

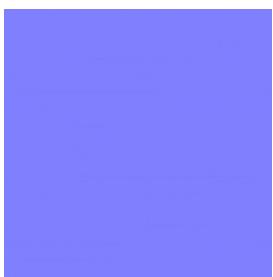
**PRB**

Quase todos os PBRs tem



**Diffuse**

ou  
Color



**Normal**

ou  
NRM



**Displacement**

ou  
DISP  
HIGH  
HEIGHT



**Reflection**

ou  
RFL  
REFL

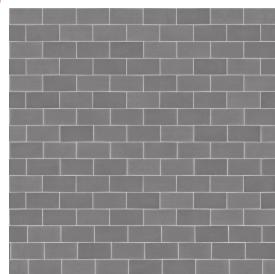


**Glossiness**

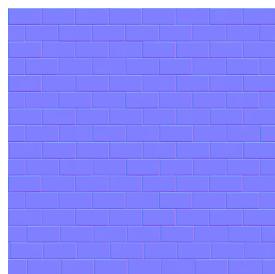
ou  
GLOSS  
SPECULAR



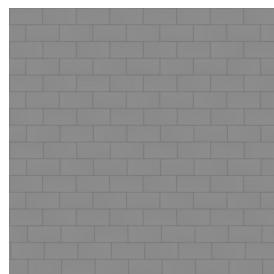
Quase todos os PBRs tem



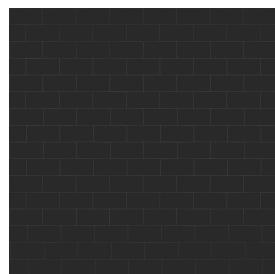
**Diffuse**  
ou  
Color  
Albedo



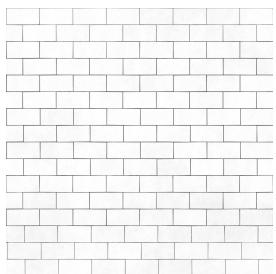
**Normal**  
ou  
NRM



**Displacement**  
ou  
DISP  
HIGH  
HEIGHT



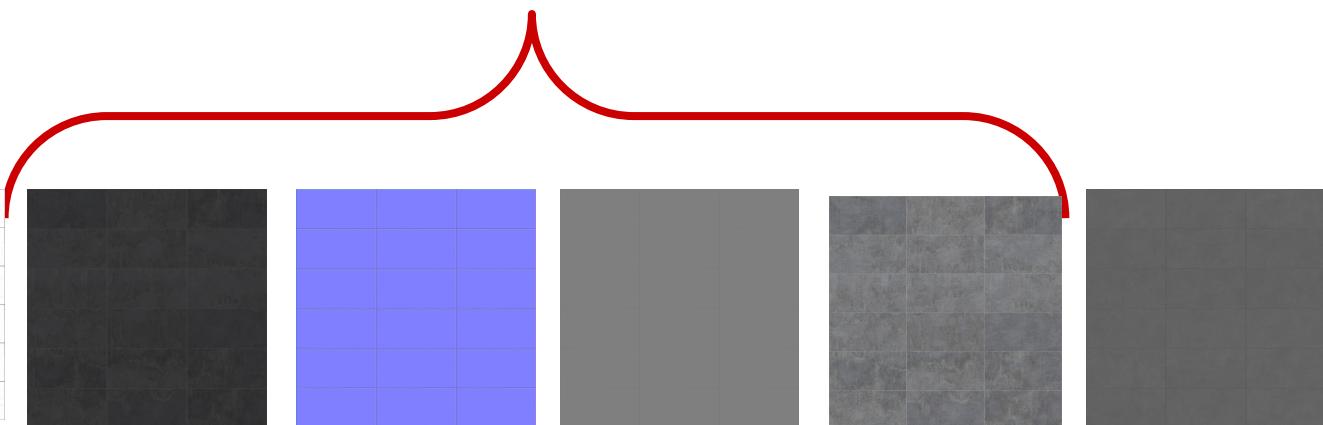
**Reflection**  
ou  
RFL  
REFL



**Glossiness**  
ou  
GLOSS  
SPECULAR



Quase todos os PBRs tem



**Ambient Occlusion**  
ou  
AO

**Diffuse**  
ou  
Color  
ALBEDO

**Normal**  
ou  
NRM

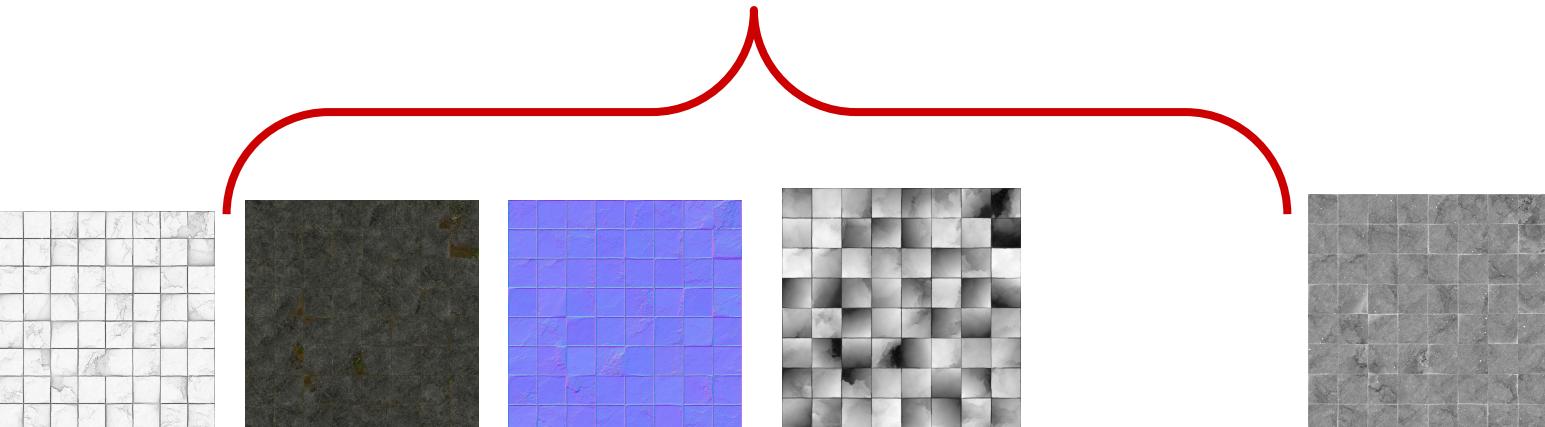
**Displacement**  
ou  
DISP  
HIGH  
HEIGHT

**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\_SPECULAR

**Roughness**  
ou  
RGH  
ROUGH

# Como configurar ??

Observe os nomes e  
ligue os pontos

# ROUGHNESS

**V-Ray Asset Editor**

**Materials**

- Concreto
- Car 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

**Multippliers**

**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

- Concreto
- Cor A07
- Piso Madeira PDR

Generic

VRay 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

Displacement

Mode / Map: Normal Displacement

Amount: 0,2

Shift: 0

Keep Continuity: 

View Dependent:

Edge Length: 4

Max Subdivs: 256

Water Level

Binding

Color:

Opacity:

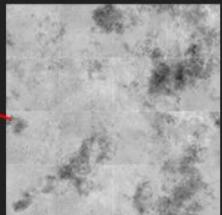
Texture Mode: Custom mode

Texture: Bitmap

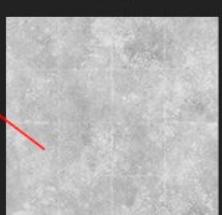
Can be Overridden:

AO (Ambient Occlusion) 

Diffuse (Color/Albedo) 

Roughness (Rough/RGH) Linear 

Normal (Norm/NRN) Linear 

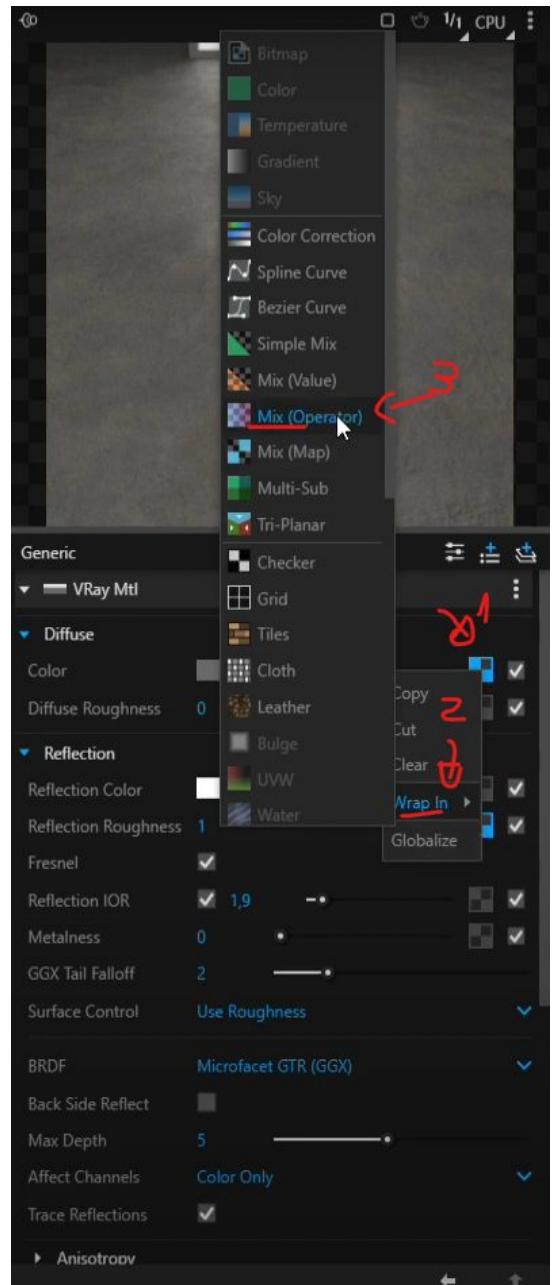
Displacement (HIGH/HEIGHT) Linear 

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

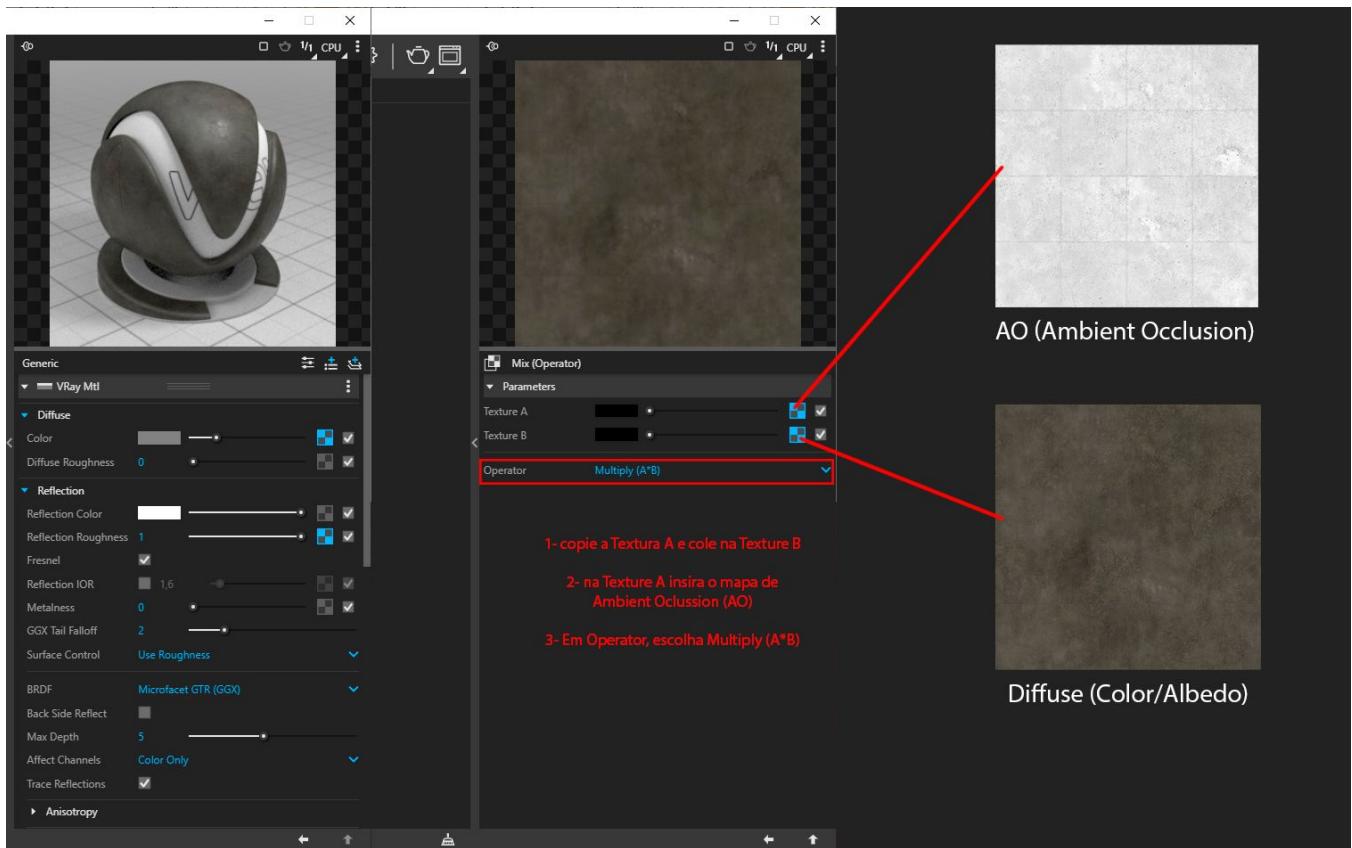
1- Clique com o botão direito do mouse no Slot do Difuse

2- Aponte para opção “Wrap In”

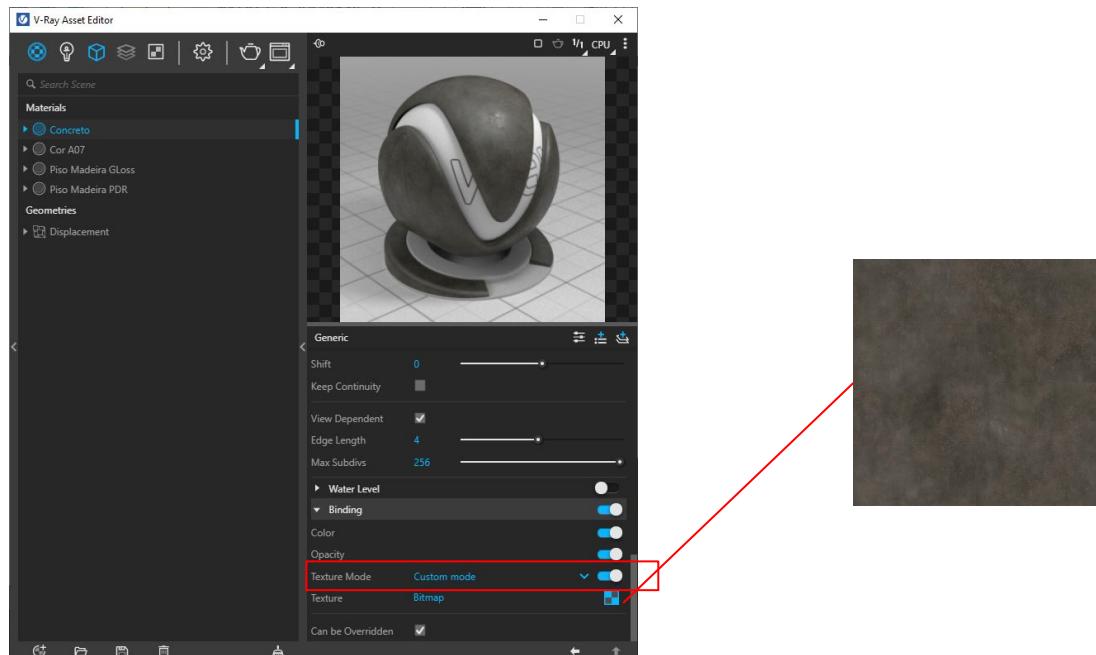
3- Escolha a opção “Mix Operator”



# 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

**Diffuse (Color/Albedo)**

**Glossiness (GLOSS SPECULAR)**  
Linear

**Normal (Norm/NRN)**  
Linear

**Displacement (HIGH/HEIGHT)**  
Linear

**Material Editor Parameters (highlighted with red boxes):**

- Reflection Glossiness: 1
- Surface Control: Use Glossiness
- Mode / Map: Normal Map
- Mode / Map: Normal Displacement

# METALNESS / ROUGHNESS

V-Ray Asset Editor

Materials

- Cor M08
- Generic

Lights

- SunLight

Textures

- Environment Sky

1 1/1 CPU

AO (Ambient Occlusion)

Diffuse (Color/Albedo)

Metalness (Metal/MET)  
Linear

Normal (Norm/NRN)  
Linear

Displacement (HIGH/HEIGHT)  
Linear

Generic

VRay Mtl

Diffuse

Color

Diffuse Roughness

Reflection

Reflection Color

Reflection Glossiness

Fresnel

Reflection IOR

Metalness

GGX Tail Falloff

Surface Control

BRDF

Microfacet GTR (GGX)

Back Side Reflect

Max Depth

Bump

Mode / Map

Amount

Multippliers

Displacement

Mode / Map

Amount

Shift

Keep Continuity

View Dependent

Edge Length

Max Subdivs

Water Level

Binding

Can be Overridden