

NVIDIA vMaterials – Iray for 3ds Max

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Contents

	Introduction 1.1 Prerequisites	1 1
2	Installing vMaterials 2 and Material Exchange	2
3	3ds Max and vMaterials 2	8

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 10¹
- Autodesk 3ds Max²
- Iray for 3ds Max plugin³

^{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:

뤻 NVIDIA MDL Material Exchange Setup	×
End-User License Agreement Please read the following license agreement carefully	
END USER LICENSE AGREEMENT Release Date: June 14th, 2018	^
NVIDIA SOFTWARE END-USER LICENSE AGREEMENT IMPORTANT – READ BEFORE DOWNLOADING, INSTALLING, COPYING OR USING THE LICENSED SOFTWARE	
I <u>accept the terms in the License Agreement</u> I <u>d</u> o not accept the terms in the License Agreement NVIDIA Corporation	•
< <u>B</u> ack <u>N</u> ext >	Cancel

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.

NVIDIA MDL Material	Exchange Setup	×
Choose Setup Type		(D)
Choose the setup type	that best suits your needs	DVIDIA.
	Custom Allows users to choose which pro and where they will be installed. users. Complete All program features will be insta	ogram features will be installed Recommended for advanced alled. (Requires most disk space)
NVIDIA Corporation —	< <u>B</u> ac	k <u>N</u> ext > Cancel

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.

🔀 NVIDIA MDL Material Exchange Setup	×
Ready to Install	(D)
The Setup Wizard is ready to begin the Complete installation	NVIDIA.
Click Install to begin the installation. If you want to review or change any settings, click Back. Click Cancel to exit the wizard.	of your installation
NVIDIA Corporation	
< <u>B</u> ack	Cancel

Fig. 2.3 - Completing the installation

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

Prerequisites Install			
Please wait while the selected prerequisites are in	installed.		nvid
Name	Status		
MDL Material Exchange Installer	Installed		
All prerequisites have been installed succe	essfully. Press Finish to install the main applicat	ion.	
All prerequisites have been installed succe	essfully. Press Finish to install the main applicat	ion.	
All prerequisites have been installed succe Automatically start installing the main application a		ion.	
		ion.	

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.

🐻 NVIDIA vMaterials 2 Setup	×
End-User License Agreement	A
Please read the following license agreement carefully	NVIDIA.
END USER LICENSE AGREEMENT	^
Release Date: June 14th, 2018	
NVIDIA SOFTWARE END-USER LICENSE AGREEMENT	
IMPORTANT – READ BEFORE DOWNLOADING, INSTALLING, COPYING OR USING THE LICENSED SOFTWARE	
	\checkmark
• I accept the terms in the License Agreement	
\bigcirc I <u>d</u> o not accept the terms in the License Agreement	
NVIDIA Corporation	
< <u>B</u> ack <u>N</u> ext >	Cancel

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

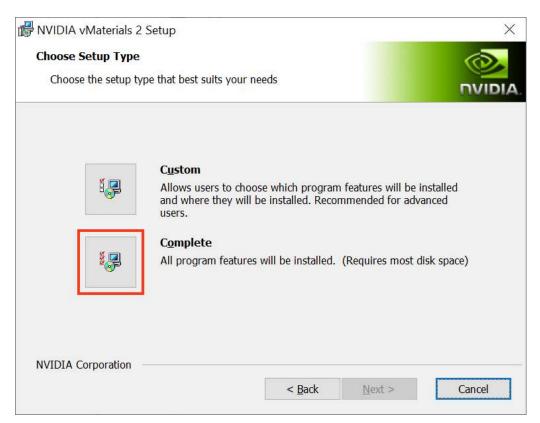


Fig. 2.7 - Choosing the complete installation of vMaterials 2

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

RVIDIA vMaterials 2 Setup	×
Ready to Install	6
The Setup Wizard is ready to begin the Complete installation	NVIDIA.
Click Install to begin the installation. If you want to review or change an installation settings, click Back. Click Cancel to exit the wizard.	y of your
NVIDIA Corporation < Back Install	Cancel

Fig. 2.8 - Installating vMaterials 2 files

7. A dialog displays the progress of the installation.

🛃 NVIDIA vMaterials 2 Setup			×
Installing NVIDIA vMaterials 2			
Please wait while the Setup Wizard insta several minutes.	lls NVIDIA vMaterials 2.	This may take	
Status: Copying new files			
NVIDIA Corporation	< Back Ne	xt >	Cancel

Fig. 2.9 - Installation status display

8. Once the installation is complete, click Finish.

RVIDIA vMaterials 2 Setup		×
	Completing the NVIDIA vMaterials 2 Setup Wizard NVIDIA vMaterials 2 was installed successfully in: C:\Users\mrohland\Documents\mdl\vMaterials_2\	
	Visit the NVIDIA vMaterial Forum for more information on working with vMaterials. NVIDIA vMaterials Forum	
	Click the Finish button to exit the Setup Wizard.	
	< <u>B</u> ack <u>F</u> inish Cancel	

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.

3 Render Setu	ıp: Arnold	1 <u></u>	
Target:	Production Rendering Mode	Render	
Preset:	No preset selected	Kender	
Renderer:	Arnold Save File		
View to Render:	Quicksilver Hardware Renderer ART Renderer		•
Common		Archive	Denoiser
Common Par	VUE File Renderer		
	Iray+		
	Iray+ Interactive		
	Arnold		
	Range: 0 💠 To 100 💠		
	File Number Base: 0 💠		
	Frames 1,3,5-12		

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.

3 Render Setu	up: Iray+ Inte	ractive				_		×
Target:	Production R	endering Mode				Render		
Preset:						Kender		
Renderer:	Iray+ Interac	tive			Save File			
View to Render:	Quad 4 - Per	spective					•	£
Common		Iray+ Interactive	Settings		ender Elements		Analysis	
▼ Materials		Texture Compression Enable Disable compressio Material Override Enable Custom MDL MDL Search Paths: D:\Material_Library\vMa C:\Users\mrohland\Doc	Material : Add	pixel	Is Delete			#

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.

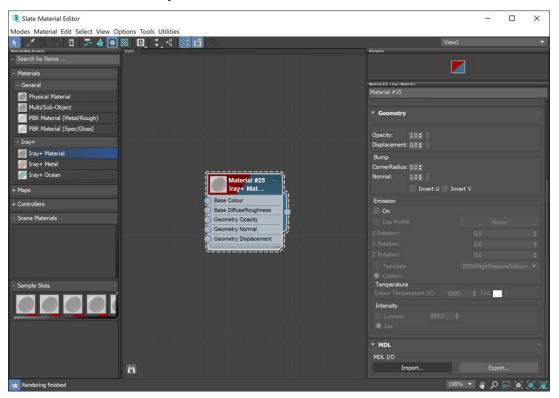


Fig. 3.4 - Importing a vMaterial

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

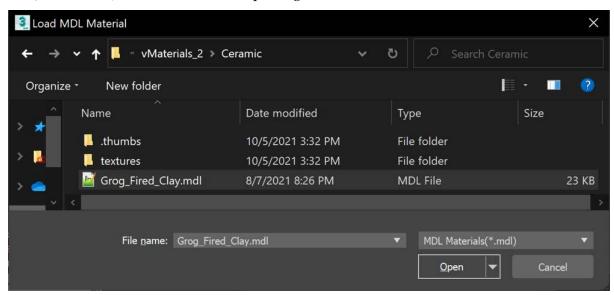


Fig. 3.5 - A menu of vMaterials displayed by choosing the Ceramic category

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.

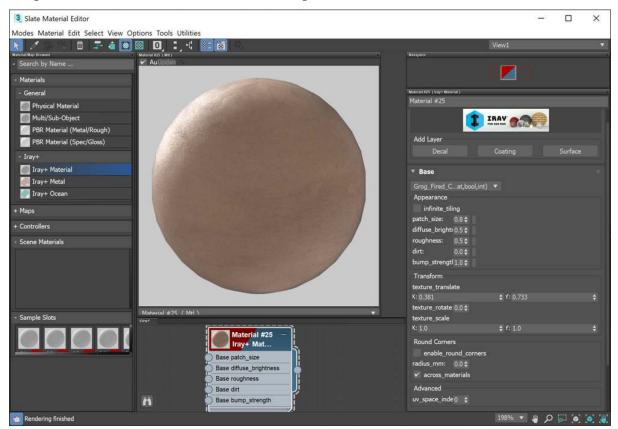


Fig. 3.6 - Using presents and editing the parameter values