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#### IN THE VRAY TOOLBAR SELECT THE IMPORT OPTION -

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V-Ray Trees		doi:11/5/2018 10:12 AM	File folder	
	Fair and S. S.		24471 ST ST	1.000

#### FIND THE VRAY TREES FOLDER (LINK IN EMAIL)

VRAY Proxies

11/5/2018 10:13 AM File folder

## 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
Gymnodadus 01 yrmesh	5/1/2015 2:00 PM	VRMESH File	12 854 KR

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

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NOW THAT WE KNOW WHATS WHAT LETS START WITH THE LEAVES, UNDER THE DIFFUSE SETTING CLICK THE CHECKER BOX

V-Ray Asset Editor		(3.5)	×	
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- Temperature				
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▼ Utility				
Color Correction				5
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Multi-Sub				
Tri-Planar				
✓ 2D Textures				-
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#### AND THEN SELECT BITMAP

Rhino	11/5/2018 10:13 AM	File folder
Textures	11/5/2018 10:13 AM	File folder
VRAY Proxies	11/5/2018 10:13 AM	File folder

#### 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!

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<b>Q</b> Search Scene <b>X</b>		•	Opacity			
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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

