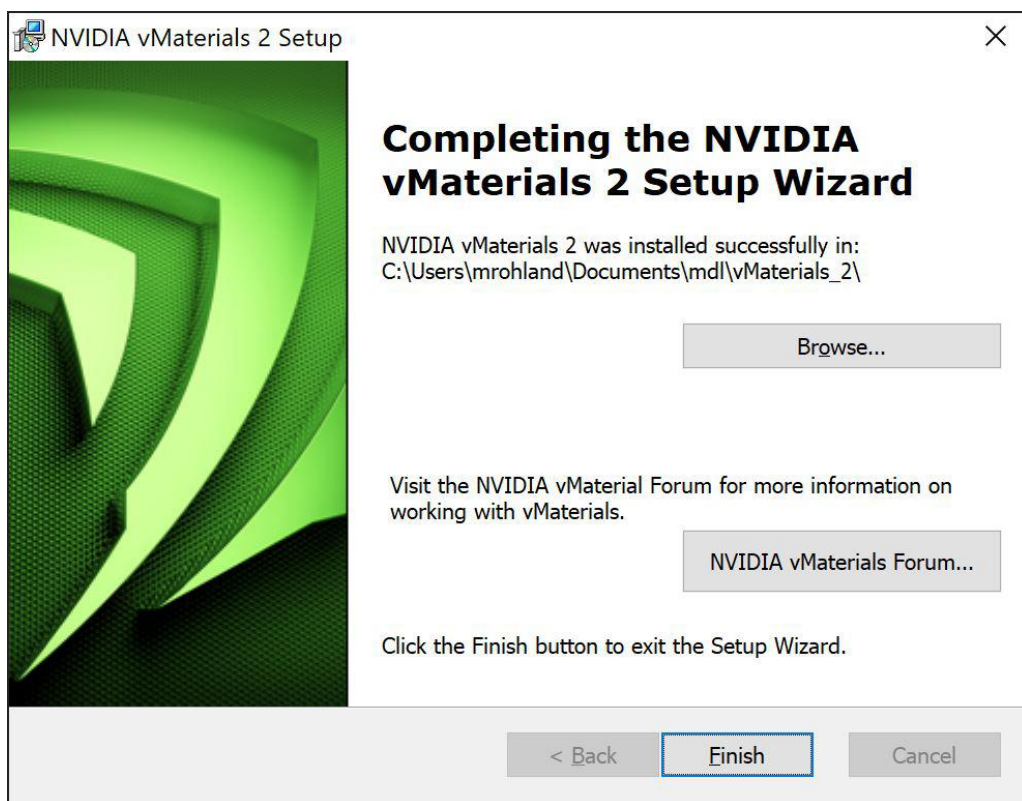8. Once the installation is complete, click Finish.

Fig. 2.10 - Completing the vMaterials 2 installation

3 3ds Max and vMaterials 2

This section describes the installation of vMaterials 2 in 3ds Max 2020 on Windows.

1. Launch 3ds Max. If 3ds Max was running during the vMaterials installation, you have to restart the application.

Fig. 3.1 - Initial launch screen

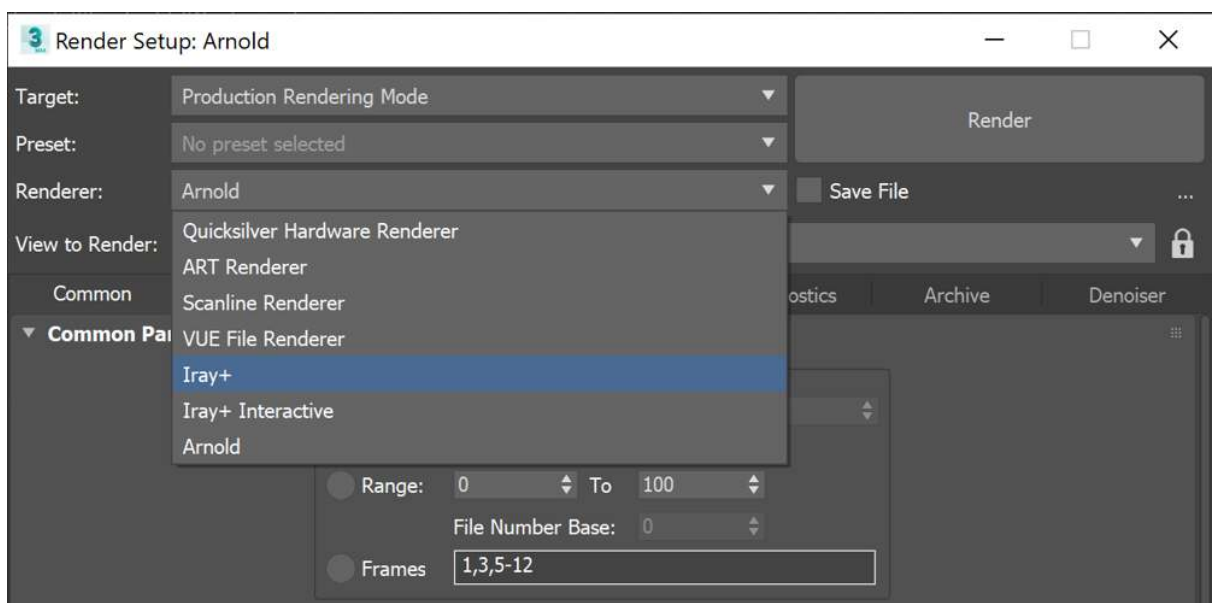2. Locate the Render Setup menu and select Iray+ or Iray+ Interactive.

Fig. 3.2 - Render Setup menu

3. After you have chosen the renderer, locate the Settings tab and scroll down to Materials. If not already set you must add the location on disk where you installed the vMaterials library. You can add multiple locations if you installed different versions of vMaterials or only shifted the installation location.
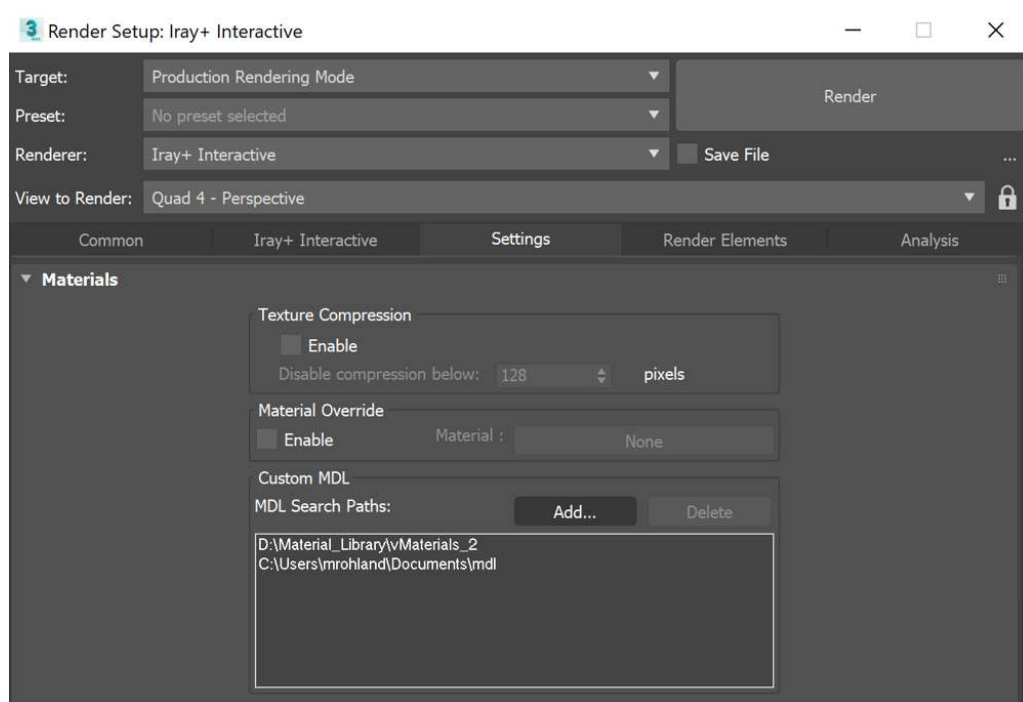

Fig. 3.3 - Defining the location of the vMaterials

4. Open the Material Editor and create an Iray+ Material. Scroll down to MDL to import a vMaterial from the library.
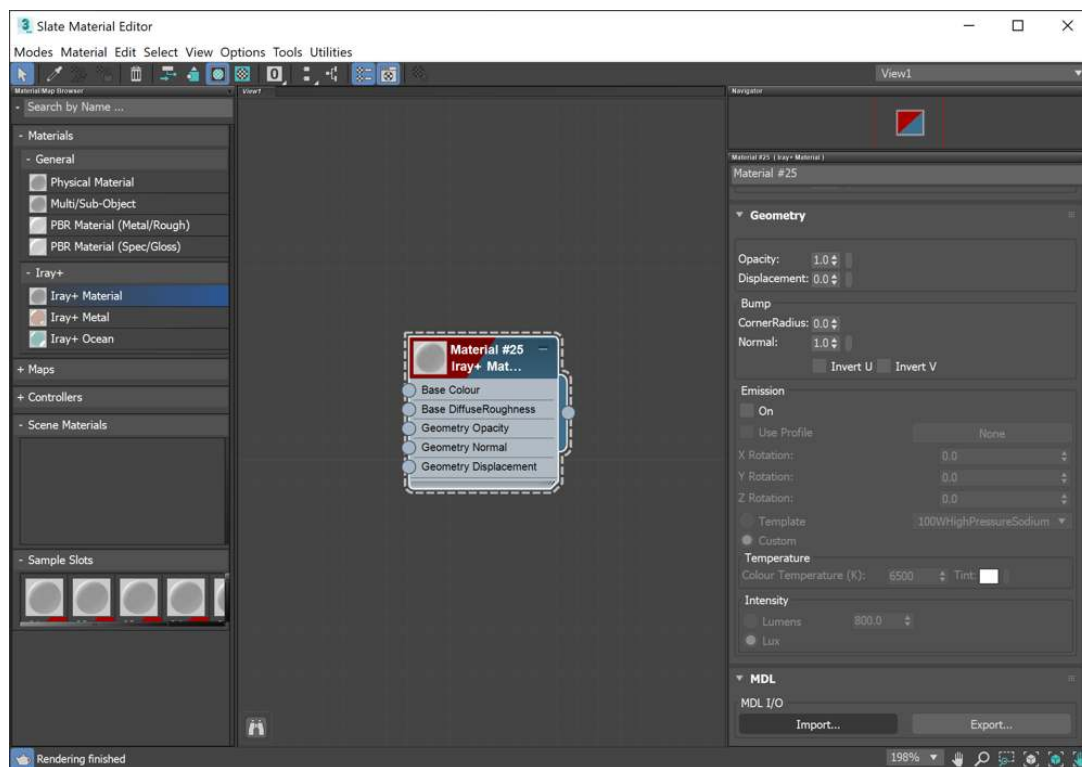

Fig. 3.4 - Importing a vMaterial

5. Select a category. In Figure 3.5, the Ceramic category is selected to display the Grog_Fired_Clay.mdl vMaterial for importing.
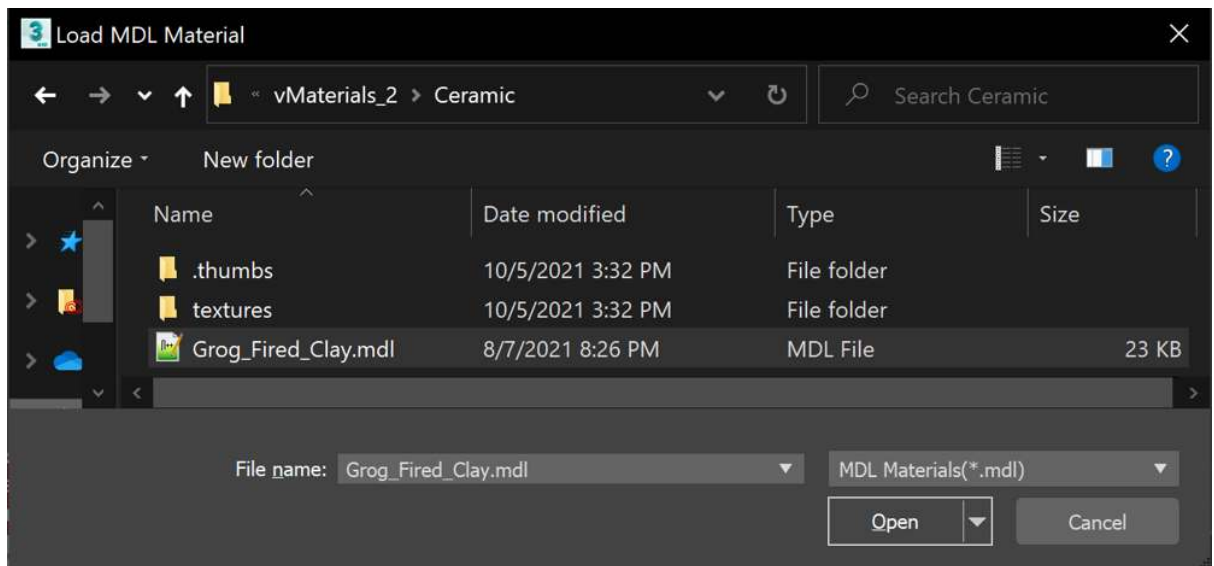

Fig. 3.5 - A menu of vMaterials displayed by choosing the Ceramic category

6. The imported material can now be tweaked. In the Base menu, you can choose to use one of the presets or to edit the features provided for this material. Add your material to an object and one or more lights to the scene. The scene containing the object with the assigned vMaterial can now be rendered using the Render button.
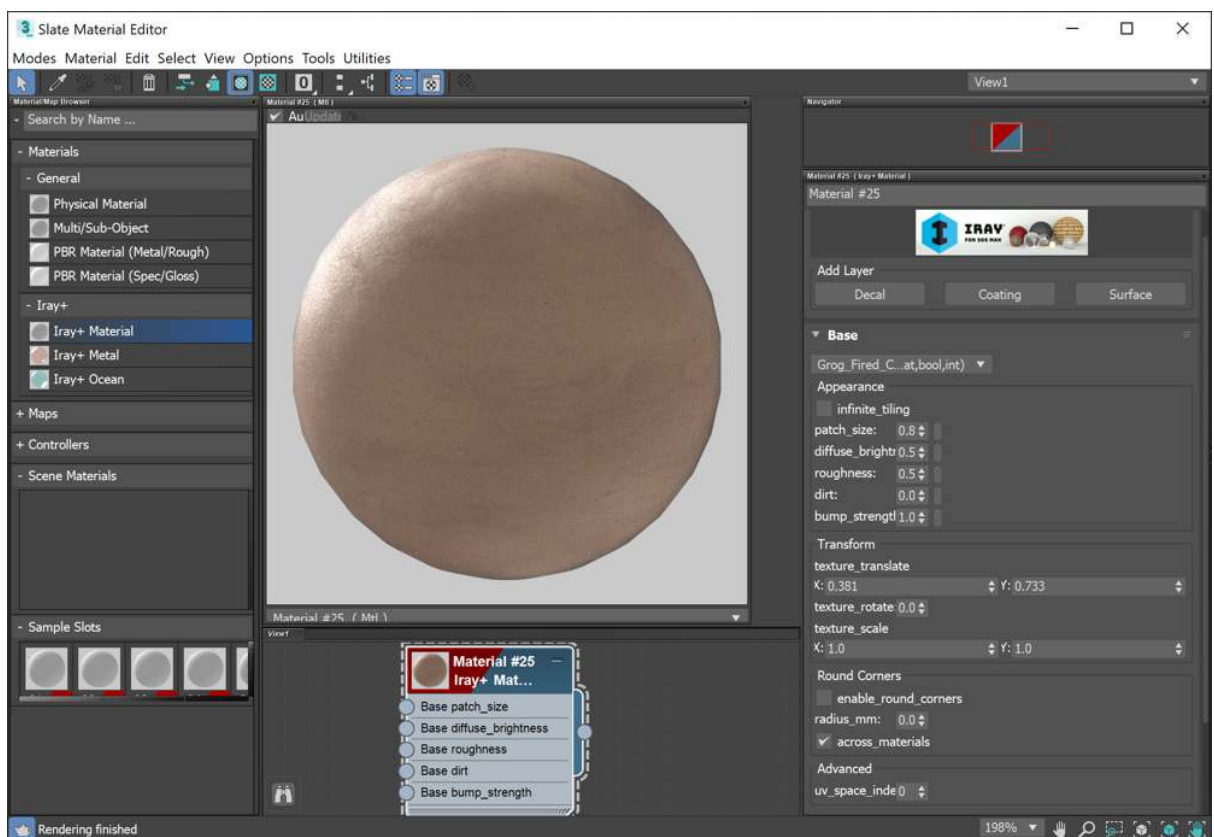

Fig. 3.6 - Using presents and editing the parameter values