

## V-Ray Certified Professional Exam Guide

This document provides information on what to expect when attempting the V-Ray Certified Professional Certification Exam.

### Recommended Experience Level for the VCP Exam:

For the VCP certification, it is recommended that you have at least 1-2 years of working experience with V-Ray in your preferred 3D platform.

### Exam Process

The VCP Certification Exam is designed to estimate your level of proficiency with V-Ray. This is done through answering a series of **True/False** or **Multiple Choice** questions. You will have 60 minutes to answer 50 questions and must get at least 70% of them right to pass the exam.

Below you can see a screenshot of the VCP Exam welcome screen.

#### VCP Exam V-Ray 3.\*

As a VCP candidate, you will need to answer 50 questions that are either **True/False** or **Multiple Choice**.

- **True/False** - Evaluate the question and select either the True or the False option
- **Multiple Choice** - Evaluate the question and select one of the choices given by clicking its letter
- You will have 60 minutes to complete the exam

Attempts allowed: 1

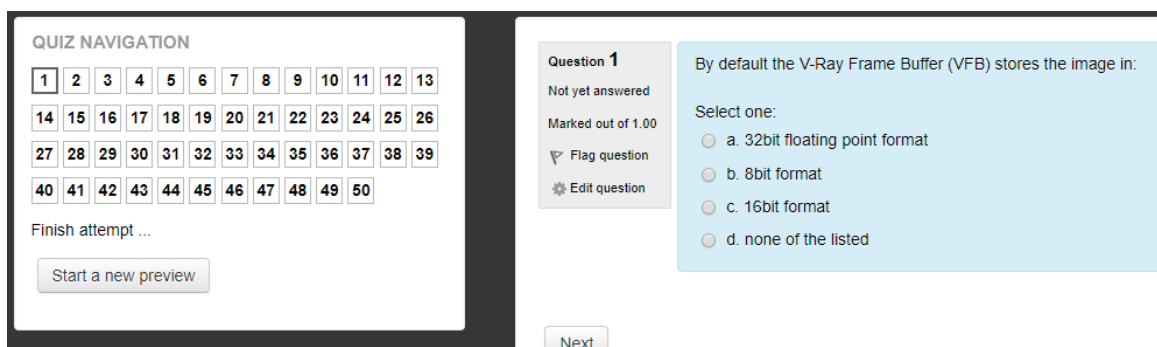
This quiz opened at Wednesday, 17 May 2017, 11:51 am

This quiz will close at Sunday, 17 May 2020, 11:51 am

Time limit: 1 hour

[Attempt quiz now](#)

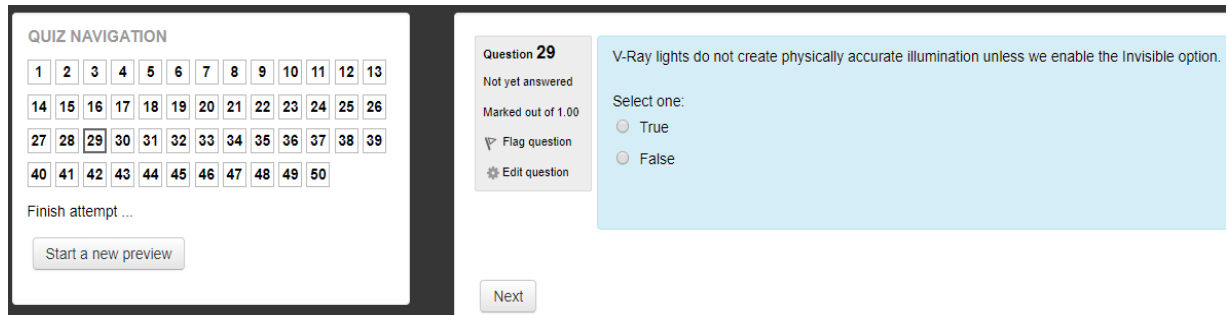
To begin the quiz click on the **Attempt quiz now** – this will start the quiz and you will have 60 minutes to complete it. Please note that the timer cannot be stopped or paused. Once the quiz begins you will see a window like the one below:



The screenshot displays the exam interface. On the left, a 'QUIZ NAVIGATION' panel shows a grid of question numbers from 1 to 50. Question 1 is highlighted. Below the grid is a 'Finish attempt ...' button and a 'Start a new preview' button. On the right, a question card for 'Question 1' is shown. It indicates the question is 'Not yet answered' and is 'Marked out of 1.00'. There are options to 'Flag question' and 'Edit question'. The question text is: 'By default the V-Ray Frame Buffer (VFB) stores the image in:'. Below this, it says 'Select one:' followed by four radio button options: 'a. 32bit floating point format', 'b. 8bit format', 'c. 16bit format', and 'd. none of the listed'. A 'Next' button is located at the bottom right of the question card.

On the left you can see the **Quiz Navigation Panel** which allows you to select the question you wish to answer or review. To the right of the **Quiz Navigation Panel** is an example of a **Multiple Choice** question. You will need to evaluate the question and pick only one of the available choices which best answers the question. Once you have the correct answer click **Next** to save your choice.

The same is valid for the **True/False** questions, an example of which you can see below:



The screenshot shows a quiz interface. On the left is the **QUIZ NAVIGATION** panel with a grid of question numbers from 1 to 50. Question 29 is highlighted. Below the grid is a 'Finish attempt...' link and a 'Start a new preview' button. On the right is the question content for Question 29, which is 'V-Ray lights do not create physically accurate illumination unless we enable the Invisible option.' Below the question is a 'Select one:' label and two radio button options: 'True' and 'False'. A 'Next' button is located at the bottom right of the question area.

At any point you can go back to questions you've answered before or skip ahead by using the **Quiz Navigation Panel**. Once you're ready with the quiz click on the **Finish attempt...** link at the bottom of the **Quiz Navigation Panel**.

## Recommended Training Materials

The [Chaos Group Help Portal](#) is a good resource to help you prepare for the VCP Exam. All the questions that you will need to answer fall within one of the categories listed below:

**UI & Render Engines** – these questions are general in nature and cover your understanding of the V-Ray UI integration and basic functionality. You will need to answer questions about features of V-Ray RT and the features found in the Global Switches (Global Options) settings.

**VFB** – these questions cover the options of the V-Ray Frame Buffer, rendering and saving to .vrimg files, adding color corrections in VFB and setting up Lens Effects.

**Sampling** – these questions cover all the settings related to sampling and manipulating the quality of the final image and the time it takes to render it. This includes all the options of the Antialiasing Engines, the settings of the DMC Sampler and how they work together.

**Lighting** – the questions in this category cover all the V-Ray lights, including the V-Ray Sun and Sky and their settings. Additionally you will need to demonstrate knowledge of the different lights advantages and disadvantages in certain rendering scenarios.

**GI** – the questions here cover all the options related to properly setting up Global Illumination. You will need to demonstrate understanding of all the settings and how they work together as well as knowledge of how to combine different GI methods in different rendering scenarios. The quiz includes questions from the General GI settings, Irradiance Map, Light Cache, Brute Force, Caustics and Irradiance Map Viewer tool.



by  
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**Camera** – the questions in this category cover the settings of the V-Ray Physical Camera as well as the Camera settings in the Render Settings dialogue. This includes all the settings that control exposure corrections, depth of field and motion blur.

**Shading** – these questions are related to the V-Ray specific materials and textures. This includes V-Ray Material, V-Ray Blend Material, V-Ray Two Sided Material, V-Ray Car Paint and V-Ray Flakes materials, V-Ray Skin and V-Ray Fast SSS2 materials, V-Ray Light Material, V-Ray Hair Material, V-Ray Simbiont Material, V-Ray Wrapper Material, V-Ray Dirt Texture and V-Ray Edges Texture.

**Dynamic Geometry** – these questions cover the different types of dynamic geometry – V-Ray Proxy, V-Ray Fur, V-Ray Displacement, V-Ray Metaballs as well as the System Settings that allow us to optimize memory usage when working with dynamic geometry.

**Render Elements & Color Mapping** – these questions cover two separate topics. Color Mapping is related to all the settings in the Color Mapping options and the workflow necessary to generate a linear color space image. The questions about Render Elements cover the standard render passes necessary to compose the beauty pass as well as utility render elements like MultiMatte, V-Ray Sample Rate, V-Ray ExtraTex, V-Ray Object ID, V-Ray Material ID, Zdepth, Velocity, Normals, V-Ray Light Select, etc.

**Animation** – the questions in this section cover settings and approaches related to creating flicker free animations when GI is enabled.

## Additional training resources

Step-by-step video walkthroughs for some of the most common V-Ray rendering workflows and latest advancements can be found on our youtube channel [ChaosgroupTV](#)