IN THE VRAY TOOLBAR SELECT
THE IMPORT OPTION


FIND THE VRAY TREES FOLDER
(LINK IN EMAIL)


THEN SELECT VRAY PROXIES

|			
Acer_rubrum_Thin.vrmesh	9/10/2015 9:19 AM	VRMESH File	558 KB
Acer_sml_01.vrmesh	4/7/2015 4:27 PM	VRMESH File	8,524 KB
Amelanchier_01.vrmesh	5/1/2015 10:30 AM	VRMESH File	5,068 KB
Betula_02.vrmesh	5/4/2015 6:58 PM	VRMESH File	13,502 KB
Betula_multi_02.vrmesh	5/4/2015 7:17 PM	VRMESH File	10,449 KB
Betula_whip.vrmesh	5/21/2015 6:32 PM	VRMESH File	546 KB
Ginkgo_Bilabo-Columnar.vrmesh	11/28/2016 4:50 PM	VRMESH File	2,827 KB
Grass_Typical.vrmesh	4/3/2017 12:28 PM	VRMESH File	77 KB
Gymnocladus_01.vrmesh	5/1/2015 3:09 PM	VRMESH File	12,854 KB

CHOOSE A TREE OF YOUR CHOICE
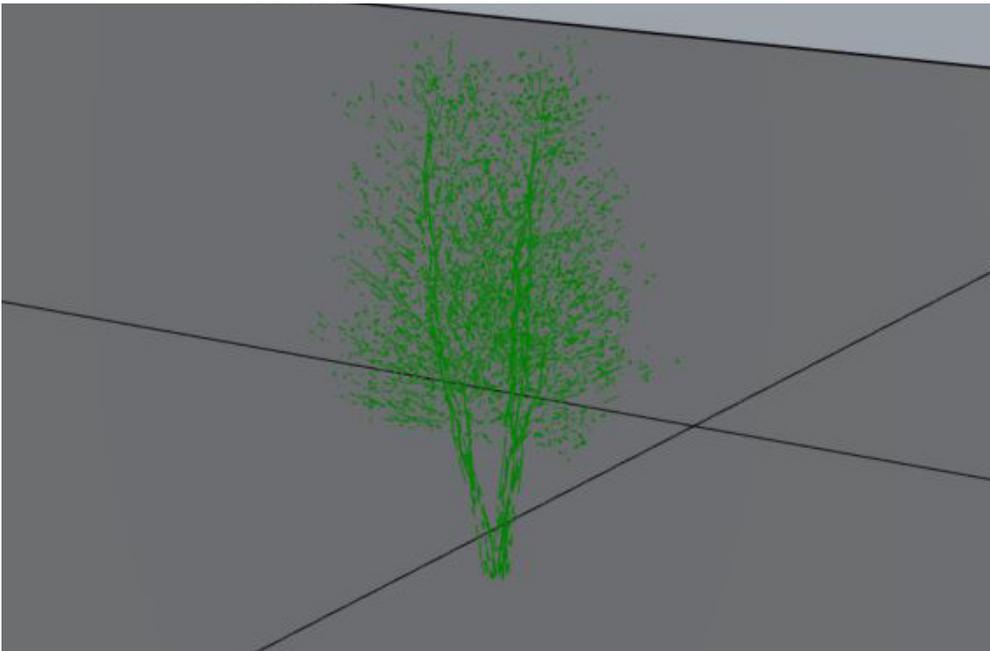
ONCE YOU SELECT THE TREE CLICK ONTO THE
SCREEN AND YOUR TREE WILL BE PLACED (IT MAY BE
REALLY SMALL SO ZOOM INTO THE AREA YOU CLICK
AND THEN SCALE YOUR TREE TO THE RIGHT SIZE)
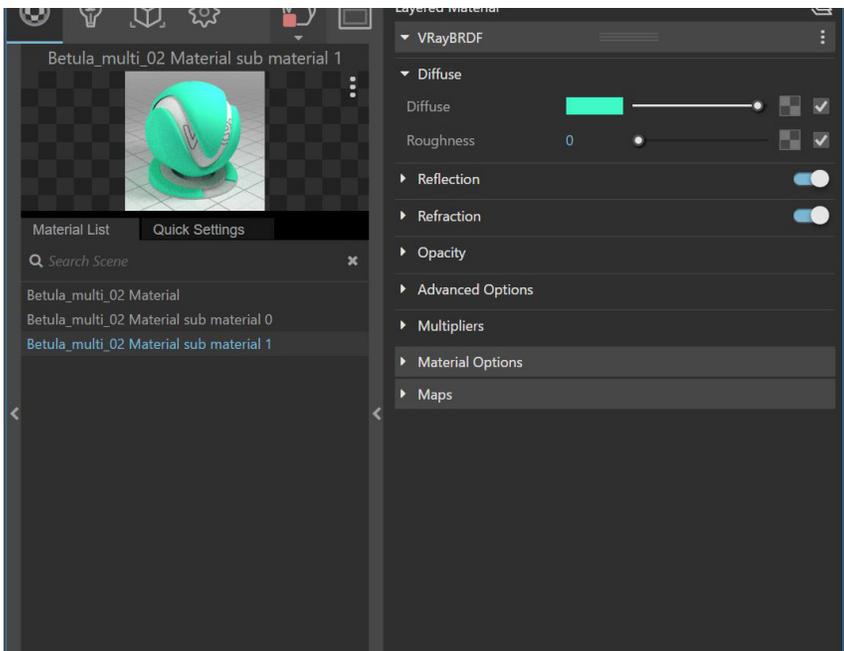
NOW THAT THE TREE IS PLACED WE NEED TO ADD TEXTURES,
UNDER THE VRAY MATERIALS PALET YOU'LL SEE THAT VRAY
AUTOMATICALLY CREATED THREE LINES OF MATERIALS FOR
YOUR TREE, THE ONLY ISSUE IS THAT WE DONT KNOW WHICH
IS FOR THE LEAVES AND WHICH IS FOR THE BARK.
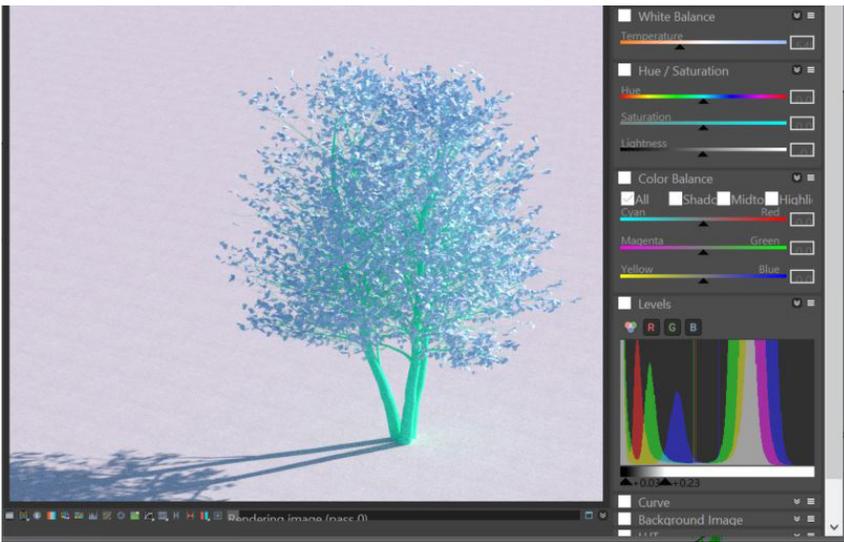
IF YOU DO A LITTLE RENDER YOU CAN SEE WHICH
COLOR SHOWS UP FOR THE LEAVES AND WHICH
COLOR SHOWS UP FOR THE BARK
(VRAY TIP: IF YOU RIGHT CLICK THE TEA KETTLE
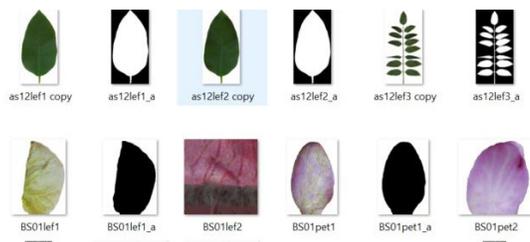YOU CAN DRAG A WINDOW OVER A PORTION OF
THE SCREEN TO DO A TEST RENDER
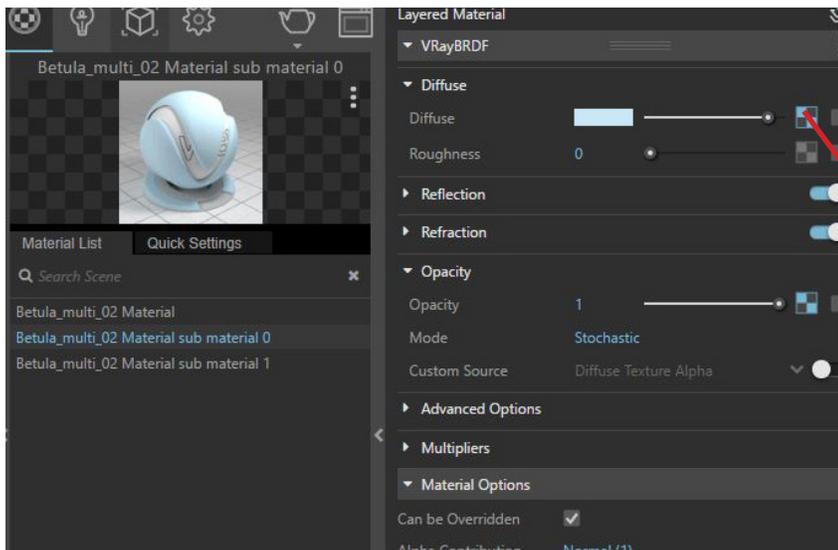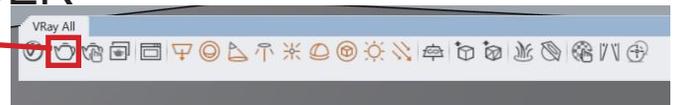
NOW THAT WE KNOW WHATS WHAT LETS START
WITH THE LEAVES, UNDER THE DIFFUSE SETTING
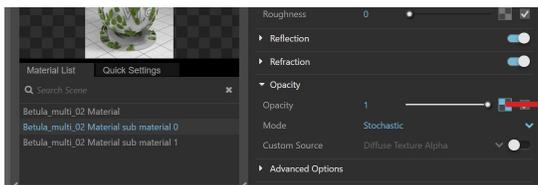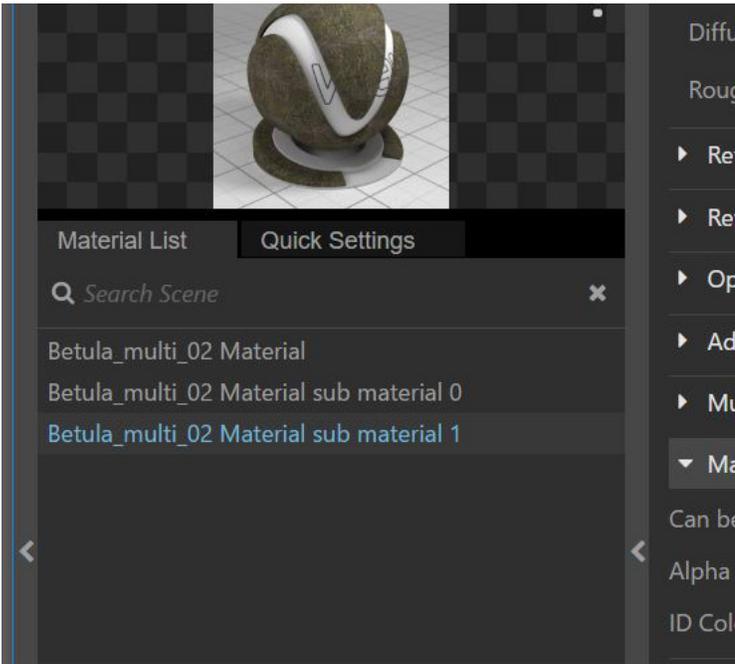CLICK THE CHECKER BOX
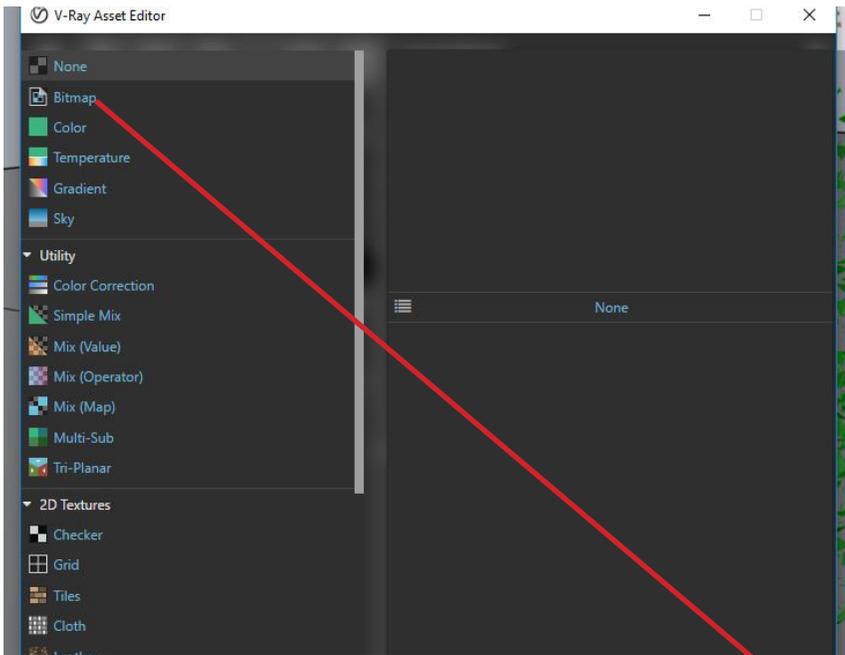
AND THEN SELECT BITMAP

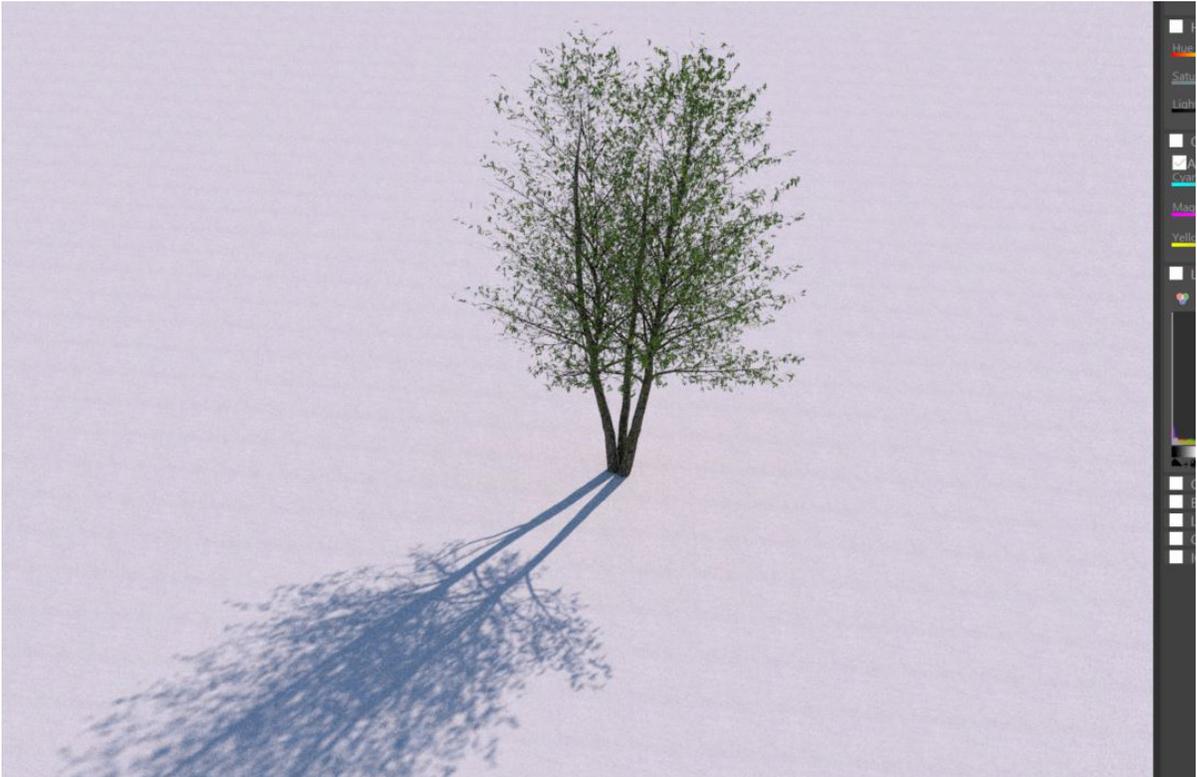SELECT THE TEXTURES FOLDER

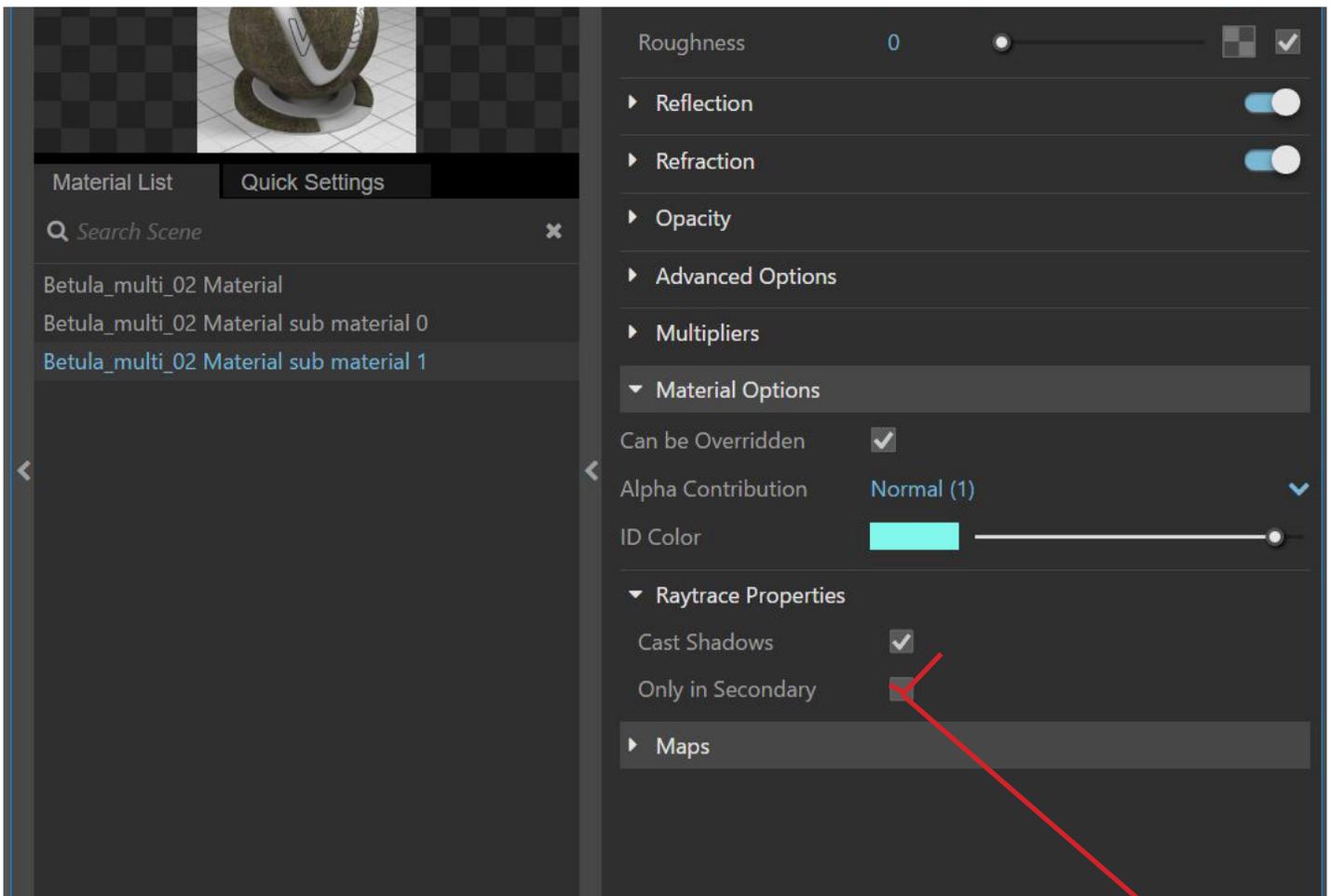SELECT A LEAF OF YOUR CHOICE (COLORED LEAF)

THEN GO BACK AND DO THE SAME FOR OPACITY EXCEPT CHOOSE THE BLACK AND WHITE INVERSE OF THE LEAF

NOW GO TO THE BARK MATERIAL AND ADD A BARK TEXTURE (ALSO IN THE TEXTURES FOLDER). YOU DONT NEED TO ADD AN OPACITY TEXTURE FOR THE BARK.

CLICK RENDER AND YOURE DONE!

Roughness 0 ☑

▸ Reflection

▸ Refraction

▸ Opacity

▸ Advanced Options

▸ Multipliers

▾ Material Options

Can be Overridden ☑

Alpha Contribution Normal (1)

ID Color

▾ Raytrace Properties

Cast Shadows ☑

Only in Secondary ☐

▸ Maps

Material List — Quick Settings

🔍 Search Scene ✕

Betula_multi_02 Material
Betula_multi_02 Material sub material 0
Betula_multi_02 Material sub material 1

BONUS: IF YOU CHECK ONLY IN SECONDARY UNDER MATERIAL OPTIONS, IT WILL ONLY RENDER THE SHADOW WHICH CAN BE NICE IF YOU WANT TO GO INTO PHOTOSHOP AND ADD TREES THERE