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# Vray 150 SP2 For 3ds Max 2009 64 32bit

to work around the problem i guess i would just need to somehow have the ability to apply the develop persona edits as addons to photo personas. either by somehow using the hsl2 and color dodge personas as adjust layers or something. is it possible to have a v-ray server script with a command line option that would open a new instance of the image as an altered psd file with the image editing already complete? i would like to be able to open a psd file with a product image that is set as a bad 16b exr or even 8b "something" for a checkerboard look like ive seen on google but i never figured out how to make that work? is it possible to use psd files with v-ray and have the colour correction do a much better job on the psd than on the vray file of the same scene? i tried using textures in photoshop as backgrounds as a way of separating colour correction from the rest of my scene but it still does a terrible job with them. they reduce the luminance range and all the colours do is wash out. i tried to attach a texture with an hdr image to a mopcap in the unity package, and got the following error:texture "unity\_lightmpquad.hdr" does not specify a colour space, and can only be used with one of the following colour spaces: red, white, blue, none. please use the mipmapbias setting in the mapping node to assign a mipmap generation method. use of a different colour space will result in render-related artifacts. image: <http://goo.gl/fmgs2m> please help, i really want to use this! thanks :) also the mopcap i use is an hdr image, so i would think you should use this settings, however it didnt work when i used it, i dont think its very well done, the settings is just for the mopcap, not the pixel textured object: <http://goo.gl/awh0ej>

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you can then save that render for your new file. because we were assigning a vray displacement node, it makes it easy to change the vray settings in the render windows properties. so that means every time we render with v-ray we can save our current settings as a render template for future renders. remember that we have to export it to a hdr sequence. so before that, make sure your displacement settings look like the below. ive played around with these settings for a while and found that even if i dont use alpha values, i save around 30% compression (its not physically possible though :p) and still get pretty solid results. so if youre used to working in zbrush, you can learn how to set this up a lot easier than if you were to paint an displacement map and save it. of course if you want to work with displacement maps that much in your editor, thats fine too. ive included some of my settings below, they are a lot more advanced than what i was using before and i didnt save them in a tutorial. i can answer questions if youd like so im asking if it is at all possible to preserve the develop persona i love with the photo persona? can i preserve the non destructive

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nature of the develop persona and the intense control the develop persona has over how the image looks without the use of adjustment layers or photoshop filters? or is there a better way to approach this? it just seems odd to have two databases that both have the exact same kind of layouts in the same way with half the features and the other half not quite being used? a small part of me really wants to find a way of saving develop personas as 16bit or even 8bit exr filters for the reasons i stated but that kind of defeats the nature of preserving non destructive edits. the only way i can see it then is to somehow use adjustment layers and live filters to get a similar kind of feel to develop persona (if you can get the right balance between the two they look similar) but lose the non destructive nature? this is a little like asking adobe to support a non destructive workflow in photoshop 5ec8ef588b

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