## 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.

⊘ V-Ray option editor 🛛 😵 🐹
📄 📤 📀 📥 Presets: Exterior 🔹 Exterior Presets 🔹 🏈
Global switches
System
Camera
Environment
Image sampler (Antialiasing)
DMC sampler
Color mapping
VFB channels
Output
Øutput size
Width 800 🔶 640x480 1024x768 1600x1200
Height 600 + 800x600 1280x960 2048x1536
Get view aspect
Render Output
Output file ees/001.vrimg VFB mode No memory VFB mode
Save alpha separate
Animation
Animation on Include Frame Number
Frame rate (NISC + FPS 30.0 -
Indirect illumination (GI)
Brute force GI
Light cache
Caustics
Detault displacement
RTEngine
RTEngine
RTEngine

**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 .vrimage:



## 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.

