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nomeradona SketchUp Vray Resources

We hope through this blog we can share to the community different resources that we know and have: Vismats, Visopts, SketchUp models and components with Vray settings ready to be imported to a new scene, textures, hdri, written and video tutorials, links, ies data and others. This blog does not encourage publishing here illegal materials(textures, components, hdri, ies data etc.)

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SketchUp & Related Download Links	Magazines, Ebooks & 3d Links	Tips, Tricks and How To	Styles & Rubies	Featured Visualizers:	

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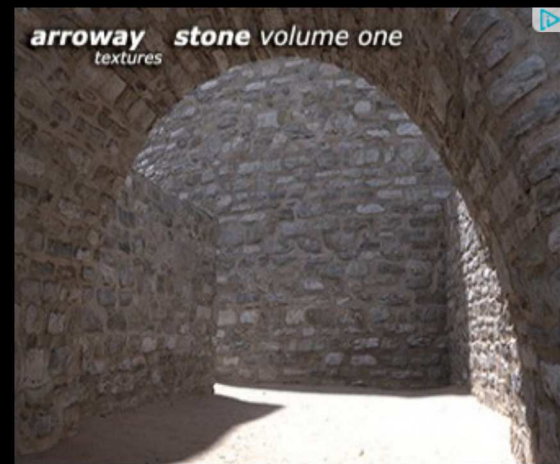
Welcome to SketchUp, Vray and other Resources

I believe that everyone is capable of learning. Learning should be part of life. It is a social process of living and bringing everyone to share in the inherited resources that has been discovered. I believe all of us can influenced the life of others in whatever nationality we are, whatever field we are, whatever area we live, and whatever means we have. We learned because someone has provided and shared their experience to us. Somebody had led us to a mind of knowledge and a place where we can find tools that are critical to learning.

I am putting all the important visualization resources; tutorials, tips, tricks, and links which I knew. I am sharing here knowledge by way of tutorials that I discovered through personal experimentation or from inspiration from someone. I hope that you will find here tools (textures, materials, hdri, ies files etc.) which will help in enhancing your visualization process and will spark your creativity. I also hope that you will be inspired from other visualizers, artists and individuals in the same field that you have.

Yours,

Nomeradona



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Wednesday, 31 August 2011

Tutorial: Grass and Rock Displacement in Vray SketchUp

Vray SketchUp does not support Proxy at the moment, unlike Vray 3dsMax. Creating realistic grass seems to be challenge still. In the past the solution that I mostly recommend is using channels like in this POST .

Two of our Filipino Visualizers, Zernan Suarez and Rhen Badando, attempted to create very informative displacement tutorial how to achieve realistic grass and rock materials. I should say, this technique works pretty well. Here are their tutorials.

ZERNAN SUAREZ aka. "ZDesign"

Here's my visual tutorial on how to make the grass or even carpet looks uneven/ripple using bump and displacement and noise adjustments.

[DOWNLOAD VISMAT MATERIAL - HERE](#)



GRASS_2
 BUMP - BLEND / MULT 1.2
 TEXTURE=A
 NOISE / MULT 1
 AMPLITUDE = 5
 SIZE = 20
 TEXTURE=B
 BITMAP / MULT 1
 BUMP/DISPLACEMENT

GRASS_1

GRASS_2

DISPLACEMENT - BLEND / MULT 10
 TEXTURE=A
 NOISE / MULT 1
 AMPLITUDE = 1
 SIZE = 20
 TEXTURE=B
 NOISE / MULT 1
 AMPLITUDE = 1
 SIZE = 0.03

SAMPLE IMAGE RENDER WITH TEXTURE ADJUSTMENT

GRASS_2 TUTORIAL vray version 1.49.89

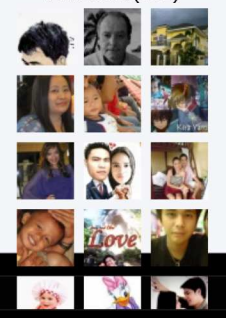
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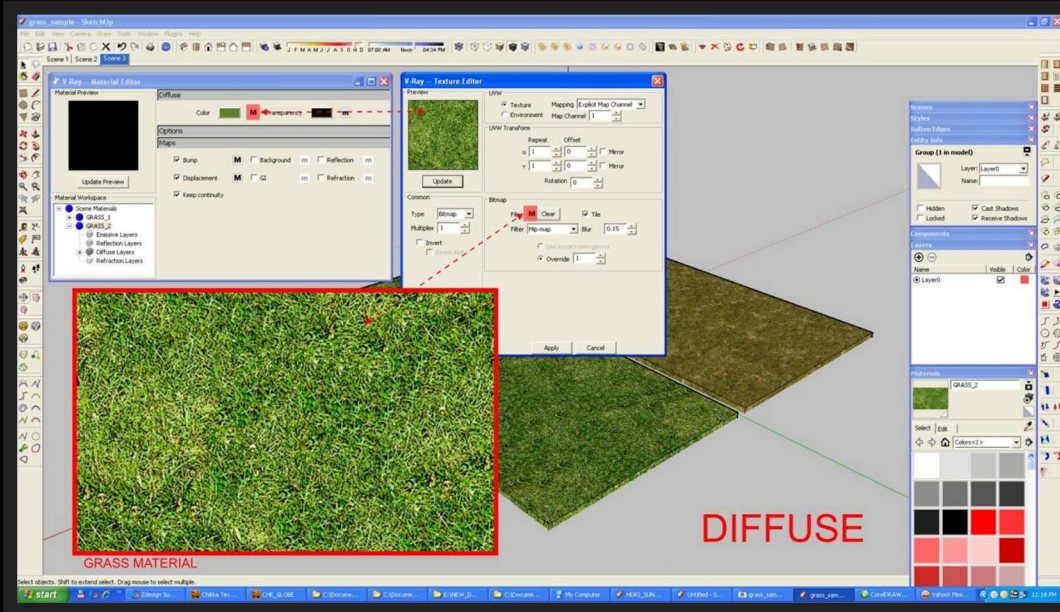


CGPinoy

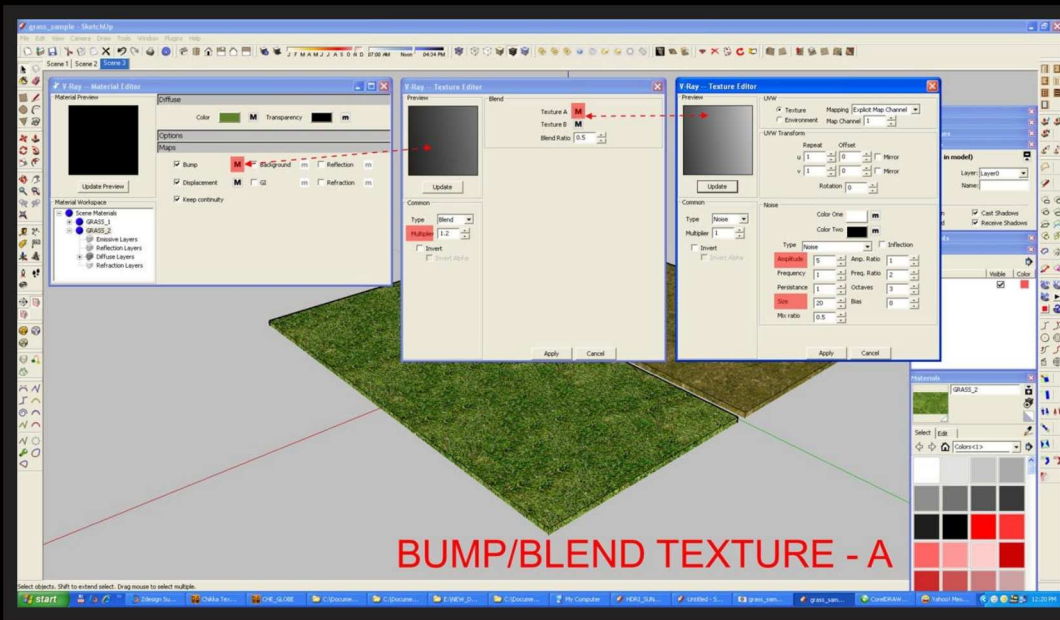


The No.1 Filipino CG Forum for Pinoy's

Google Sketchup



APPLY THE GRASS MATERIAL



BUMP WITH BLEND TEXTURE_A



DOWNLOAD VRAY USER GUIDE



WELCOME

First of all, welcome to this Blogsite. This site is quickly becoming a resource place for Visualization especially Vray and SketchUp.

We would love to feature your SketchUp works, resources, tutorials and links in this Blogsite. If you have a special tutorial, tips, tricks, contact us by email. We will review it and will host it in this site

Global Map

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