

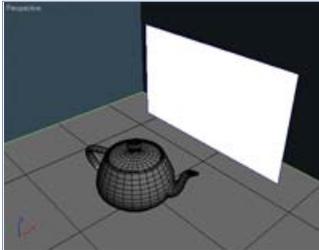
# V-RayLightMtl examples

[Home](#) [Render params](#) [V-RayLightMtl](#)

- [Example 1: Default Color and Multiplier values](#)
- [Example 2: Higher Multipliers / 2-sided \*\*On\*\* and \*\*Off\*\*](#)
- [Example 3: Texmap](#)

## Example 1: Default Color and Multiplier values

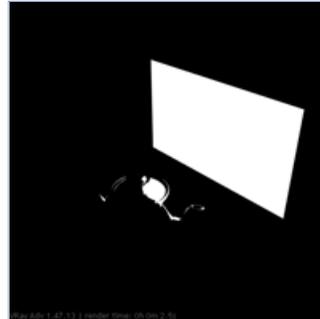
Here is a scene rendered with the default V-RayLightMtl. These examples demonstrate how the material behaves in V-Ray, and how its parameters influence the overlook of the final results.



The white plane is a default V-RayLightMtl. The teapot is a default V-RayMtl with Reflection. Rest is just V-RayMtl with diffuse colors.



**Default Lights - Off.**  
**Multiplier: 1.0**  
No **GI**, No lights



**Multiplier: 50.0**  
No **GI**, No lights



**Multiplier: 1.0**  
**GI on**

We are going to render this scene with **Default Lights - Off** till the end of the example and no lights will be used in it as well.

As you see the image is absolutely dark except the plane (self-illuminated) and the reflection on the teapot. Notice we have no **GI** and no lights at all here, so the dark part of the scene is totally expected and reasonable.

Notice that nothing changed in general, BUT the reflection on the teapot got stronger due to higher multiplier. Rest is still black: because we still have the **GI off**.

As You see turning **on** almost didn't change the overlook. That because of **Multiplier** value: 1.0. It acts mainly as self-illuminating object that has V-RayLightMtl.

## Example 2: Higher Multipliers / 2-sided **On** and **Off**



**Multiplier: 5.0**  
**GI on**  
**2-sided off**



**Multiplier: 5.0**  
**GI on**  
**2-sided on**



**Multiplier: 10.0**  
**GI on**  
**2-sided off**



**Multiplier: 10.0**  
**GI on**  
**2-sided on**

Now You can notice that increasing the **Multiplier** influenced visibly the scene (shadows also appears).

Scene starting to gather more light because of the **2-sided - on**.

As You see the back is still dark, but You can already notice the blue wall receiving some **GI**, we also start to due to higher **Multiplier**. Shadow also appears more defined.

Scene starting to gather more light because the **2-sided - on**. we also start to see some burnt areas due to **Linear** type of **C mapping**.



**Multiplier: 30.0**  
**GI on - default**  
**2-sided off**  
**Exponential**



**Multiplier: 30.0**  
**GI on - default**  
**2-sided on**  
**Exponential**



**Multiplier: 30.0**  
**GI on ; 2-sided off**  
**IR: HSphS: 100**  
**IR: Interp.S: 40**



**Multiplier: 30.0**  
**GI on ; 2-sided on**  
**IR: HSphS: 100**  
**IR: Interp.S: 40**

So, increasing the **Multiplier** affects the GI more (we have more light). But You can also notice that our render is quite splotchy.

Scene starting to gather more light because of the **2-sided - on**. Still splotchy **GI** solution.

Comparing this result to the previous is much better. **GI** solution is clearer and shadows are more precise. Of course this leads to higher render time.

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### Example 3: Texmap

This example shows using the **Texmap** slot and how the map determines the **Color** parameter.



**Multiplier: 3.0**  
**GI on ; 2-sided on**  
**IR: HSphS: 100**  
**IR: Interp.S: 40**  
**Exponential**



**Multiplier: 30.0**  
**GI on ; 2-sided on**  
**IR: HSphS: 100**  
**IR: Interp.S: 40**  
**Exponential**



**Multiplier: 3.0**  
**GI on ; 2-sided on**  
**IR: HSphS: 100**  
**IR: Interp.S: 40**  
**Exponential**



**Multiplier: 30.0**  
**GI on ; 2-sided on**  
**IR: HSphS: 100**  
**IR: Interp.S: 40**  
**Exponential**

Using a **Bitmap** in the Texmap Slot. **Multiplier** is quite low, so almost

Increasing the **Multiplier** leads to much lighter overlook of

Here is another **Bitmap** assigned to the **Texmap** Slot.

Increasing the **Multiplier** leads to much lighter overlook of

the plane and the the scene. Notice now Notice that we haven't the scene. Notice reflection on the teapot the Bitmap is getting changed the VRayMtl's the Bitmap is ge are visible. closer to white color for the surrounding closer to white , look, due to multiplying walls, but the scene look, due to multip the (R,G,B) values of the looks different from the the (R,G,B) values o Bitmap. previous one due to the Bitmap. new Bitmap.