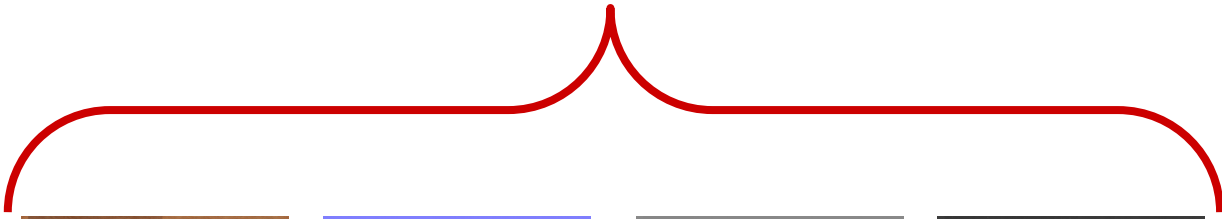


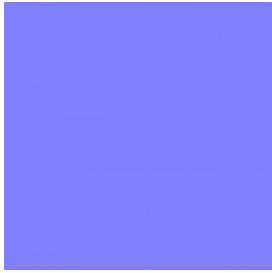
PRB

Quase todos os PBRs tem



**Diffuse**

ou  
Color



**Normal**

ou  
NRM



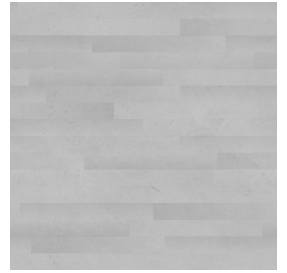
**Displacement**

ou  
DISP  
HIGH  
HEIGHT



**Reflection**

ou  
RFL  
REFL

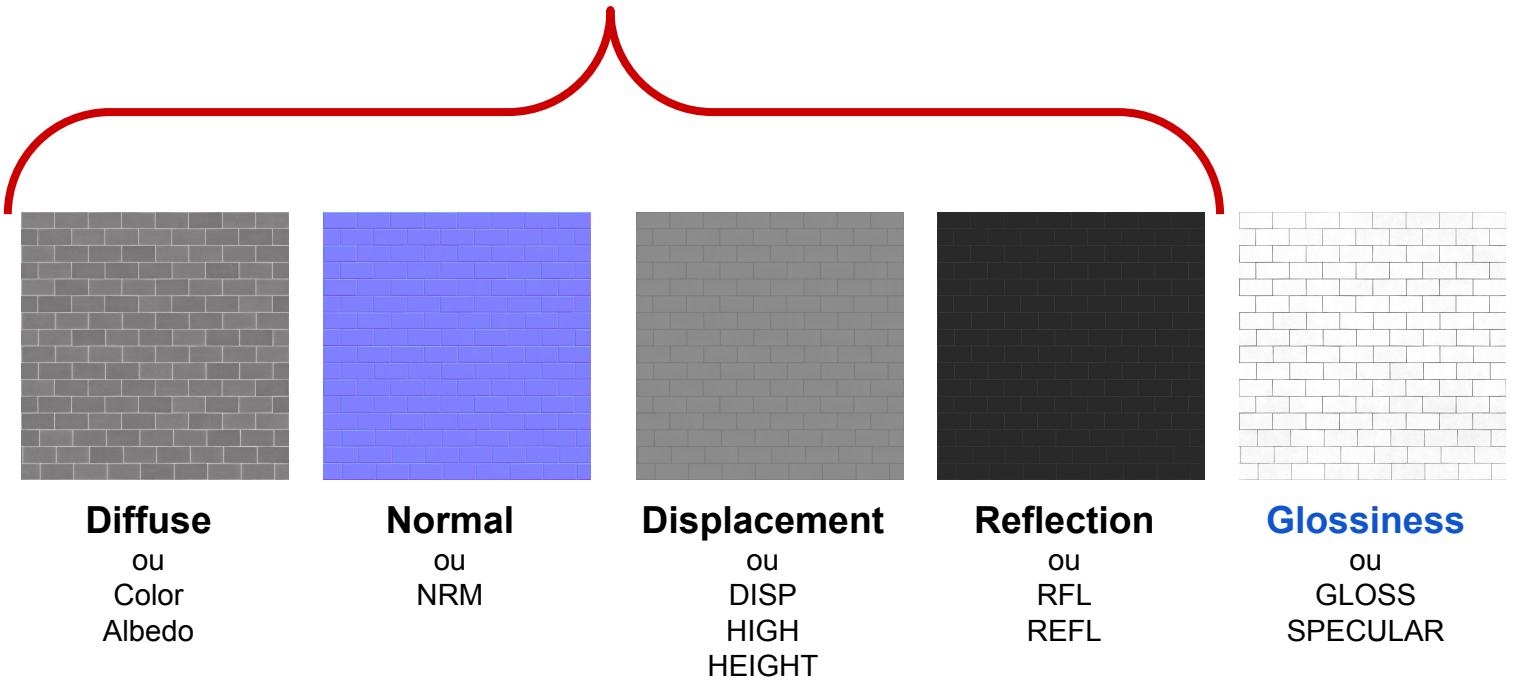


**Glossiness**

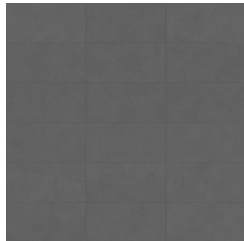
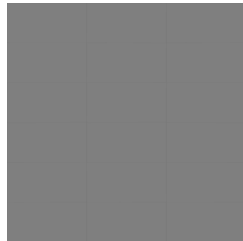
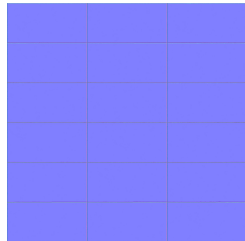
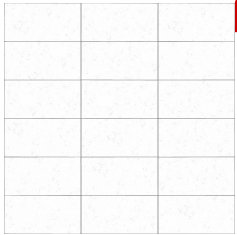
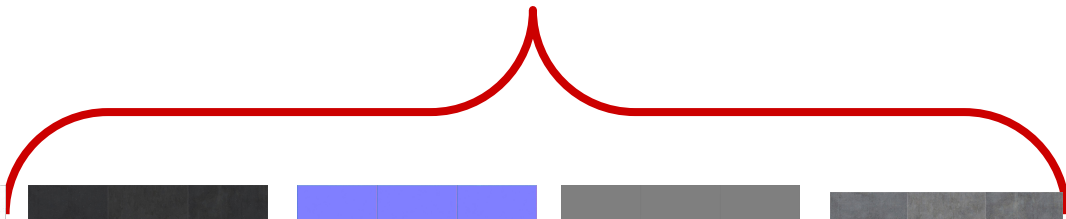
ou  
GLOSS  
SPECULAR



Quase todos os PBRs tem



Quase todos os PBRs tem



**Ambient  
Occlusion**  
ou  
AO

**Diffuse**  
ou  
Color  
ALBEDO

**Normal**  
ou  
NRM

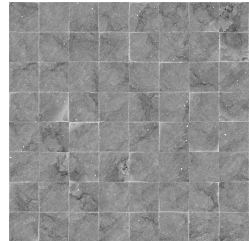
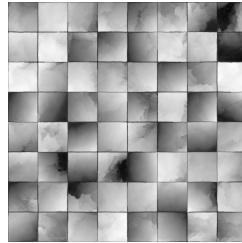
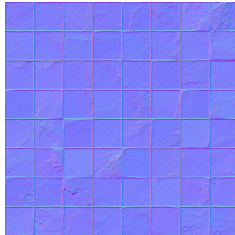
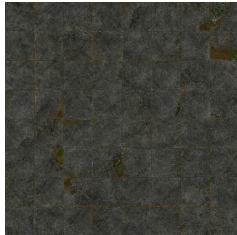
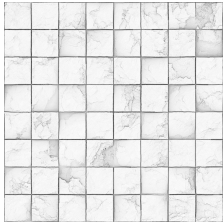
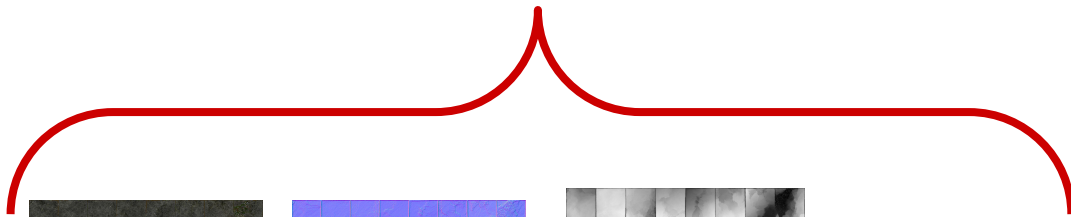
**Displacement**  
ou  
DISP  
HIGH  
HEIGHT

**Reflection**  
ou  
RFL  
REFL  
REFLE\_SPECUL  
AR  
SPECULAR

**Glossiness**  
ou  
GLOSS  
SPECULAR



Quase todos os PBRs tem



**Ambient  
Occlusion**  
ou  
AO

**Diffuse**  
ou  
Color

**Normal**  
ou  
NRM

**Displacement**  
ou  
DISP  
HIGH

**Reflection**  
ou  
RFL  
REFL  
REFLE\_SPECULA  
R

**Roughness**  
ou  
RGH  
ROUGH

Como configurar ??

Observe os nomes e  
ligue os pontos

# ROUGHNESS

V-Ray Asset Editor

Materials

- Concreto
- Cor A07
- Piso Madeira PDR

Generic

VRay Mtl

Color

Diffuse Roughness 0

Reflection

Reflection Color

Reflection Roughness 1

Fresnel

Reflection IOR 1,6

Metalness 0

GGX Tail Falloff 2

Surface Control Use Roughness

BRDF Microfacet GTR (GGX)

Back Side Reflect

Max Depth 5

Affect Channels Color Only

Trace Reflections

Anisotropy

Bump

Mode / Map Normal Map

Amount 0,3

Multipliers

Displacement

Mode / Map Normal Displacement

Amount .2

Shift 0

Keep Continuity

View Dependent

Edge Length 4

Max Subdivs 256

Water Level

Binding

Can be Overridden

Diffuse (Color/Albedo)

Roughness (Rough/RGH)  
Linear

Normal (Norm/NRN)  
Linear

Displacement (HIGH/HEIGHT)  
Linear

# ROUGHNESS

V-Ray Asset Editor

Materials

- Concrete
- Cor A07
- Piso Madeira PDR

Generic

V-Ray Mtl

Diffuse

Color

Diffuse Roughness 0

Reflection

Reflection Color

Reflection Roughness 1

Fresnel

Reflection IOR 1,6

Metalness 0

GGX Tail Falloff 2

Surface Control Use Roughness

BRDF Microfacet GTR (GGX)

Back Side Reflect

Max Depth 5

Affect Channels Color Only

Trace Reflections

Anisotropy

Bump

Mode / Map Normal Map

Amount 0,3

Multipliers

Displacement

Mode / Map Normal Displacement

Amount .2

Shift 0

Keep Continuity

View Dependent

Edge Length 4

Max Subdivs 256

Water Level

Binding

Color

Opacity

Texture Mode Custom mode

Texture Bitmap

Can be Overridden

AO (Ambient Occlusion)

Diffuse (Color/Albedo)

Roughness (Rough/RGH) Linear

Normal (Norm/NRN) Linear

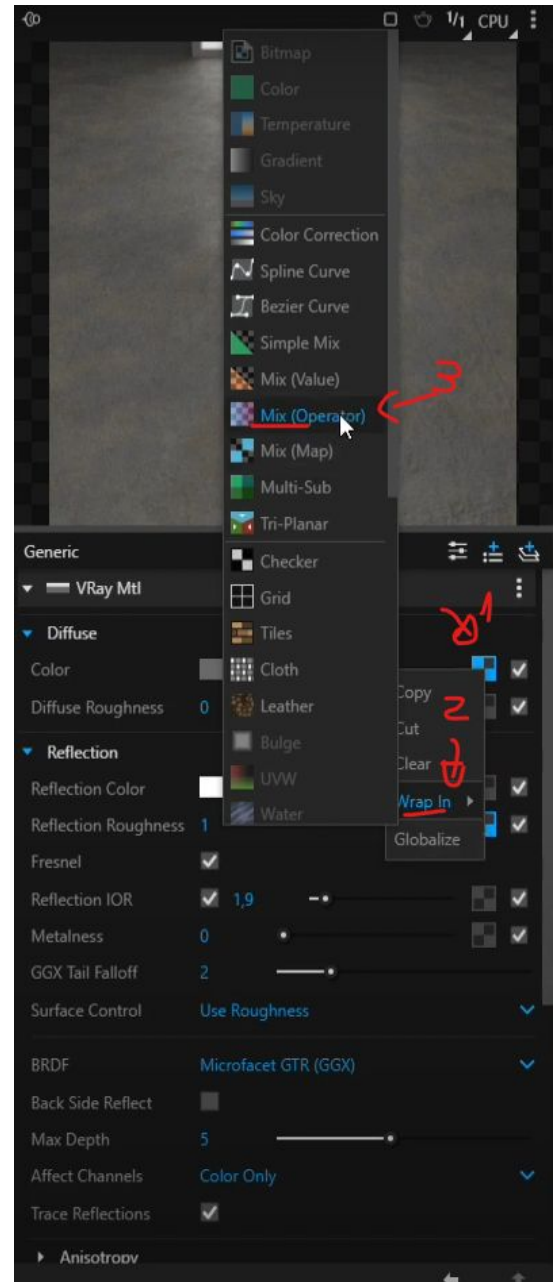
Displacement (HIGH/HEIGHT) Linear

# ROUGHNESS... continuação (configurando o AO - Ambient Occlusion)

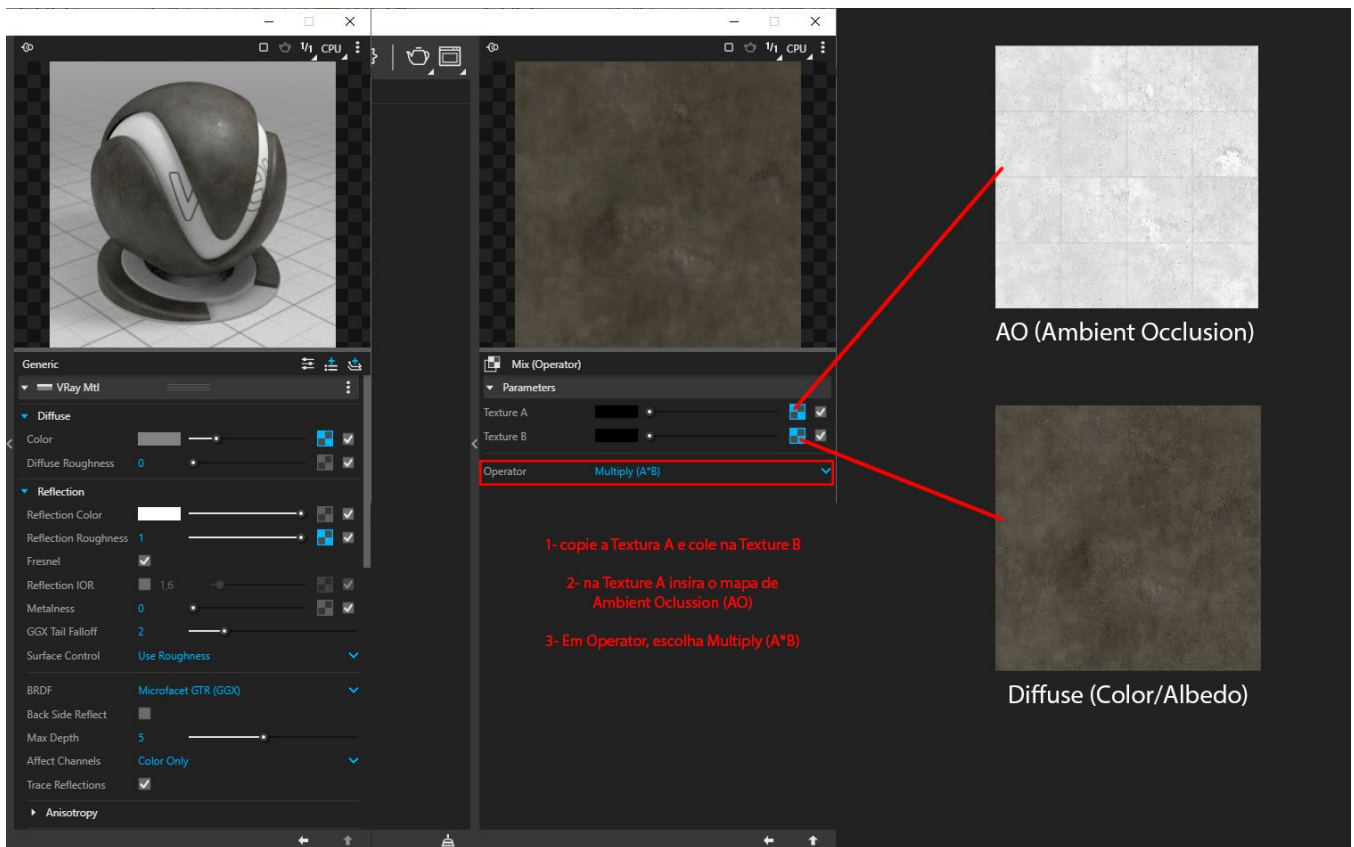
1- Clique com o botão direito do mouse no Slot do Difuse

2- Aponte para opção “Wrap In”

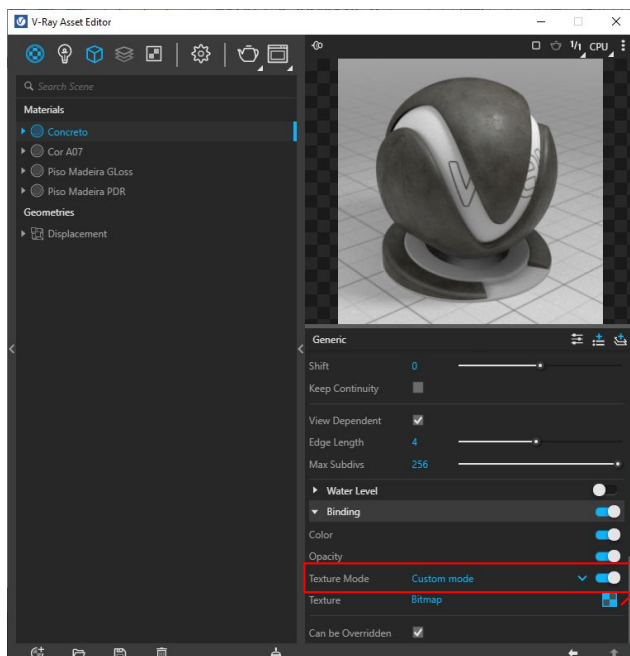
3- Escolha a opção “Mix Operator”



## ROUGHNESS... continuação (configurando o AO - Ambient Occlusion)



A textura no Sketchup vai ficar branquinha como a do Ambient Occlusion, para ver novamente na Aba Biding escolha Texture Mode como Custom Mode e coloque o Diffuse no slot



# GLOSSINESS / SPECULAR

The image shows the V-Ray material editor interface for a material named "Piso Madeira GLOSS". The left sidebar lists materials under "Materials" and "Geometries". The main panel displays the material's properties, with several settings highlighted by red boxes and red arrows pointing to corresponding map visualizations on the right.

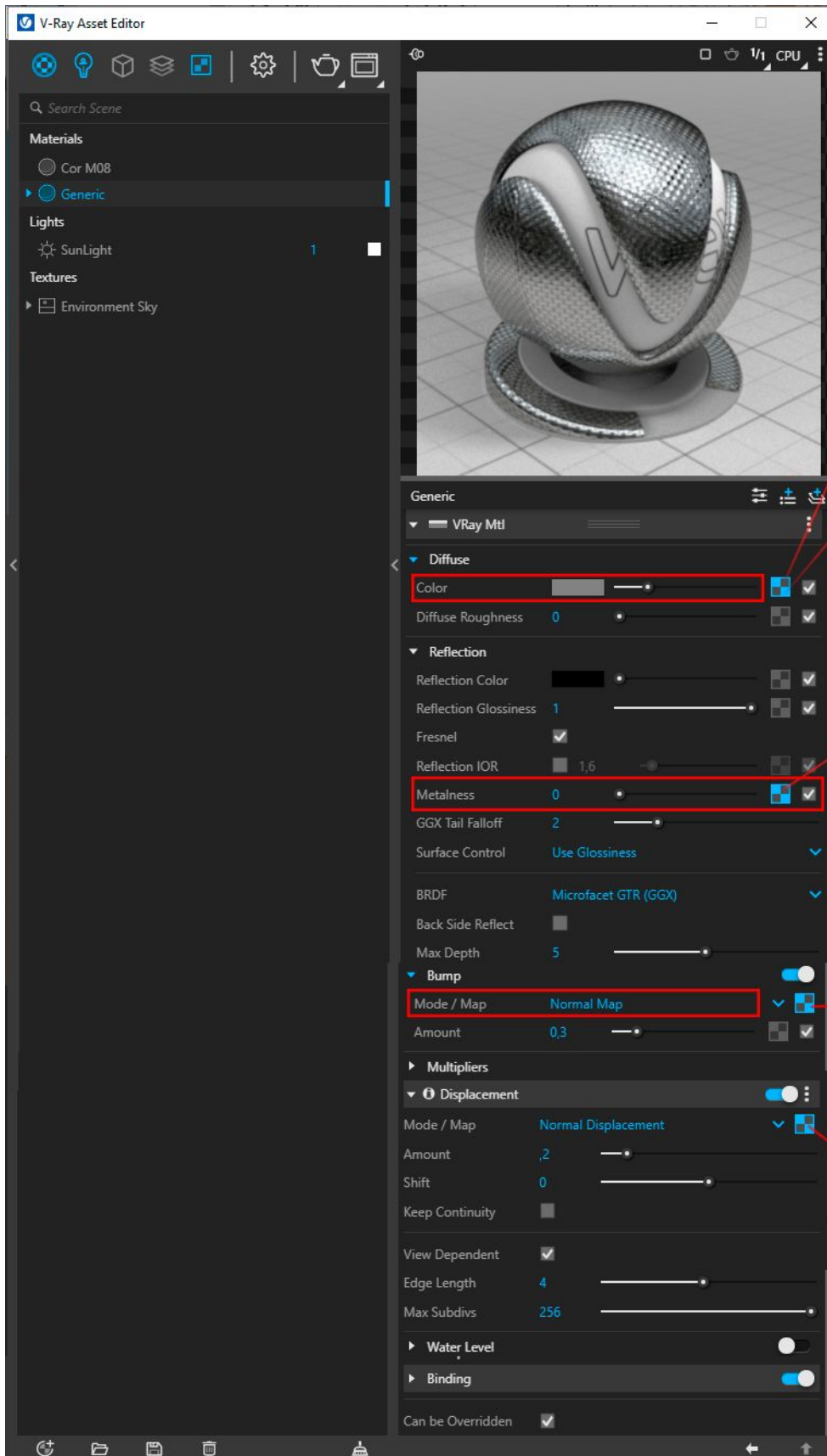
**Material Settings:**

- Generic**
  - VRay Mtl
- Diffuse**
  - Color: [Color Picker]
  - Diffuse Roughness: 0
- Reflection**
  - Reflection Color: [Color Picker]
  - Reflection Glossiness: 1 (highlighted)
  - Fresnel: ☒
  - Reflection IOR: 1,6
  - Metalness: 0
  - GGX Tail Falloff: 2
  - Surface Control: Use Glossiness (highlighted)
  - BRDF: Microfacet GTR (GGX)
  - Back Side Reflect: ☐
  - Max Depth: 5
  - Affect Channels: Color Only
  - Trace Reflections: ☒
- Anisotropy**
- Bump**
  - Mode / Map: Normal Map (highlighted)
  - Amount: 0,3
- Multipliers**
  - Displacement**
    - Mode / Map: Normal Displacement (highlighted)
    - Amount: ,2
    - Shift: 0
    - Keep Continuity: ☐
    - View Dependent: ☒
    - Edge Length: 4
    - Max Subdivs: 256
  - Water Level: ☐
  - Binding: ☒
- Can be Overridden: ☒

**Map Visualizations:**

- Diffuse (Color/Albedo):** A wooden floor texture map.
- Glossiness (GLOSS SPECULAR) Linear:** A grayscale map showing the glossiness values.
- Normal (Norm/NRN) Linear:** A blue map showing the normal vector information.
- Displacement (HIGH/HEIGHT) Linear:** A grayscale map showing the displacement values.

# METALNESS / ROUGHNESS



AO (Ambient Occlusion)

Diffuse (Color/Albedo)

Metalness (Metal/MET)  
Linear

Normal (Norm/NRN)  
Linear

Displacement (HIGH/HEIGHT)  
Linear