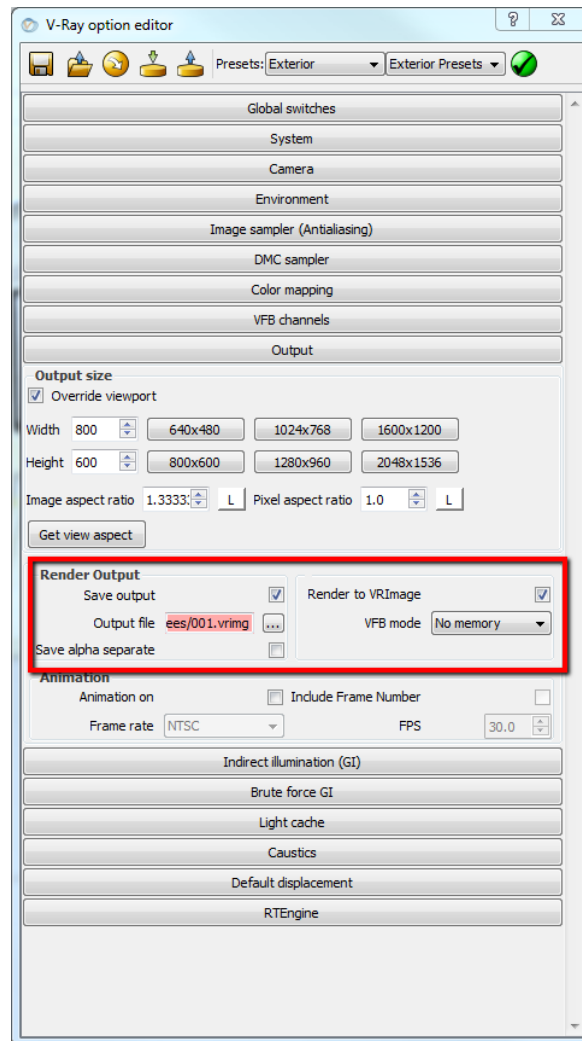


64bit Workflow:

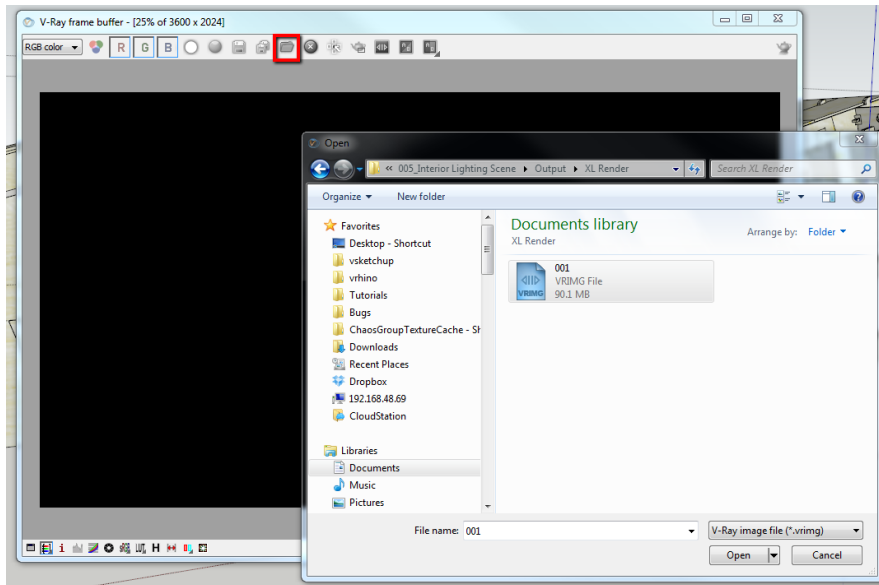
VRImage output:

Now, 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 .vrimage like I’ve shown below. Then Choose “No memory” from the dropdown menu on the right. The render will start, but you won’t see anything but the Render Progress Window until the rendering is completed.



Reloading the Image:

V-Ray for will write the data to the location you've chosen on your hard-drive. To review and the image once the render has completed, open the file location via the V-Ray Frame Buffer. Click the file folder location and open the .vrmage:



Saving out the file:

The image 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.

