

7 Tips for Interior Renderings with V-Ray for SketchUp

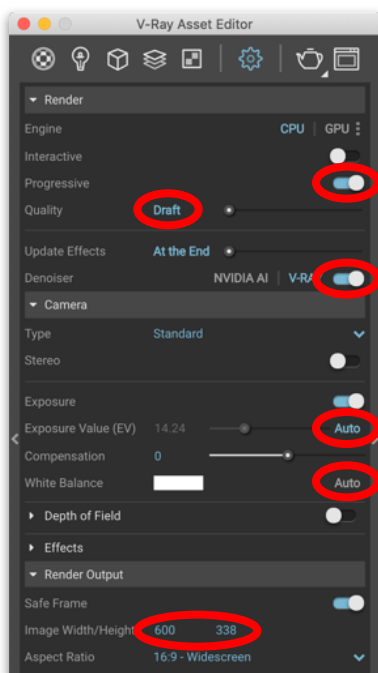


Thank you for watching our YouTube video: [V-Ray for SketchUp - How to Create a Photorealistic Interior Rendering \(7 Tips for Beginners\)](#)!

As we covered in the video, these are the **7 Things You Need To Know Before Creating Your First Interior Rendering in V-Ray for SketchUp**.

#1 Start with Draft Settings

You'll need to render frequently to see the effect of different settings, so you should choose draft settings that will render quickly:



1) Set your **Image Width/Height** as low as you can while still being able to preview how your rendering will look.

2) Choose **Progressive** rendering mode

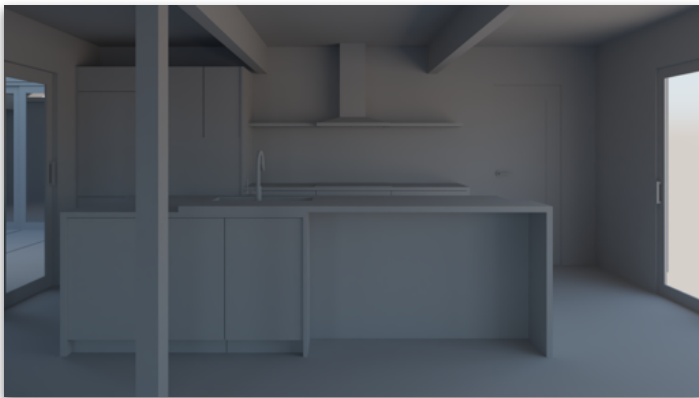
3) Set your render **Quality** to **Draft**

You might also want to turn on **Denoiser** to see smoother results.

And consider enabling **Auto Exposure** and **Auto White Balance**.

#2 Use Material Override

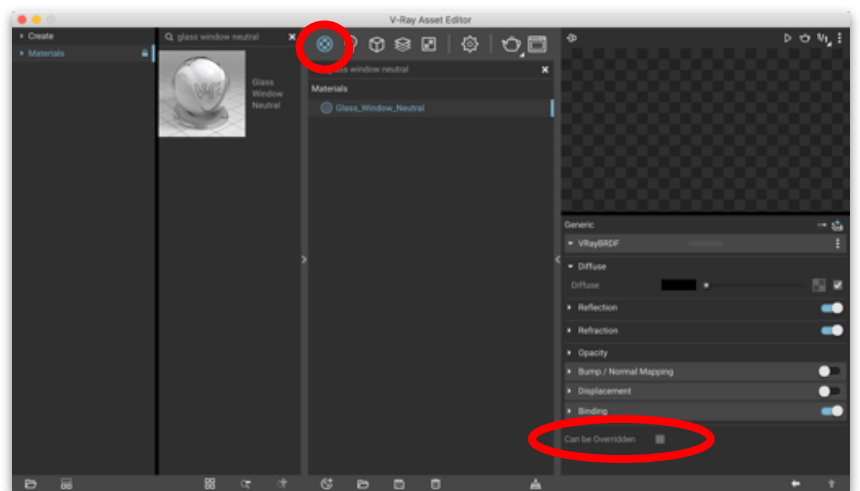
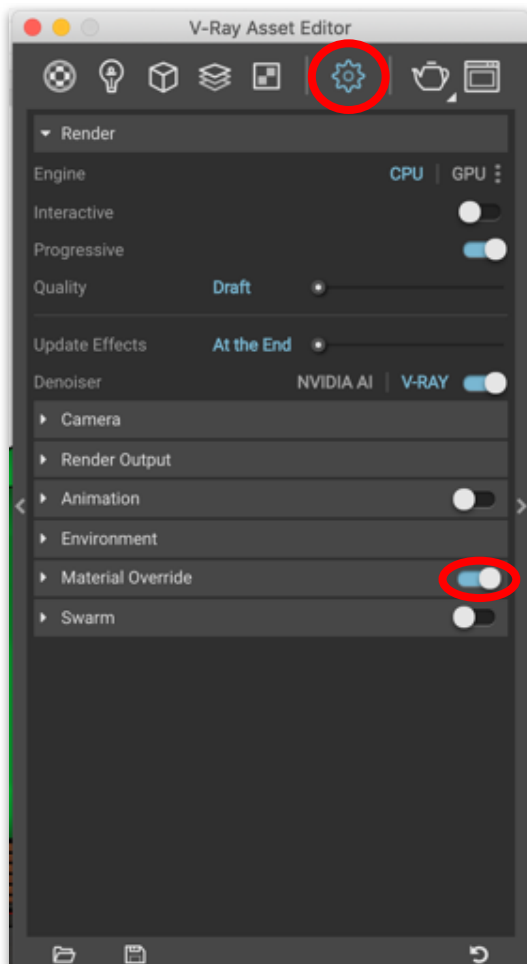
Your first priority is to get your lighting right. It's easier to do that without seeing your materials. Here are some tips for using V-Ray's Material Override feature:



1) In the V-Ray Asset Editor, toggle-on **Material Override**

2) Be sure to **use a pre-configured V-Ray Glass material** for any windows

3) In your Glass material's settings, uncheck **Can Be Overridden** so that the light can pass through the glass and properly light the interior.



#3 Figure Out Your Key Lighting

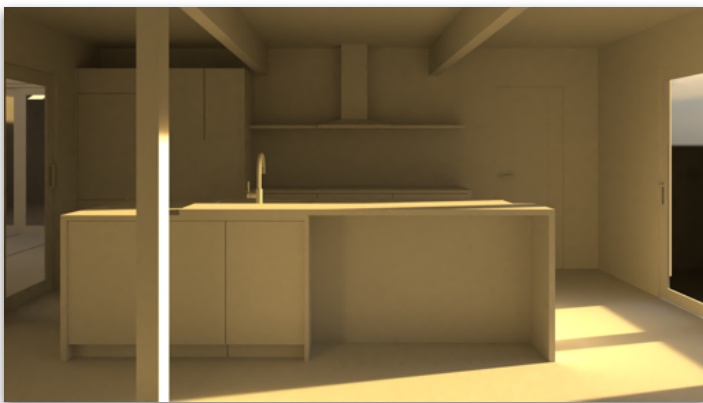
For a daytime, interior rendering, you'll often **use either the V-Ray Sun or a V-Ray Dome Light as your key light**. Here are some tips to help you choose the best option:



V-Ray Sun

You should use the V-Ray Sun when:

- 1) You need to **light your model quickly**. Because it's the default light, you have sunlight out of the box without having to set anything up.
- 2) You need **accurate shadows**. The V-Ray sun's position is determined by your **Shadow settings in SketchUp** (which rely on your **Geolocation settings**).



V-Ray Dome Light

You should use a Dome Light when:

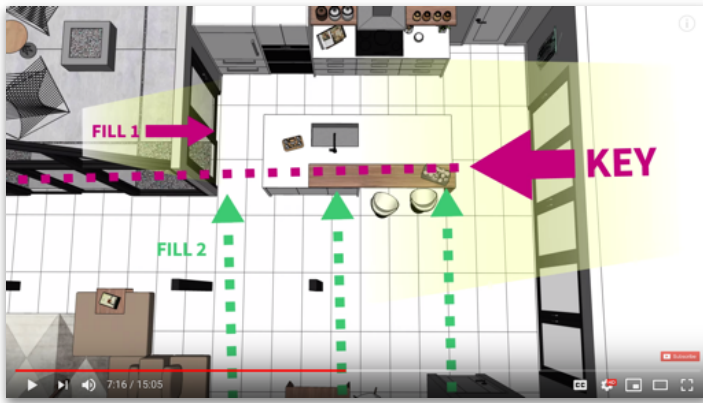
- 1) You want **higher quality, more realistic lighting**. Because Dome Lights rely on high definition images of real skies, **they cast all of the color and varied light we see in the real world**.
- 2) You don't mind investing a little more time (and perhaps money) to find and **set-up a custom HDR image**.



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#4 Add Fill Lights

After you set-up your Key lighting, you can **use Fill Lights to adjust the lighting for darker areas of your interior**. Here are some things to keep in mind:

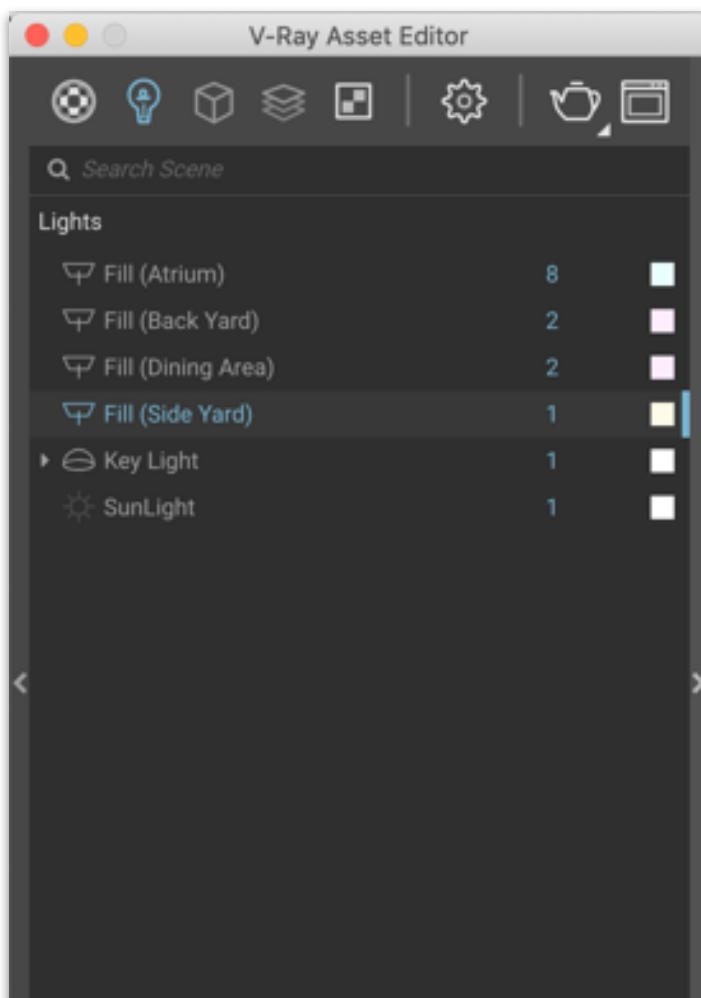


1) **Use V-Ray Rectangle Lights to cast wider, softer light** - especially to simulate light entering the space from off-camera.

2) When possible, **try adding a Fill Light at 90 degrees relative to your Key Light** - and preferentially on the opposite side of the camera as your Fill Light.

3) **Adjust the strength and color** of each Fill Light in isolation, then balance them all against the Key Light.

And **don't forget to name your lights** as you add them. Your future self will thank you! ;)



#5 Use Realistic Materials

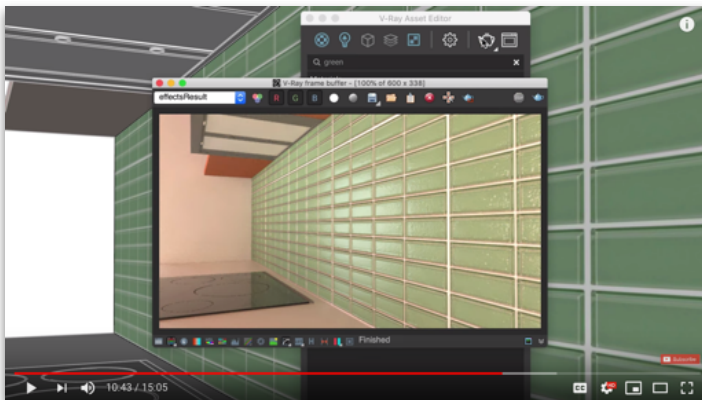
Once your lighting is set-up, it's time to adjust your materials. Here are some tips for more realistic looking materials:



1) **Replace basic SketchUp materials with preconfigured V-Ray materials** (which will render nicely out-of-the-box)

2) When you need to keep the specific material you already have, you can manually adjust its Reflection and Refraction settings.

Search online for the Reflection and Refraction settings for common materials (e.g., Steel or Wood).

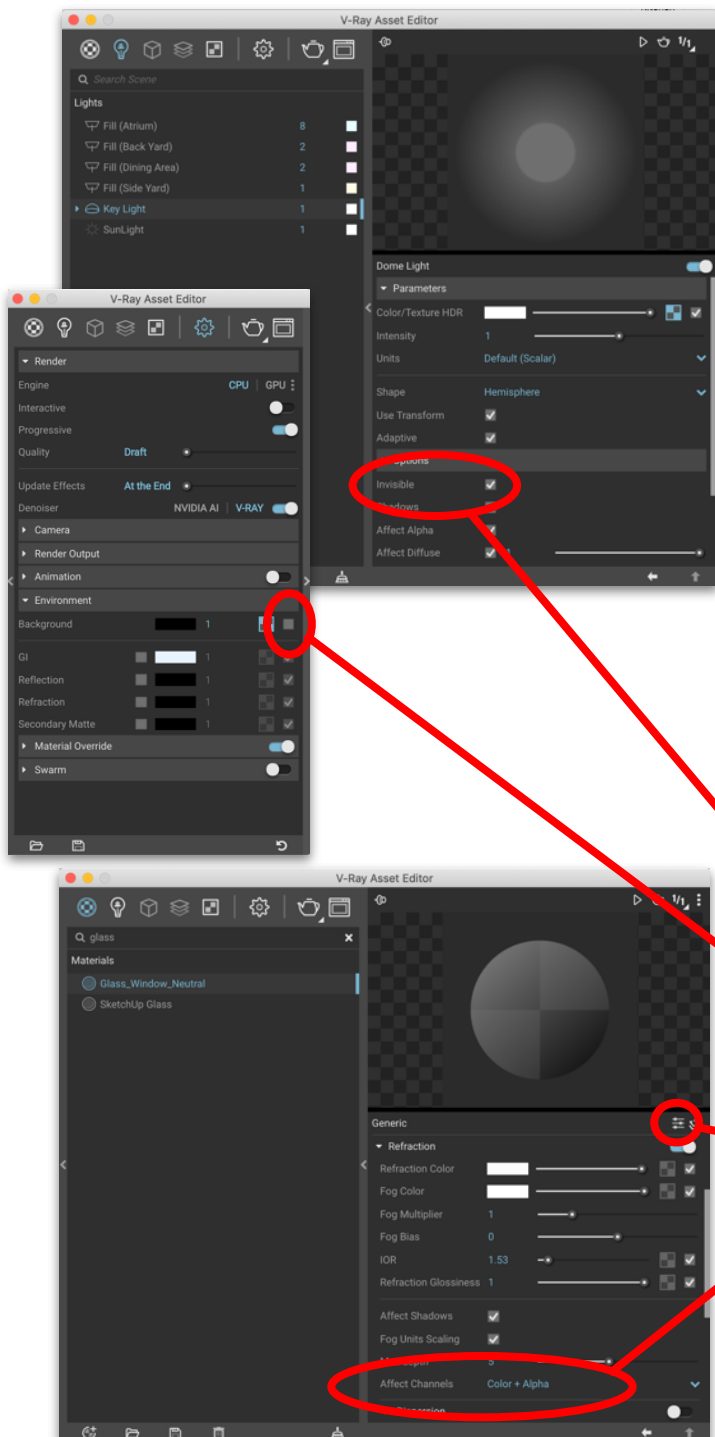


3) Use the **Bump/Normal Mapping** feature to **give your material the appearance of more texture**.

And don't forget to **name your Materials as you add them** to make it easier to find and adjust them later.

#6 Mind Your Background

When you have a window with a view to the outside, here are some tips for handling what you see in the background:



1) **Model the background in SketchUp.**

When there's not much to see, this is the easiest option as you can spend a little time in SketchUp and skip having to use Photoshop later.

2) **Add the background in Photoshop.**

If you know Photoshop well, this may be the best option. But if your Photoshop skills are weaker, there's a risk that it will look unnatural.

3) **Or, part SketchUp, part Photoshop.**

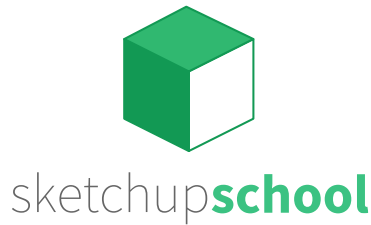
If you plan to add anything in Photoshop later, be sure to:

1) Set your **Dome Light** to be **Invisible**

2) **Uncheck** your **Background**

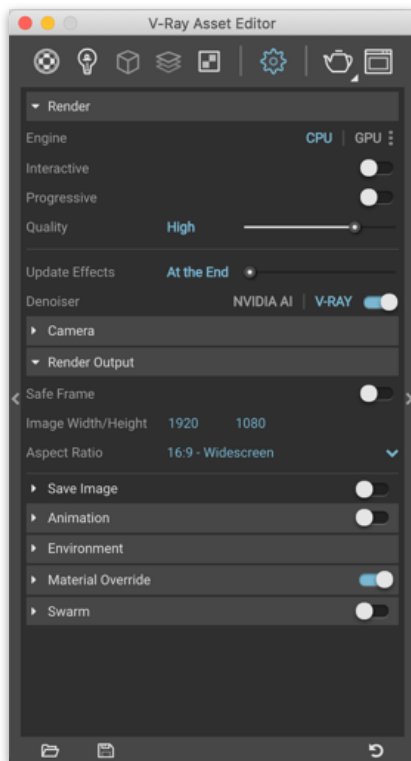
3) For your window's glass material, in the **Advanced Settings**, under the **Refraction** menu, set the **Affect Channels** to **Color + Alpha**

And **save your rendering as a PNG** so you have a transparent background.



#7 Final Render Settings & Adjustments

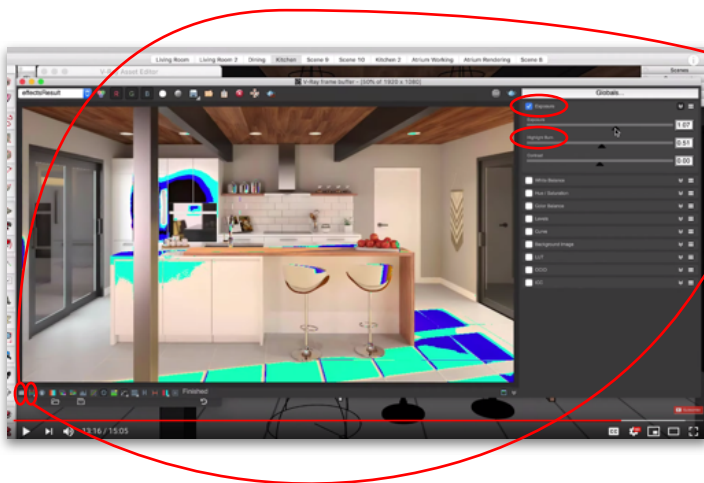
Ready to create your final rendering? Here are some tips to get the best results:



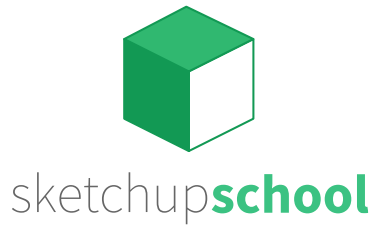
- 1) Switch off Interactive and Progressive to **enable Bucket rendering mode**.
- 2) **Set the Quality to High** (Very High is usually overkill).
- 3) Toggle **Denoiser** on
- 4) Set your **Image Width/Height** to the full resolution you need for your final image.

Then click the **Render** button.

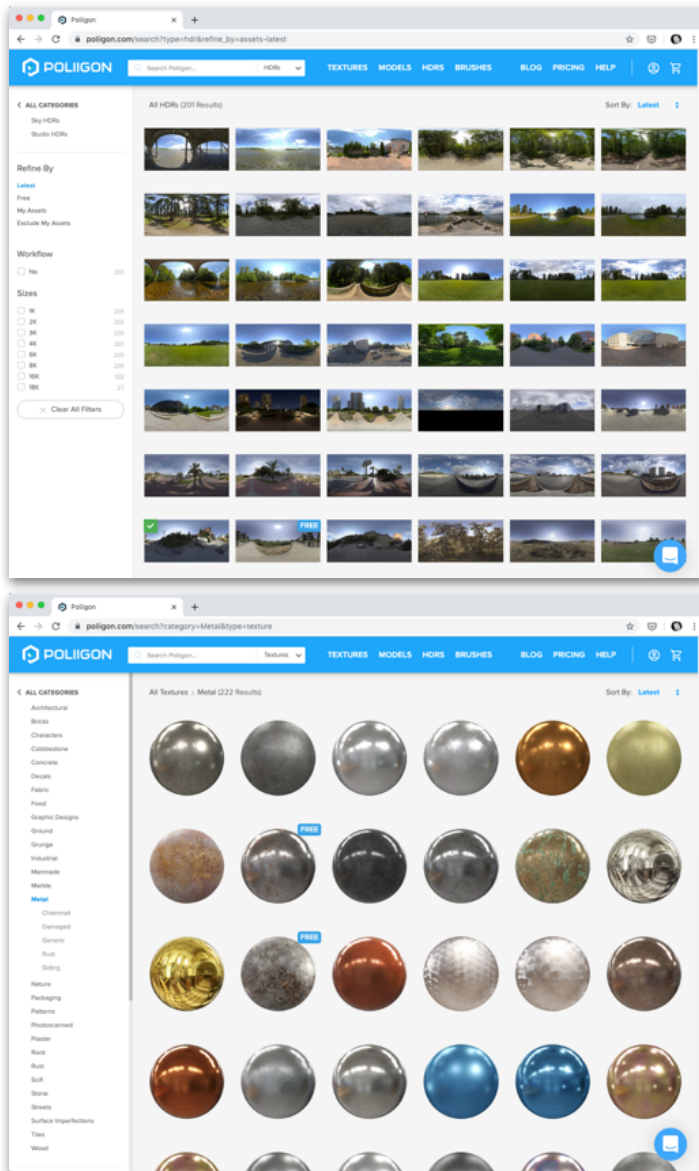
Once your rendering is finished, you can **make image corrections in the V-Ray Frame Buffer**. One especially important correction to make involves the **Exposure**:



- 1) Open your **Corrections Control** panel
- 2) Click to enable **Force Color Clamping**. If strange colors appear on your rendering, it means those parts of the image are over-exposed.
- 3) Check the **Exposure** box, click down arrow to the right to show the controls, and **adjust the Highlight Burn** slider left until the strange colors go away.



BONUS: Interior Rendering Resources



HDR Images (for Dome Lights)

Poliigon (<https://www.poliigon.com>) is a great place to find HDR images to light your model. While most images can be purchased, there are a few free images you can use to try Poliigon out.

And if you can't find the right HDR at Poliigon, take a look at **PG Skies** (<https://www.pg-skies.net>)

Realistic Materials

Poliigon (<https://www.poliigon.com>) is also a great place to find realistic materials, along with all the files you need to automatically configure Reflection, Refraction, Bump/Normal Mapping and more. Most materials need to be purchased, but again there are free ones you can try out first.

Be sure to [watch this tutorial to help you set-up materials correctly](#).

Another option: **Chaosgroup**, the makers of V-Ray, offer **VR Scans** (<https://www.chaosgroup.com/vrscans>), a library of over 1000 photoreal materials. It's a paid library, but there is a free trial.



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YOUR NEXT STEPS:

We hope that our [***V-Ray for SketchUp - How to Create a Photorealistic Interior Rendering \(7 Tips for Beginners\)***](#) video and these notes have gotten you started down the right path.

From here, it's definitely possible to learn everything on your own. But, if you don't have the time to figure out what you need to know, and you can't afford to pick up bad habits, then we recommend checking out our **Video Course Library**.

It's filled with \$8700 worth of SketchUp training exclusively for professionals including our **V-Ray for SketchUp courses**.

Head over to our SketchUp School website and [**try our courses for free!**](#)

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Photorealistic Rendering on a Deadline with V-Ray

Intro to Rendering
Combine SketchUp, V-Ray & Photoshop to render stunning images in a fraction of the time.

The 6-Step Checklist
Learn to think like a photographer to make rendering with V-Ray easy.

Lighting Fundamentals
Find out how to set up sunlight and artificial lights, and how to balance them with your camera's exposure.

Materials Fundamentals
Learn how to quickly set up common material types, and how to edit basic properties to get the right look.

Case Study: Exterior Day
Find out the recipe for setting up a daytime, exterior rendering set within a realistic landscape.

Case Study: Exterior Night
Find out the recipe for setting up a nighttime, exterior rendering.

Case Study: Interior Day
Find out the recipe for setting up a daytime, interior rendering.

Case Study: Interior Night
Learn how to convert your rendering from day to night, and how to rig it with artificial lights.

"NOTHING BUT POSITIVE FEEDBACK!"
"I really enjoyed the course and don't have anything but positive feedback. It was well taught in terms of the pace, clarity, individual attention, and length. I like the way you tell what is going to be taught, show it, then summarize as review. I actually have a Masters Degree in Education so, from what I have learned, I would say your approach is right on!"
Jacqueline C.

KNOW ANYONE THAT COULD USE THESE NOTES?

Do us a quick favor and **share this PDF with someone** you know would benefit from learning how to render interiors with V-Ray for SketchUp.