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V-ray for 3dsMax Material Libraries. All Aversis Vray Material libraries contain a wide variety of V-ray for 3dsMax materials, all carefully created and set up in a standard material scene. Currently we offer 2 material libraries, one for product designers, and one for architects. Of course the materials are not limited to these 2 fields and can be used in any scene you can imagine.

Vray material libraries for architects and designers

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The name of this database website says it all. vRay-Materials is a great resource tailored specifically for vRay users. It has a massive library of free and paid-for textures and materials that will give your renderings and animations the extra layer of polish they might have been missing. There are few frills and window dressing here, but for people looking to bolster their personal library of vRay materials, this is a great place to start. Visual Dynamics

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The VRscans Library contains a variety of pre-scanned materials ready to be applied to 3D visualizations in 3ds Max, Maya, Rhino, SketchUp, Revit and Modo. The growing collection includes samples of car paint, fabric, leather, wood, plastic, metal and more. Our extended trial gives you the VRscans plugin and unlimited access to the VRscans library free for 90 days.

VRscans - Photoreal Material Library & Scanning Service ...

With the addition of the all-new VRayPluginNodeMtl and VRayPluginNodeTex nodes in V-Ray Next for 3ds Max, users can now gain access to many more shaders and textures at the touch of a button. To get V-Ray into your favorite 3D applications - whether it's 3ds Max, Maya, or Modo - and support the specialized materials and textures that already exist within them (such as Maya's Mountain texture), we need to make a version of that texture that works with V-Ray.

Dramatically Expand your Material and Texture Library with ...

Vray materials. Welcome to our V-Ray Educational material Library [only for V-Ray for 3ds Max] This library is based on a new concept: we can improve your "awareness" about materials, giving you an immediate idea about how the material is arranged. CLICK ON THE TUMBNAILS BELOW to learn how to recreate them: HOW TO ACCESS THE FULL LIBRARY?

Vray materials | Learn V-Ray

In the Material/Map Browser, open the Options menu and choose Open Material Library. 3ds Max opens a file dialog so you can choose the library (MAT file) where you will save the material. After you choose a library, that library appears in the Material/Map Browser. Also in the Material/Map Browser, drag the material from another group (for example, Scene Materials) to the entry for the library file. The material becomes part of the library as well.

Using Material Libraries | 3ds Max 2017 | Autodesk ...

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