V-Ray Professional

Exam guide

2021

This document provides information on what to expect when you attend a V-Ray Professional Exam.

Prior requirements

For V-Ray Professional certification, we recommend that you have at least one or two years of working experience with V-Ray as your preferred 3D platform.

Exam Process

The V-Ray Professional Exam is hosted on the Class Marker platform. Your answers to a series of true/false or multiple-choice questions will be used to estimate your V-Ray proficiency. You will be given a special link to access the V-Ray Professional test. You will have **60 minutes** to answer **80 questions** and you must get at least **70%** of them right to pass the exam.

Here's an example of the V-Ray Professional Exam welcome screen when you click on the exam link: You will need to enter your email and click on the Continue button. This will forward you to a page where you will need to verify your identity.

V-Ray Professional Exam - English

What is your Email address?

[   ]

Continue ▶

V-Ray Professional Exam - English

First name

[   ]

Last name

[   ]

Email address

[   ]

Start ▶

When you click on the **Start** button, you will see final instructions before starting the test:

V-Ray Professional Exam - English

For the V-Ray Professional exam, it is recommended that you have at least 1-2 years of working experience with V-Ray in your preferred 3D platform.
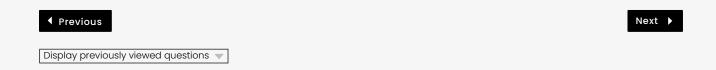
The V-Ray Professional Certification is designed to estimate your level of proficiency with V-Ray. This is done trough answering a serios of true/false or multiple choice questions. You will have **60 minutes** to answer **80 questions** and must get at least 70% of them right to pass the exam.

Chaos Education team wish you luck!

Continue ▶

Please note that the timer cannot be stopped or paused. Once the test begins you will see the remaining time above the questions listed on the page.

At the bottom of the certification exam page, you can select the question you wish to answer or review.

◀ Previous   Next ▶

Display previously viewed questions ▼

Here are some examples of a multiple choice question. You will need to evaluate the question and pick **only one** of the available answers. Once you have the correct answer click **Next** to save your choice.

Question 1 of 11
MIS - Multiple Importance Sampling:
○ splits samples to contribute more in bright areas and less in dark ones ◉ splits light contribution between Direct and Indirect illumination

Question 4 of 11

VRayLightSelect render element can store:

- ○ Direct illumination and direct specular
- ○ Direct illumination and direct diffuse
- ○ Indirect illumination and indirect specular
- ○ Indirect illumination and indirect diffuse
- ◉ All of the mentioned

Question 9 of 11

Which of the following best describes ray tracing?

- ◉ A rendering method that creates an image by tracing ray paths throughout an entire scene
- ○ A rendering algorithm that determines the visibility of a surface row by row
- ○ A rendering algorithm used only for calculating indirect illumination
- ○ An obsolete rendering method not usable by today's standards

The same is valid for the true or false questions, an example of which you can see below:

Question 2 of 11

Can you start Resumable rendering with Buckets and then continue with Progressive.

- ○ True
- ◉ False

Question 3 of 11

The V-Ray Fur geometry is generated only during render time.

- ◉ True
- ○ False

Question 5 of 11

The V-Ray material is a PBR material.

⦿ True
○ False

Question 6 of 11

To use Distributed rendering/Swarm, you need a Render node.

⦿ True
○ False

At any point, you can go back to questions and change your answer. Once you are ready with the test click **Finish now** then **Confirm finish now** and you'll be able to get your test results immediately:

Confirm finish now

Recommended training materials

The **Chaos Help Portal** is a great resource to help you prepare for the V-Ray Professional Exam for the following products:

- V-Ray for 3ds Max
- V-Ray for Maya

- V-Ray for SketchUp
- V-Ray for Rhino

All the questions that you will need to answer fall within one of the categories listed below:

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.

Render Engines – These general questions cover your understanding of the V-Ray CPU and GPU rendering.

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, the settings of the Image Sampler (Bucket and Progressive) and how they work together.

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

GI – The questions here cover everything related to properly setting up Global Illumination. You will need to demonstrate an understanding of 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, Light Cache, Brute Force, Caustics and Irradiance Map Viewer tool.

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 window. 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, V-Ray Fast SSS2 materials, V-Ray Light Material, V-Ray Hair Material, V-Ray Wrapper Material, V-Ray Dirt Texture and V-Ray Edges Texture.

Environment effects – Including V-Ray Aerial Perspective and Environment Fog.

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

DR/Swarm/Cloud/Standalone – These cover your understanding of the Swarm, Chaos Cloud, Standalone.

Another source for you to help you prepare for the V-Ray Professional Exam is our official **V-Ray Courseware**, separated by product:

- V-Ray for 3ds Max
- V-Ray for Maya
- V-Ray for SketchUp
- V-Ray for Rhino

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 ChaosTV.

View our website's **What's New** sections for the latest information on each product:

- V-Ray for 3ds Max
- V-Ray for Maya
- V-Ray for SketchUp
- V-Ray for Rhino

If you have additional questions, email education@chaosgroup.com

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