NVIDIA vMaterials 2

Iray for Rhino

10 May 2023
Version 1.0

NVIDIA vMaterials 2 – Iray for Rhino

Copyright Information

© 2023 NVIDIA Corporation. All rights reserved.   Document build number 369321

Contents

1 Introduction

This document guides you through the steps that are necessary to use vMaterials with the
Iray for Rhino rendering plugin.

1.1 Prerequisites

- Microsoft Windows 10[1]
- McNeel Rhinoseros[2]
- Iray for Rhino plugin[3]

---

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

2. `https://www.rhino3d.com/`

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

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.

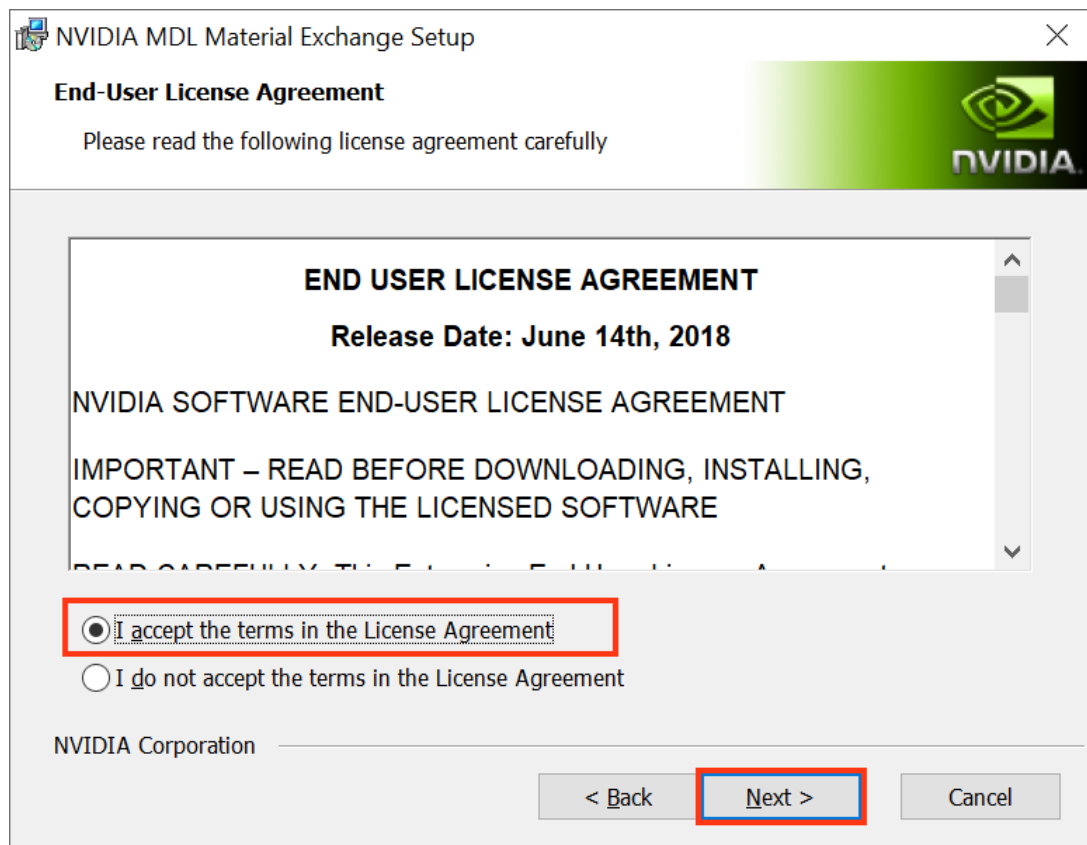   2.2. Accept the End User License Agreement for Material Exchange:

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`.
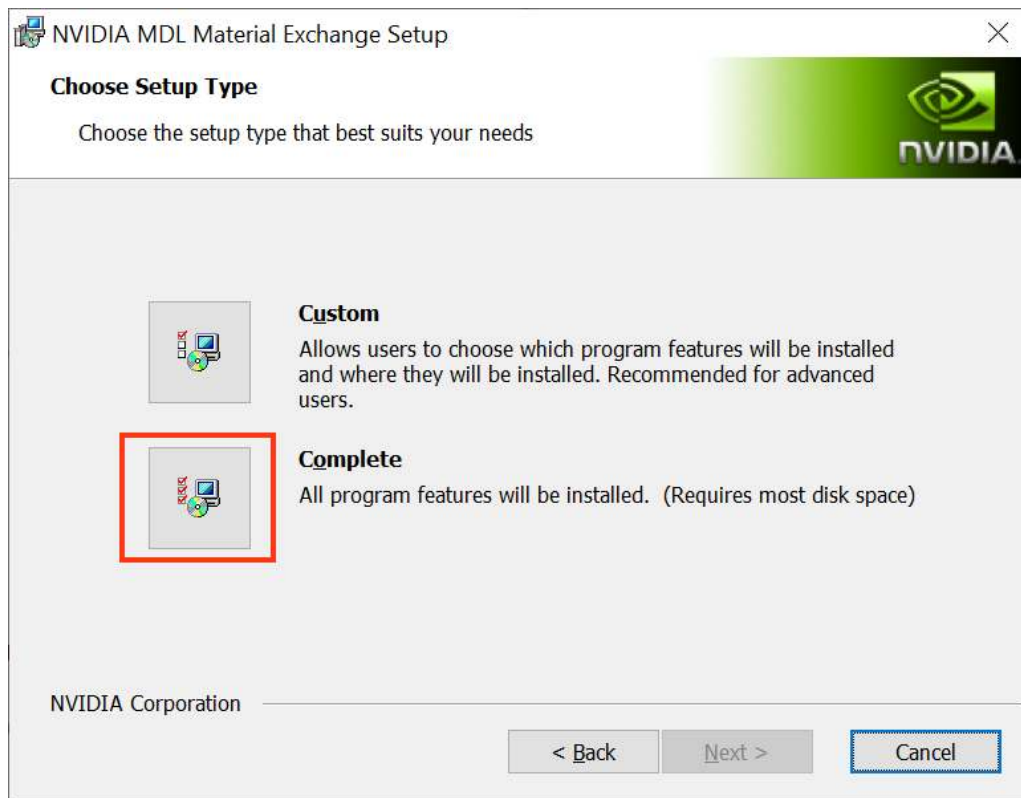
Fig. 2.2 - Choosing to install all program features for Material Exchange

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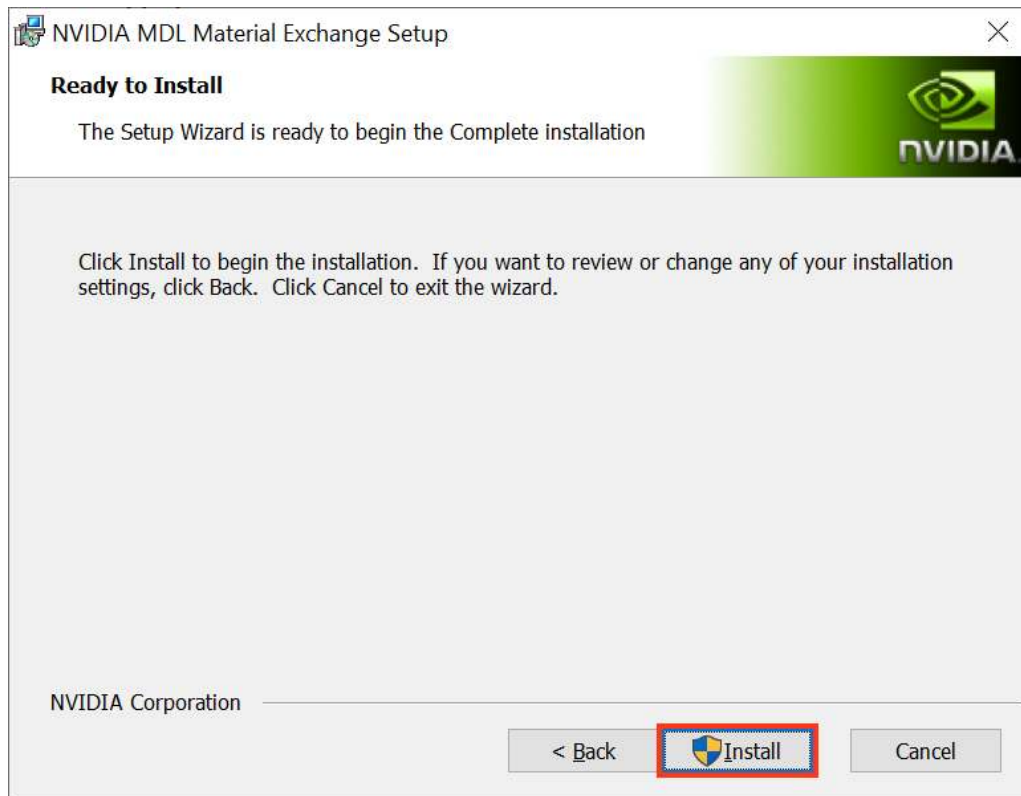

Fig. 2.3 - Completing the installation

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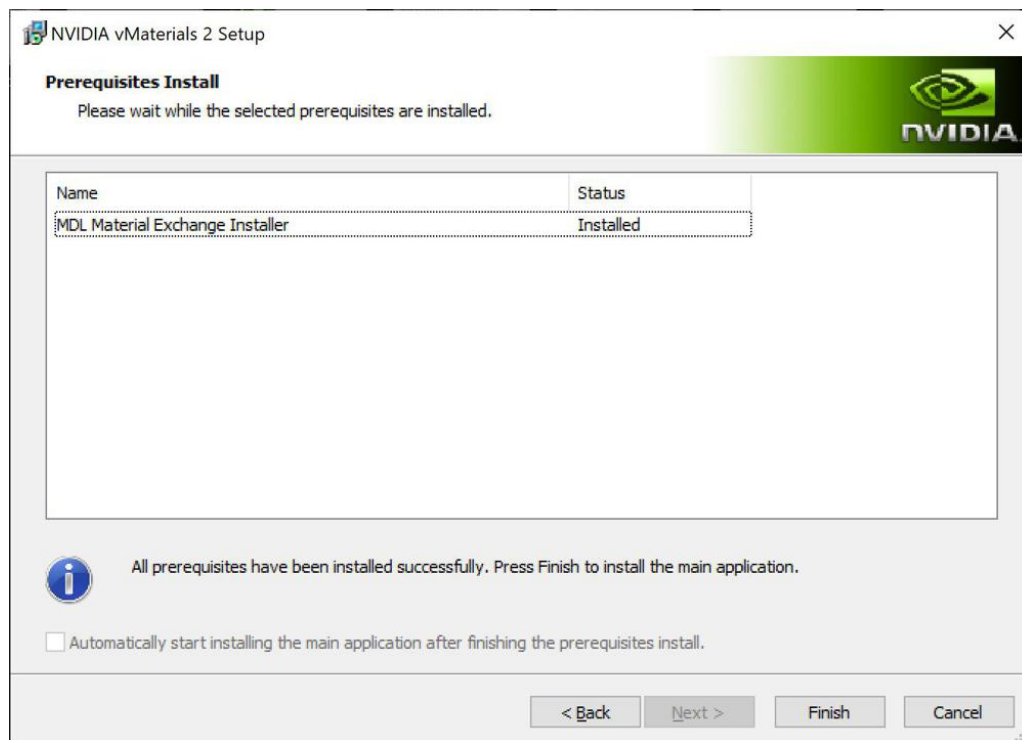

Fig. 2.4 - Completion of the Material Exchange package installation

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.
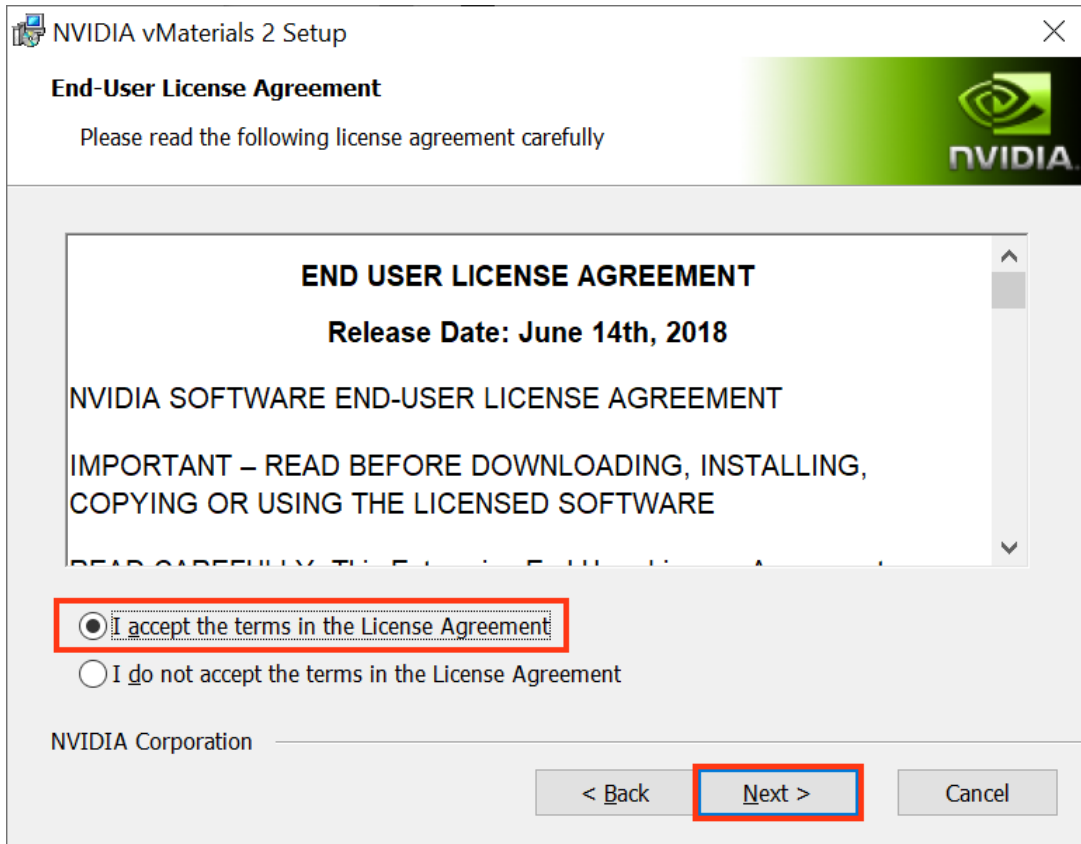

Fig. 2.6 - Accepting the End User License Agreement for vMaterials 2

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

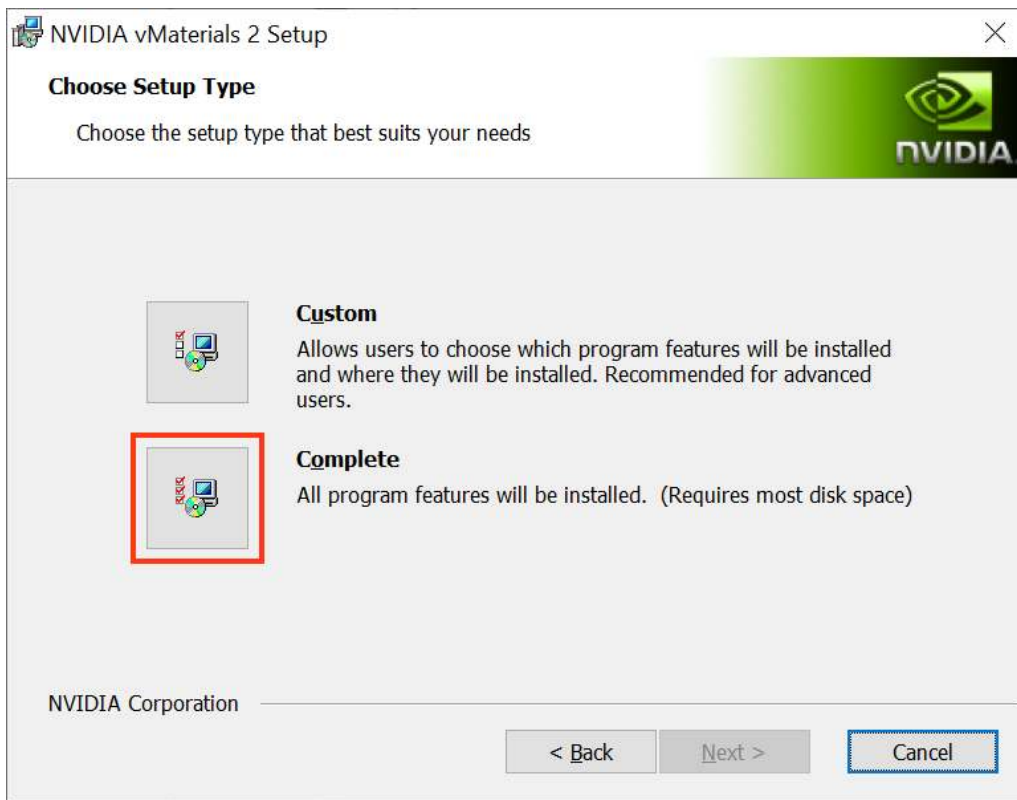To install vMaterials to a custom directory, see Using vMaterials from a different installation location (page 9).

Fig. 2.7 - Choosing the complete installation of vMaterials 2

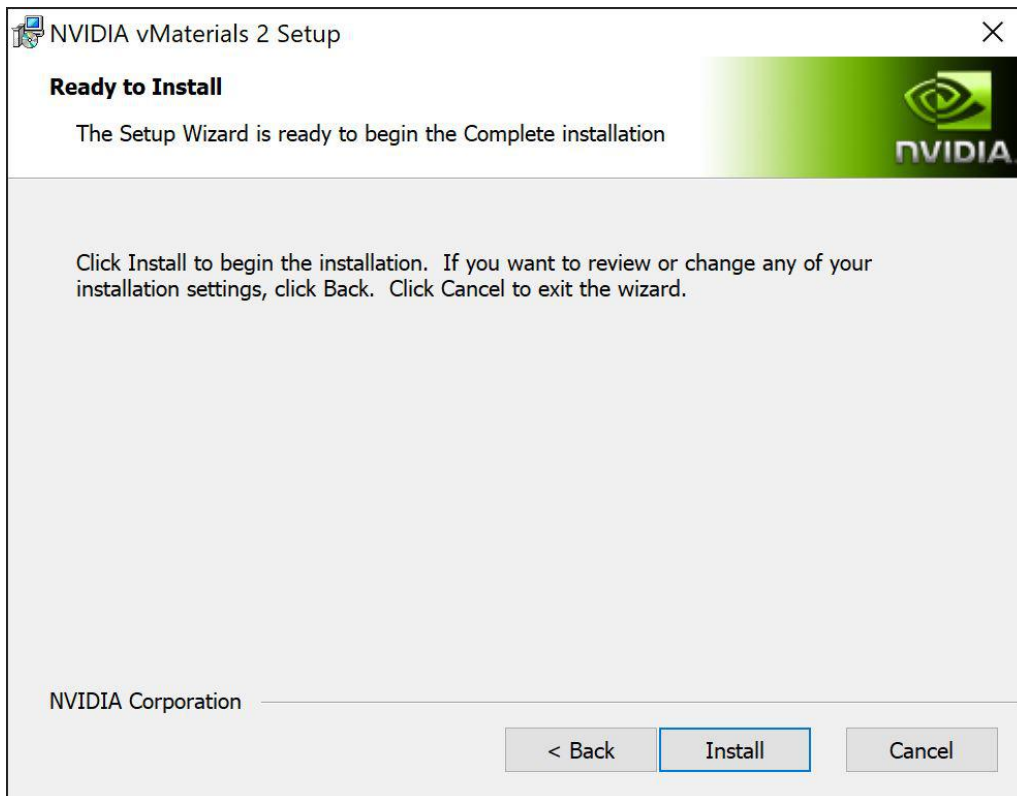6. In the next dialog, click Install to copy vMaterials 2 files to your chosen folder.

Fig. 2.8 - Installlating vMaterials 2 files
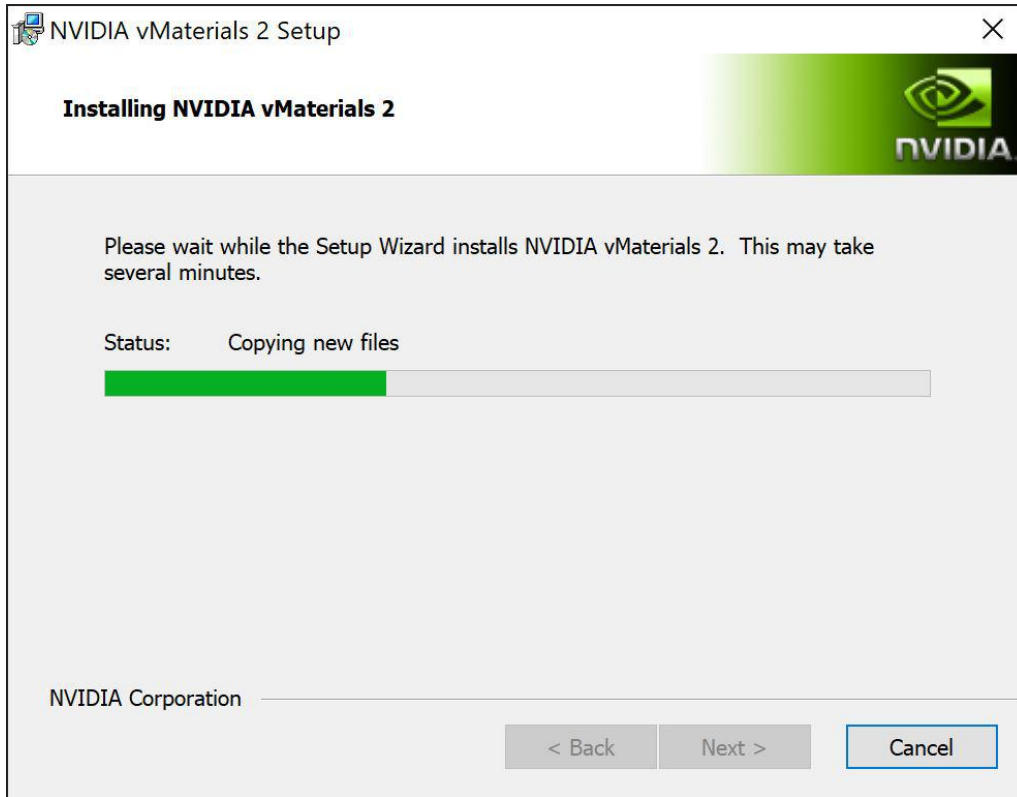
7. A dialog displays the progress of the installation.

Fig. 2.9 - Installation status display

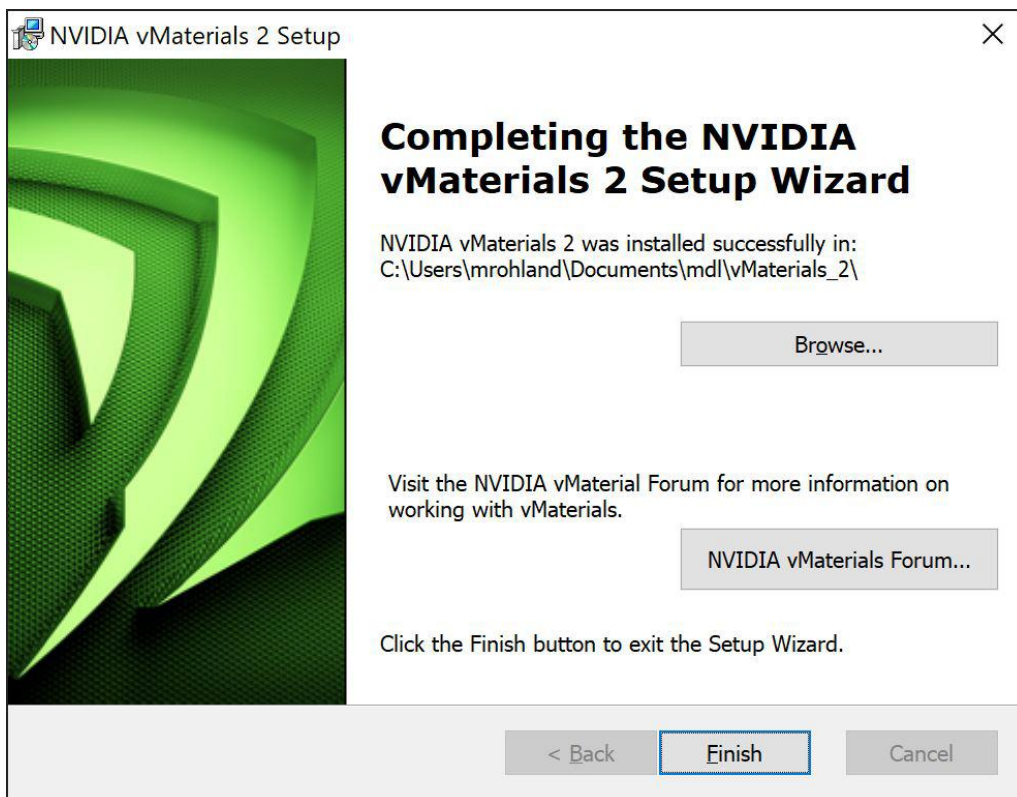8. Once the installation is complete, click Finish.

Fig. 2.10 - Completing the vMaterials 2 installation

3 Iray for Rhino and vMaterials 2

3.1 Assign vMaterials to objects in Iray for Rhino

1. Launch Rhino. If Rhino was running during the installation of vMaterials 2, you must restart Rhino.

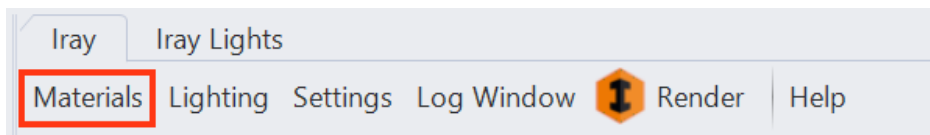2. Locate the Iray toolbar and select Materials.

Fig. 3.1 - Iray toolbar

3. The Materials window appears. To display the folder containing vMaterials 2, click on the Library tab.

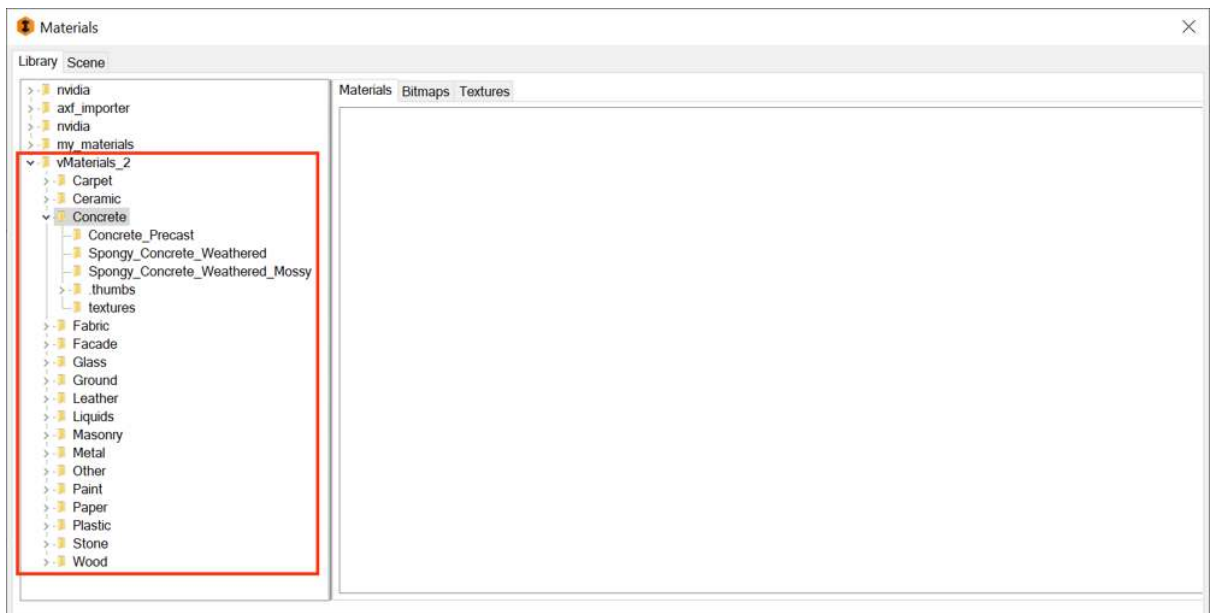4. vMaterials can be found in the treeview on the left under vMaterials_2.

Fig. 3.2 - Library treeview

5. Expand the vMaterials folder, browse to a folder containing a material you would like to use.

6. Drag and drop your chosen material to an object in the viewport to assign it.

7. Enable Iray rendering in the viewport.

8. Render the scene.

3.2 Using vMaterials from a different installation location

If vMaterials 2 have been installed in a different directory than the default, you must specify that directory in Iray for Rhino. (See step 5 (page 5) of the standard installation instructions.)

To specify the directory containing vMaterials 2:

1. In the Iray toolbar, click Settings. This opens the Settings window.

2. Select the Paths tab.

3. Under User libraries click the Add button. This opens the folder browser.

4. Select the folder in which you have installed vMaterials 2. Do not choose the folder vMaterials_2 but rather the folder in which you installed vMaterials 2. When done, click Select Folder. The folder now appears in the list:
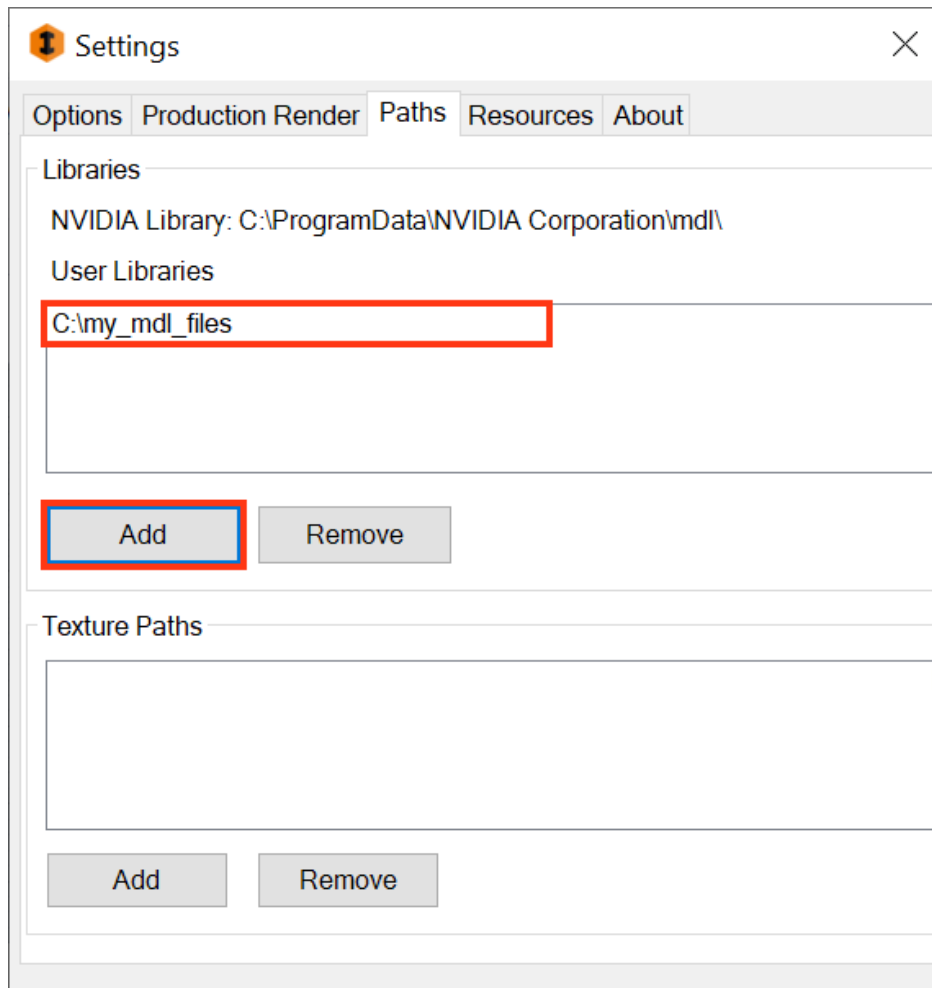

Fig. 3.3 - Adding the user-defined folder containing vMaterials 2

5. Restart Rhino to add the vMaterials 2 catalog to your materials browser.