

VRaySun and VRaySky examples

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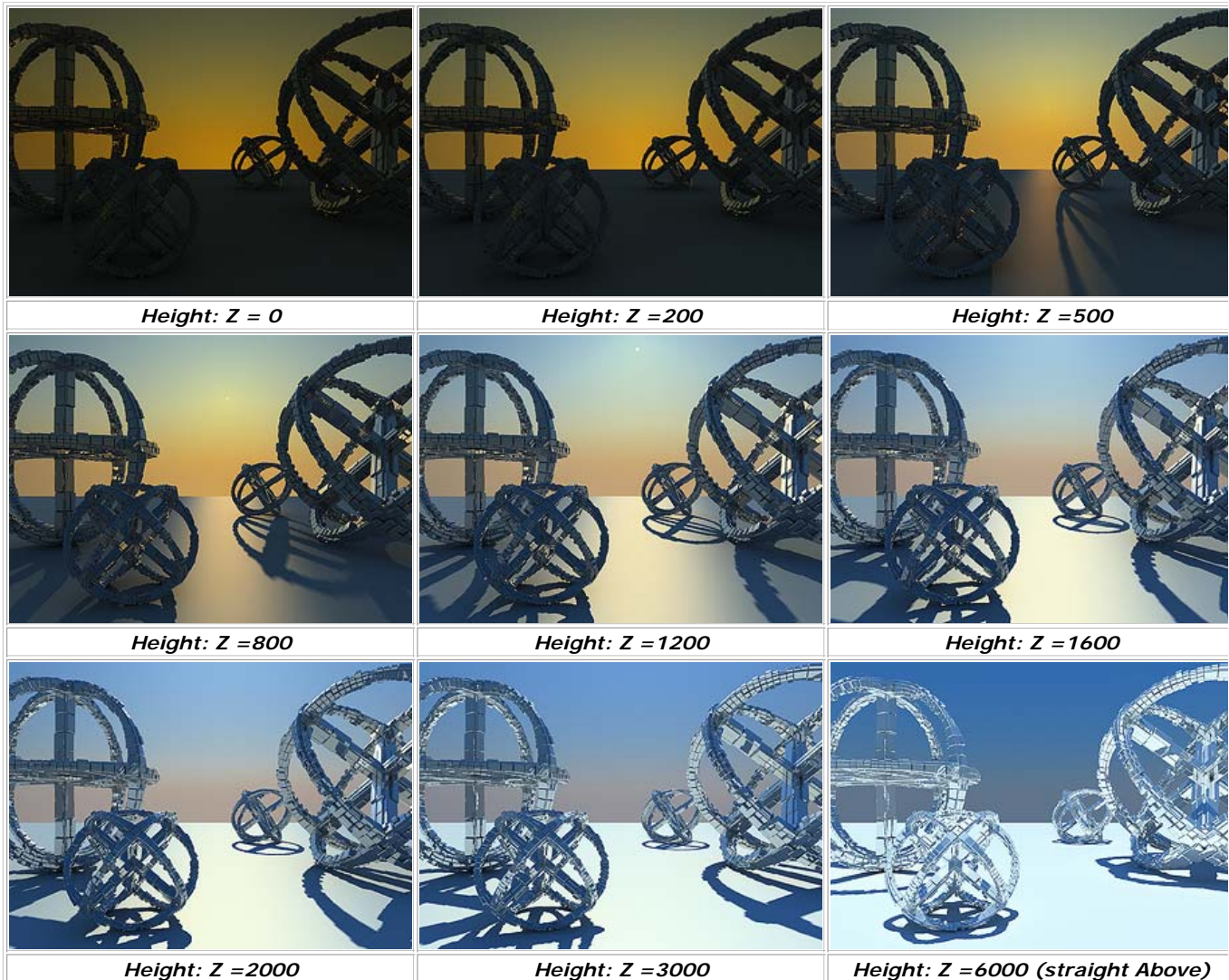
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Search Keywords: *sun, sky, VRaySun, VRaySky*

Note: All the images are rendered with **Color mapping: HSV exponential**, **Dark multiplier: 1.0**, **Bright multiplier: 1.0** (exceptions are the images in Example 6)

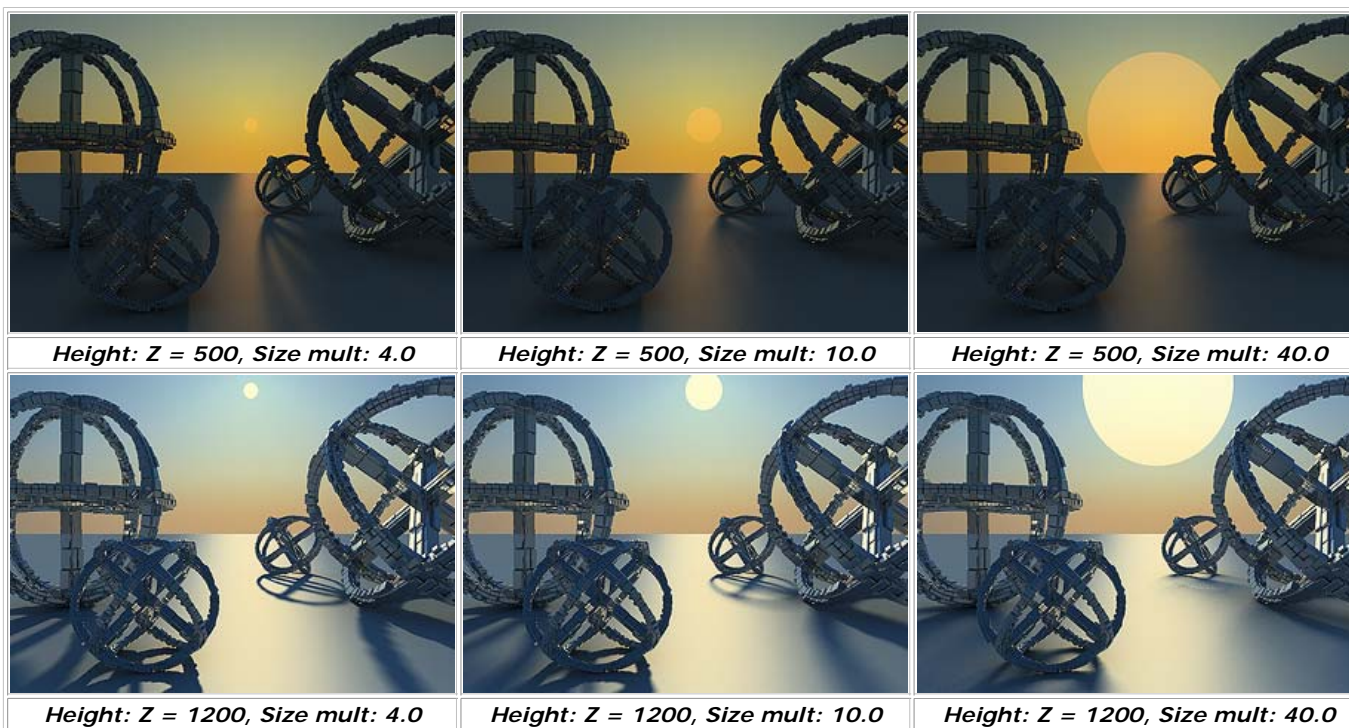
Example 1: Height value (Z coordinate) of the VRaySun

Enabled: on, Turbidity: 3.0, Shadow subdivision: 8, Intensity multiplier: 0.01, Size multiplier: 1.0



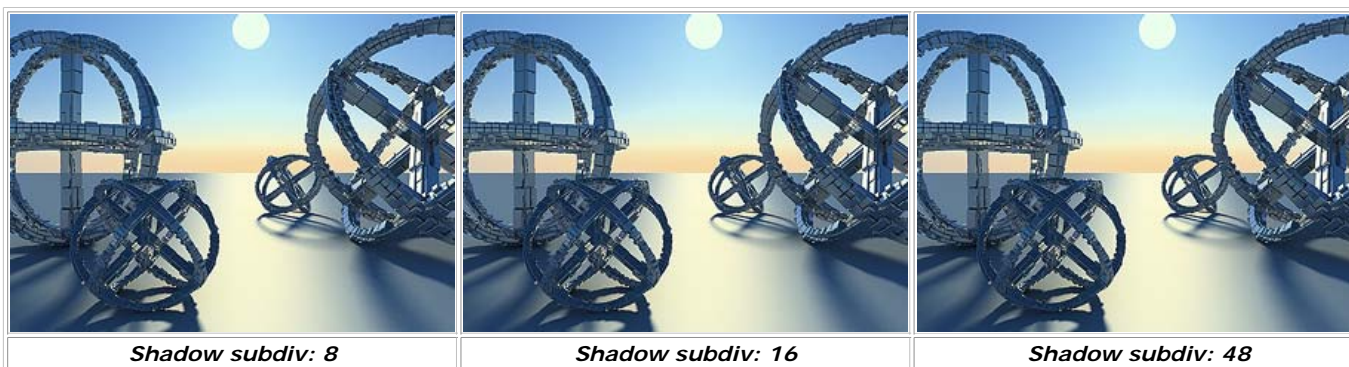
Example 2: Size multiplier (Size & Area shadows effect)

Enabled: on, Turbidity: 3.0, Shadow subdivision: 8, Intensity multiplier: 0.01



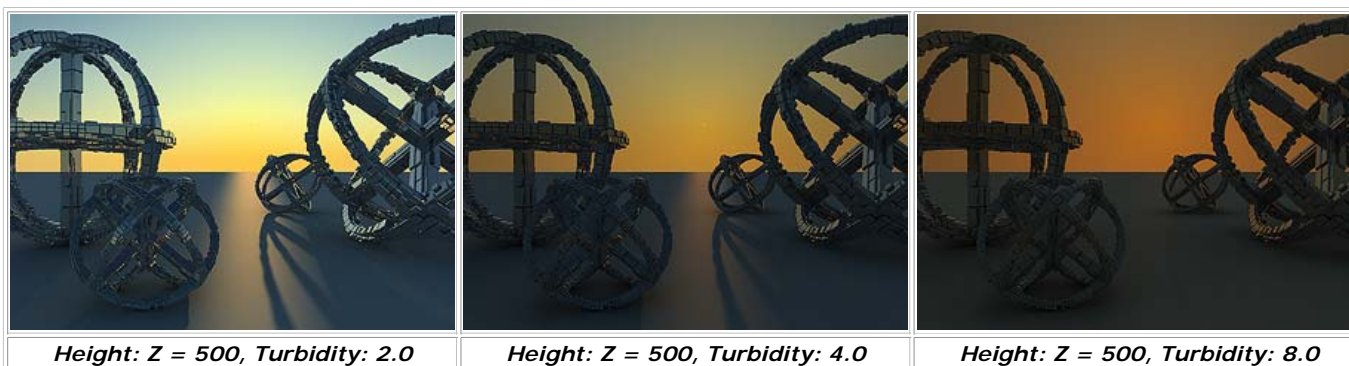
Example 3: Shadow subdivision

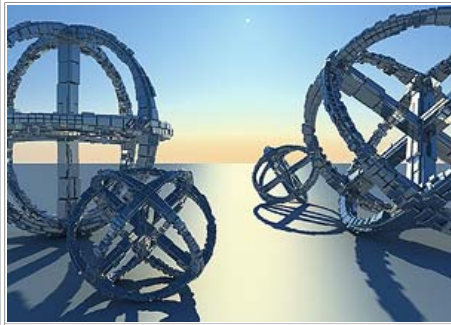
Enabled: on, Height Z: 1200, Turbidity: 2.0, Intensity multiplier: 0.01, Size multiplier: 10.0



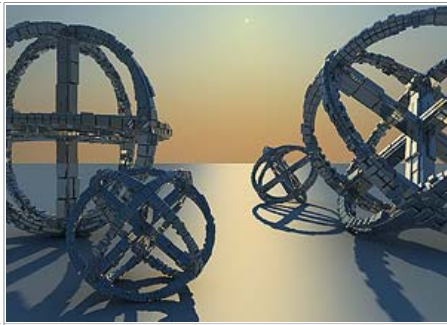
Example 4: Turbidity

Enabled: on, Intensity multiplier: 0.01, Shadow subdivision: 8, Size multiplier: 1.0

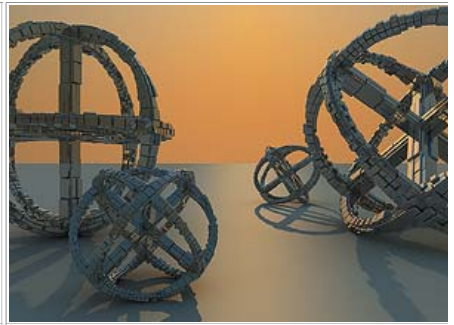




Height: Z = 1200, Turbidity: 2.0



Height: Z = 1200, Turbidity: 4.0



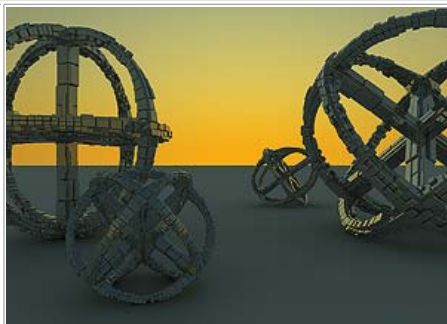
Height: Z = 1200, Turbidity: 8.0

Example 5: Intensity multiplier

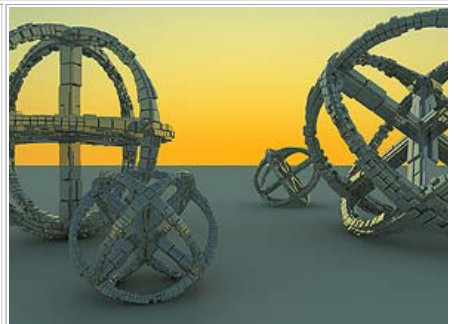
Enabled: on, Turbidity: 3.0, Shadow subdivision: 8, Size multiplier: 1.0



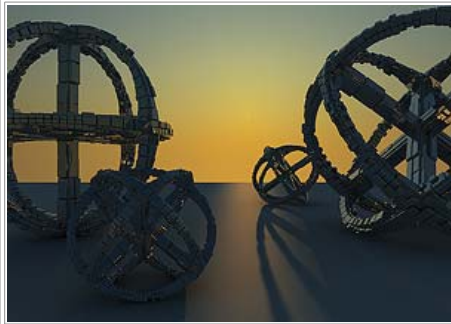
Height: Z = 0, Intensity mult: 0.01



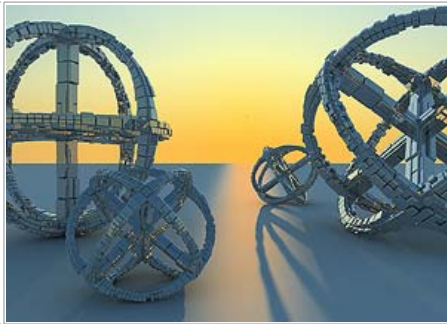
Height: Z = 0, Intensity mult: 0.03



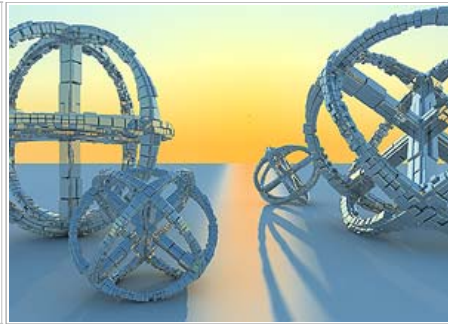
Height: Z = 0, Intensity mult: 0.05



Height: Z = 500, Intensity mult: 0.01



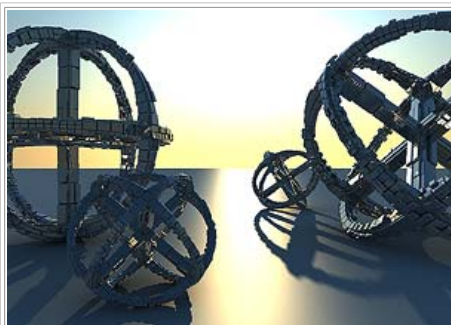
Height: Z = 500, Intensity mult: 0.03



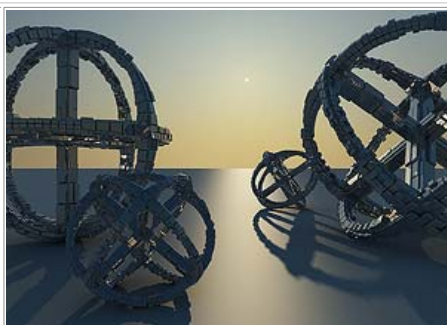
Height: Z = 500, Intensity mult: 0.05

Example 6: Color mapping types

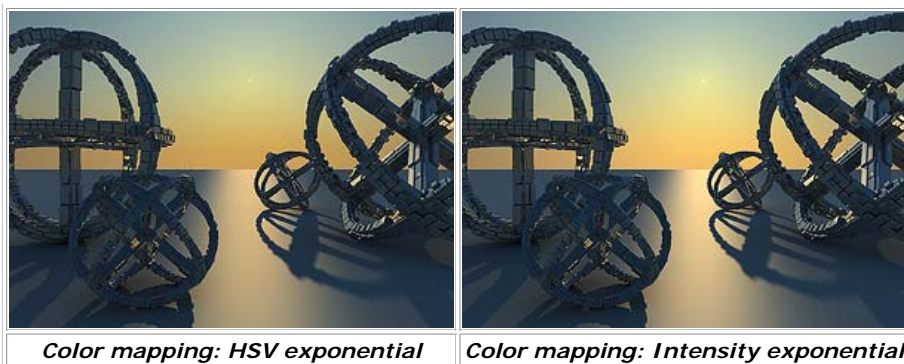
Enabled: on, Height Z: 800, Turbidity: 3.0, Shadow subdivision: 8, Intensity multiplier: 0.01, Size multiplier: 1.0



Color mapping: Linear



Color mapping: Exponential



Example 7: Ozone value

Enabled: on, Turbidity: 2.0, Shadow subdivision: 36, Intensity multiplier: 0.01, Size multiplier: 10.0



Example 8: Shadow bias

Enabled: on, Turbidity: 2.0, Shadow subdivision: 36, Intensity multiplier: 0.01, Size multiplier: 10.0

