

Vrayguide

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~~V-RayGuide, Author at 3DM3.com~~

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This video tutorial covers the basic workflow of rendering an architectural scene with V-Ray for Rhino. It explains V-Ray's tools and demonstrates the steps needed to take a scene through to a complete production render.

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My names Alex aka VRayGuide - Senior 3D Artist with wide range CGI production capabilities. From photography and music to animating lighting rendering and post. Constantly learning and always on a search for perfection!

~~Alexander Minelli on Behance~~

By building your own Computer you gain a lot of knowledge into the inner workings of Hardware Components, how everything fits together and you will be able to troubleshoot if any Problems occur later on much easier, than when you have no Idea what is actually going on inside a PC Case.. Knowing the ins and outs of assembling a Computer and what Parts a Computer needs will also let you upgrade ...

~~Parts Needed to Build a PC (Computer Parts List & Explanation)~~

Branches. Branch Size: Size of the branch. Branch Mat ID: Id to use for the branch material. Add MeshSmooth Modifier: Add a Meshsmooth modifier to the branch geometry. Draw Mesh: Draws the branches, This is a check button. If its pressed the branches are drawn, If you change something while is pressed they will get redrawn and if you unpressed the button the branches will get deleted.

~~Evolución Visual — Guillermo M Leal LLaguno » Ivy —~~

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