

NVIDIA vMaterials 2 Iray for Rhino

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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 10¹
- McNeel Rhinoseros²
- Iray for Rhino plugin³

^{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:

뤻 NVIDIA MDL Material Exchange Setup	×
End-User License Agreement	
Please read the following license agreement carefully	DVIDIA.
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 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. 2.1 - 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 Materia	Exchange Setup	X
Choose Setup Type		O
Choose the setup typ	e that best suits your needs	DVIDIA.
	Custom Allows users to choose which program fea and where they will be installed. Recommu users. Complete All program features will be installed. (Re	ended for advanced
NVIDIA Corporation –	< <u>B</u> ack	Next > 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.

^
A
DVIDIA.
ır installation
Cancel

Fig. 2.3 - Completing the installation

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

NVIDIA vMaterials 2 Setup		×
Prerequisites Install Please wait while the selected prerequisites are in	nstalled.	
Name	Status	
MDL Material Exchange Installer	Installed	
All prerequisites have been installed succe	essfully. Press Finish to install the main application.	
Automatically start installing the main application a	fter finishing the prerequisites install.	

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	O
Please read the following license agreement carefully	DVIDIA.
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 accept the terms in the License Agreement	
\bigcirc I \underline{d} 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

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

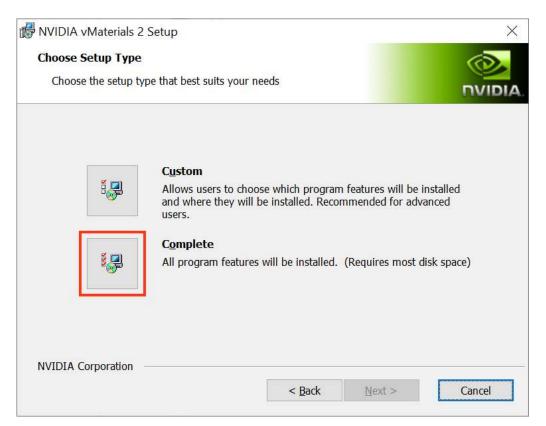


Fig. 2.7 - Choosing the complete installation of vMaterials 2

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

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 ch installation settings, click Back. Click Cancel to exit the wizard.	ange any of your
NVIDIA Corporation < Back	Install

Fig. 2.8 - Installating vMaterials 2 files

7. A dialog displays the progress of the installation.

RVIDIA 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	Next >	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\ Browse
	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>Finish</u> Cancel

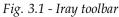
Fig. 2.10 - Completing the vMaterials 2 installation

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.





- 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.

Materials		×
Library Scene		
Invidia axi_importer invidia wida concrete concrete_Precast Spongy_Concrete_Weathered Spongy_Concrete_Weathered Spongy_Concrete_Weathered Spongy_Concrete_Weathered Songy_Concrete_Weathered Songy_Concrete_Weathered Songy_Concrete_Weathered wida Songy_Concrete_Weathered wida wida Gravet Glass Ground Leather Sloig Matal Other Paint Paper Plastic Stone Wood	Materials Bitmaps Textures	

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.
- 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:

Settings	×		
Options Production Render Paths Resources About			
Libraries			
NVIDIA Library: C:\ProgramData\NVIDIA Corporation\mdl\			
User Libraries			
C:\my_mdl_files			
Add Remove			
Texture Paths			
Add Remove			

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

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