3DS MAX ENVIRONMENT = WHITE
MAP = NONE
VRAY ENVIRONMENT OVERRIDE = OFF
STANDARD Camera

ENVIRONMENT MAP ADDED
OMNI LIGHT ADDED AS SUN
COLOR = WHITE
MULTIPLIER = 1
SHADOWS = VRAY SHADOWS

OMNI LIGHT ADDED AS SUN
COLOR = WHITE
MULTIPLIER = 1
SHADOWS = VRAY SHADOWS
3DS MAX ENVIRONMENT = BLACK
MAP = NONE
VRAY ENVIRONMENT OVERRIDE = ON
STANDARD CAMERA

3DS MAX ENVIRONMENT = WHITE
MAP = NONE
VRAY ENVIRONMENT OVERRIDE = ON

OMNI LIGHT ADDED AS SUN
COLOR = WHITE
MULTIPLIER = 1
SHADOWS = VRAY SHADOWS
3DS MAX ENVIRONMENT = WHITE
MAP = NONE
VRAY ENVIRONMENT OVERRIDE = OFF
CAMERA = STANDARD

VRAY SUN ADDED - EARLY MORNING
CAMERA = VRAY PHYSICAL CAMERA
ENVIRONMENT MAP = VRAY SUN/SKY

VRAY SUN = NOON

VRAY SUN = LATE AFTERNOON

VRAY SUN = DUSK

VRAY SUN TURBIDITY = 2

VRAY SUN TURBIDITY = 8