

VRayScatter For Maya
Installation Guide

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Introduction

VRayScatter is a plug-in for Maya which works with V-Ray rendering system. It is possible to create complicated scenes with a huge amount of objects easy and quickly with the aid of this plug-in.

Usually scenes in Maya with a great amount of even identical objects take a lot of space on HDD, consumes a lot of time for loading, and it is very hard to work with. VRayScatter is created to solve these problems. The scene containing 500 000 identical objects created with Maya 2008 occupies 1400Mb of HDD space. Now, if it is created with VRayScatter and still containing the same 500 000 objects the scene can take just 250Kb.

The most exciting feature of VRayScatter is a quick generation of an array of objects right before rendering. Those very 500 000 objects are created in only 2 seconds before rendering. Another outstanding VRayScatter ability is uploading and downloading from VRayProxy memory if needed (as and when necessary). This allows the application of polygon models without missing productivity and capacity of RAM.

Animated objects support and animated VRayProxy support allows creating huge amounts of animated objects. Now with VRayScatter it is possible to create the whole forest of wind-shaken woods.

The support of 64-bit systems and multi-core processing allows VRayScatter to create and render, for example, forest or even a city in a blink of an eye.

Requirements

Operating system:

- Windows
- Mac OS X ([in public beta](#))
- Linux ([in public beta](#))

Maya versions: 2009, 2010, 2011, 2012

V-Ray versions: 1.5, 2.0, 2.2

Architecture: 32, 64 bit

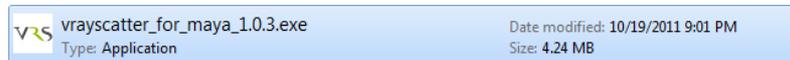
Please note:

User must have local administrator rights with Windows XP to use V-RayScatter.
On Windows 7 administrator rights are only needed during the installation.

Installation

Please make sure you downloaded the latest version of the plug-in from our [forum](#).

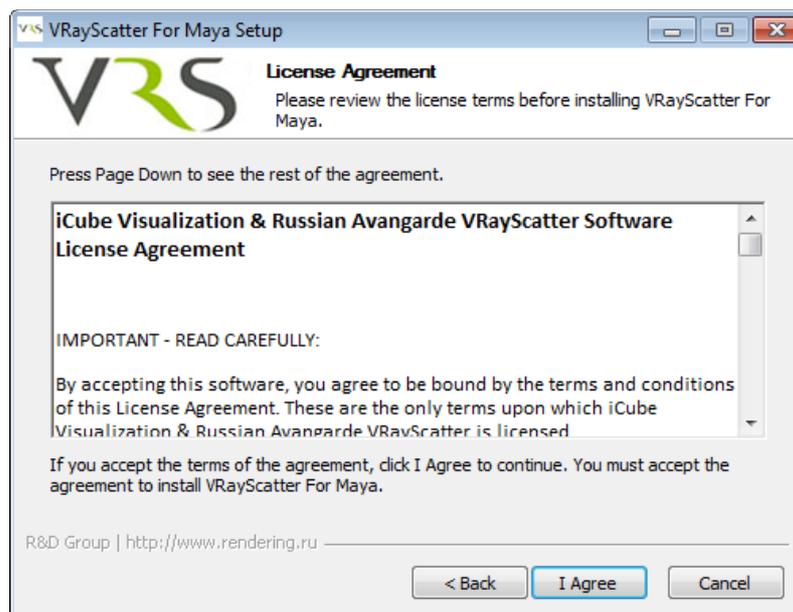
To install the program you need to run the `vrayscatter_for_maya_<version>.exe` with the administrator rights (on Windows 7 right-click "Install as administrator").



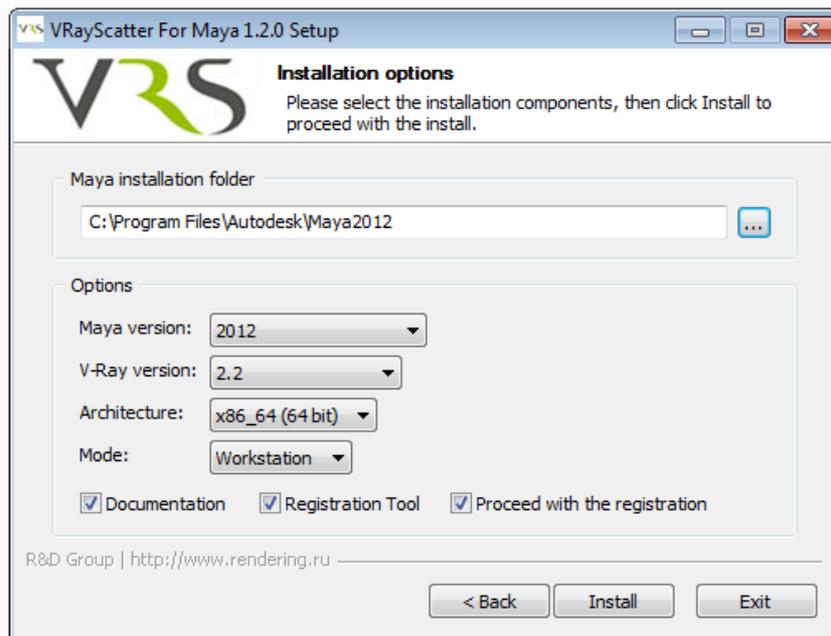
Don't forget to quit Maya before you start the installation (please check Task Manager too for any running instances of Maya).



Read the license agreement carefully. If you accept the license the click "I Agree" otherwise press "Cancel":

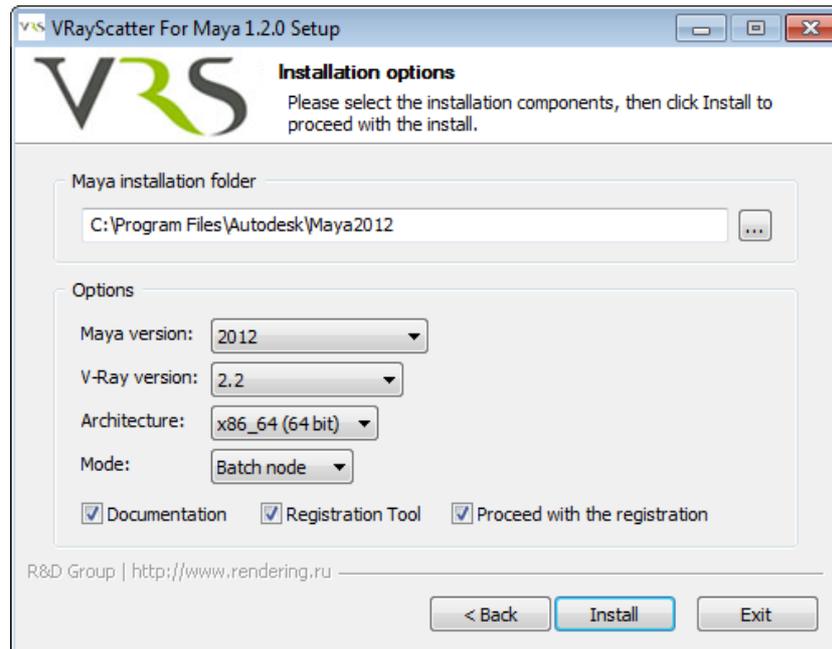


Choose Maya installation path and version, V-Ray version and the proper architecture:



Start Maya and enable **Load** and/or **Auto load** in *Window -> Settings/Preferences -> Plug-in Manager* for the **VRayScatter** plug-in.

Installation on batch render nodes



V-RayScatter For Maya has a special version for batch rendering (for using with Render.exe command).

To install this version set **Mode**: *Batch node* in the installer.

The differences with *Workstation* version:

- No viewport rendering
- Doesn't need a license

Installation on “Distributed Render” nodes

Copy **vray_GeomRamProxy.dll** and **vray_VRayScatter.dll** from *MAYA_ROOT/vray/vrayplugins* to *VRAY_STANDALONE/vrayplugins* on render nodes.

For example, from:

C:\Program Files\Autodesk\Maya2012\vray\vrayplugins

to:

C:\Program Files\Chaos Group\V-Ray\Standalone for x64\vray\vrayplugins

Uninstallation

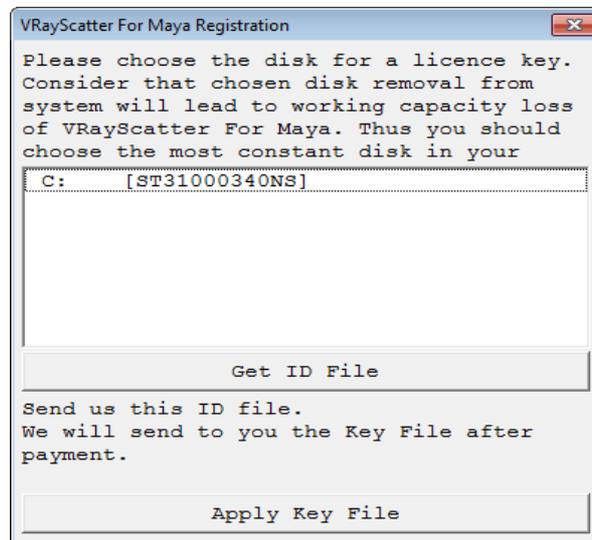
To uninstall VRayScatter use the uninstaller:

Start menu → R&D Group → VRayScatter For Maya → Uninstall

Registration

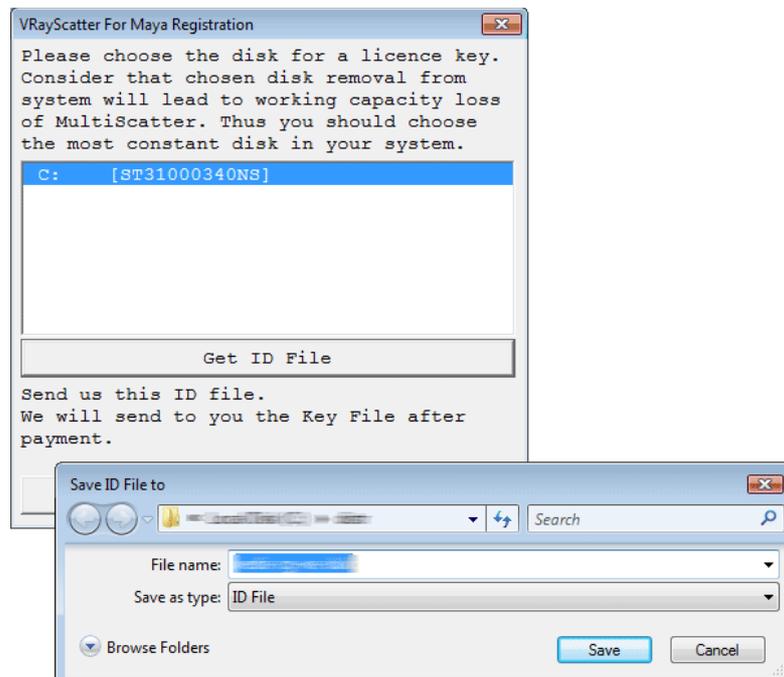
Start the registration utility: *Start menu* → *R&D Group* → *VRayScatter For Maya* → *Registration*

Please make sure you always use the registration utility which is supplied with the particular version of VRayScatter For Maya.



Choose the hard disk to be linked with the VRayScatter license (linking with external USB storage, Flash drives and network drives is not supported).

Press the «*Get Your ID File*» button and save ***.id** file on your hard disk under any name you like.



Send this file to mail@rendering.ru (or your reseller). **Please attach copy of you receipt or order**

number to avoid any delays in communication.

In the nearest time (usually within 24 hours) you will get an email from us (or your reseller) with *.key license file attached. Save this file on your hard disk.

Start again the registration utility and press the «Apply Key File» button.

In the dialogue box select the *.key file you received from us. With this registration procedure is over.

In case of license malfunction and errors (which can be caused by disk formatting, reinstallation of the operating system or components replacement) you are free to address the developer at any time. Please make sure you download latest version from our [forum](#) and generate new *.id file. Send it to mail@rendering.ru to get your updated *.key file.

However, we reserve the right not to issue a new license in case of total replacement of a PC if the registration request is submitted more often than once in half a year.

ATTENTION! Please always try to email from the same email address you used when you purchased the plug-in. If we can't find your e-mail address from which you sent the ID file in our database and there is no explanation and receipt or order number in you email, your request may not be processed!

Please always attach you receipt or order number to avoid any delays in communication.

Troubleshooting

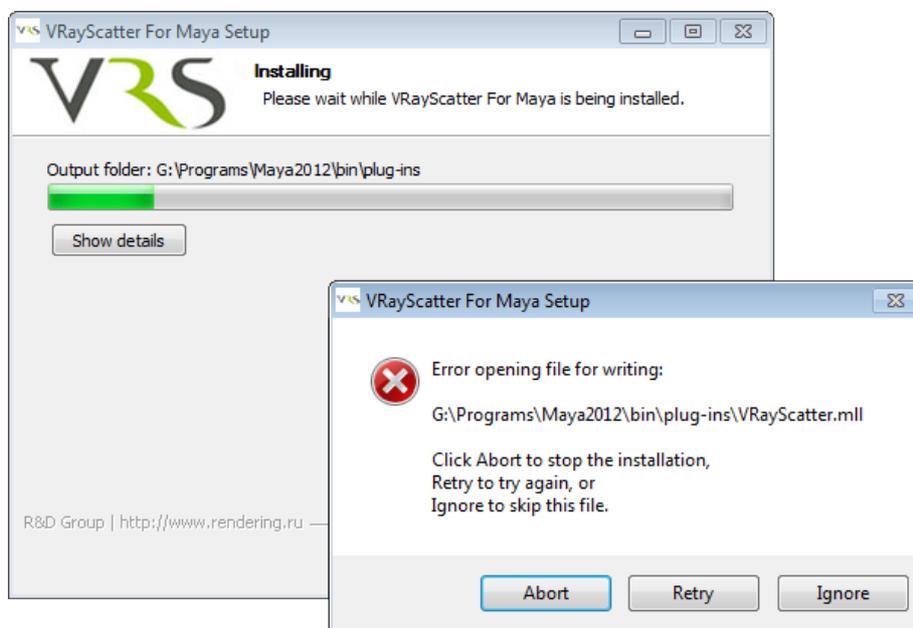
License error

VRayScatter: Warning! Incorrect license!

In case of license malfunction and errors (which can be caused by disk reformatting, re-installation of the operating system or components replacement) you are free to address the developer at any time by sending your request for a new *.key file to the e-mail mail@rendering.ru.

However, in the case of total replacement of a computer by a new one new license is not provided more often than once in half a year.

Installation error



Make sure Maya is not running, please double check in task manager too.

Make sure you are installing with the administrator rights (on Windows 7 right click "Run as administrator").

Make sure you choose right installation path.