**LIGHT SETUP**

1. Place a **Sunlight** in the direction you desire the light to be in the scene. Turn ON: **Manual**
2. Set the light to the Settings below. Adjust Intensity mult. As needed to reduce light levels.

The following VRay> Option Settings are from Mica_{cg} ([www.simulacrum.de](http://www.simulacrum.de)) on the Chaos Group Forum – VRay for Rhino.

**Depth of Field is OPTIONAL.** Do Not use unless you really need it.

<table>
<thead>
<tr>
<th>Environment</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image1.png" alt="Environment settings" /></td>
</tr>
</tbody>
</table>

Notice the GI (Skylight) Color is set to R: 204  G: 229  B: 255

**GI (Skylight) Map**

**Background Map**

<table>
<thead>
<tr>
<th>Indirect Illumination</th>
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<tbody>
<tr>
<td><img src="image2.png" alt="Indirect illumination settings" /></td>
</tr>
</tbody>
</table>

Image not Bright enough. Keep the Multiplier settings above and change the Color Mapping
Image Sampler

- Fixed Rate
- Adaptive DMC
- Adaptive Subdivision

Min Subdivs: 1
Max Subdivs: 4
Noise Threshold: 0.01

Antialiasing filter
- On
Area: 
Size: 1.1

DMC Sampler

- Adaptive Amount: 0.85
- Min Samples: 8
- Noise Threshold: 0.01
- Subdiv Mult: 1

Color Mapping

- Type: Reinhard
- Multiplier: 0.67
- Burn Value: 0.8

Affect Background
Clamp Output
Sub-pixel
Light Cache

Calculation Parameters
- Subdivs: 900
- Scale: Screen
- Sample Size: 0.02
- Num. Phases: 2
- Store Direct Light
- Show Calc. Phase
- Adaptive

Reconstruction Parameters
- Pre-filter: 10
- Use For Glossy Rays
- Filter: Nearest
- Interp. Samples: 5

Mode
- Single Frame
- Fly Through
- Poth Tracing
- From File

Current Map
- Save
- Reset

Post Render
- Don't Delete
- Auto Save

Browse