

#Jenny



Finally I get this ebook, thanks for all these I can get now!

#Rio



Cool! I'am really happy

#Markus Jensen



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My friends are so mad that they do not know how I have all the high quality ebook which they do not!

#Diego Butler



so many fake sites. this is the first one which worked! Many thanks

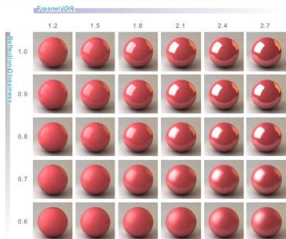
Other parameters within the Reflection Layer

Every object has certain degree of reflection. Some are very strong, and some weak. But this doesn't mean we have to apply reflection to every single object in the scene because that will increase your rendering time significantly.

Reflection Glossiness
You don't always get clear reflection from reflective material. Objects like metal, brick, wood, and some plastics materials do not reflect the light source clearly due to its uneven surface. This is because the uneven surfaces create many reflecting angles for light to bounce around. So the highlight is not as sharp if compare to reflection from smoother surfaces. The best way to create this kind of rendering quality is playing around the setting of both highlight Glossiness and Reflection Glossiness.

The default value for both Reflection and Highlight Glossiness is 1, which means that the reflections will be perfectly sharp. Once the value is decreased below 1 the reflections begin to become blurry. A value of 0 would mean that the reflections are completely blurred, and this would look similar to a material without a reflection layer at all. Setting this too low for regular materials would cause extremely long render times. A good range for creating glossy reflections is between 0.5 and 1. All values below 0.5 the effect is similar to a material without reflections.

Below are results from combinations of various intensities of Reflection Glossiness and Fresnel IOR.



V-Ray for SketchUp 29

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