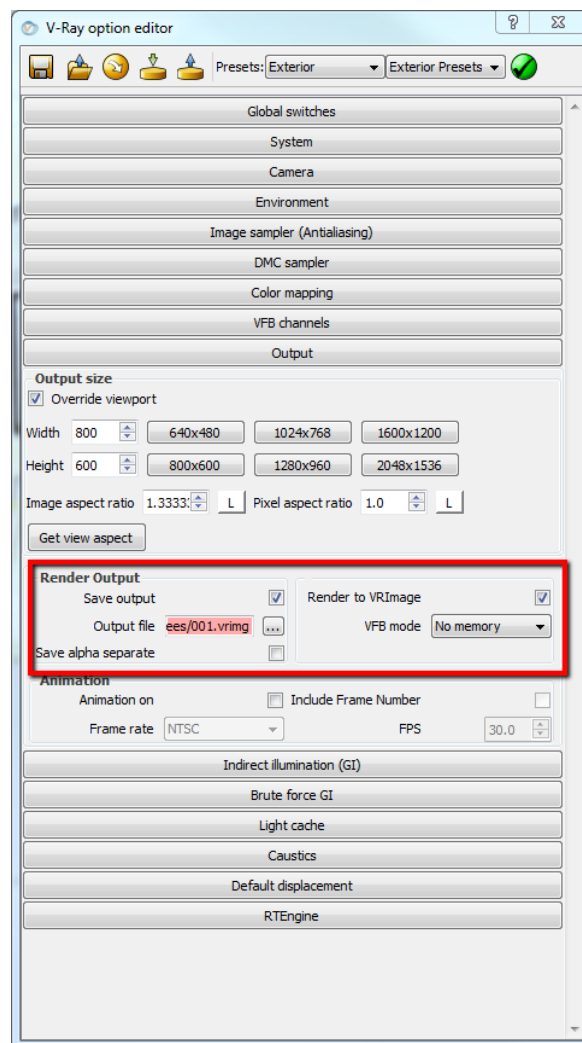


## 64bit Workflow:

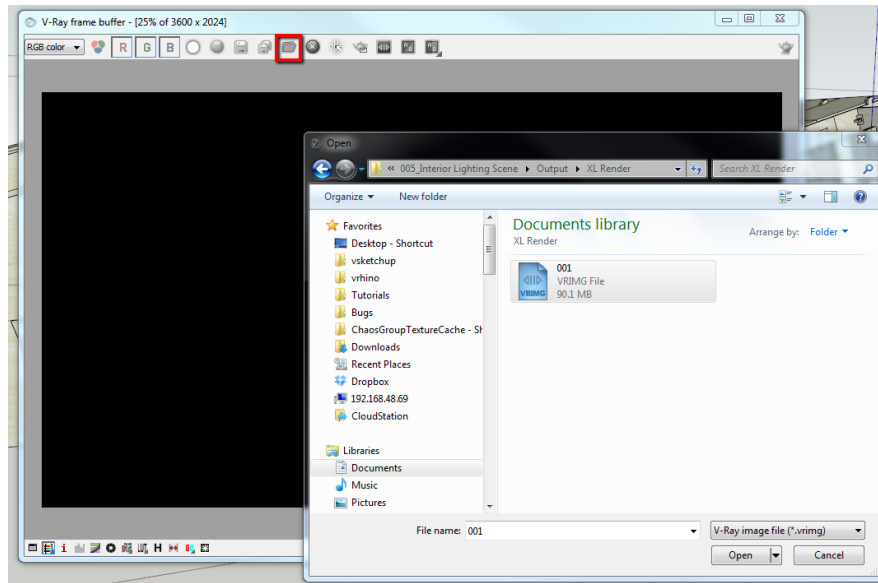
### VRImage output:

Under your System roll out, check the box labeled “Don’t use local machine” then locate the output roll-out window and go to Render output, tick the box "Render to VRImage". Once selected choose an output location and save it as a .exr or .vrimg like I’ve shown below. Then Choose “No memory” or “Preview” from the dropdown menu on the right. With “No Memory” selected the render will start, but you won’t see anything but the Render Progress Window until the rendering is completed. With “Preview” selected, you will see a generic low quality preview of the render resolving.



## Reloading the Image:

V-Ray will write the data to the location you've chosen on your hard-drive. If you've rendered out a .vrimg it can only be read by V-Ray. To review the .vrimg once the render has completed, open the file location via the V-Ray Frame Buffer. Click the file folder location and open the .vrimg:



If you saved out a .exr, use Gimp or Photoshop to open and edit your file.

### Saving out the file:

The .vrimg file will open to the V-Ray Frame Buffer and can be saved out in any format along with all channels rendered using the save all channels icon.

