

V-Ray 3.5 for Maya

Installation Guide for Mac OS X

Mac OS X

To install V-Ray unpack the installation archive, double-click the dmg file to mount it and run the installer.

Operating system	Maya Version	Insta ller Name
Mac OS X 64-bit	Maya 2014	<i>vray_adv_35201_maya2014_snow_leopard_x64.app</i>
Mac OS X 64-bit	Maya 2015	<i>vray_adv_35201_maya2015_mountain_lion_x64.app</i>
Mac OS X 64-bit	Maya 2016	<i>vray_adv_35201_maya2016_mavericks_x64.app</i>
Mac OS X 64-bit	Maya 2016 Ext. 2	<i>vray_adv_35201_maya2016.5_mavericks_x64.app</i>
Mac OS X 64-bit	Maya 2017	<i>vray_adv_35201_maya2017_mavericks_x64.app</i>

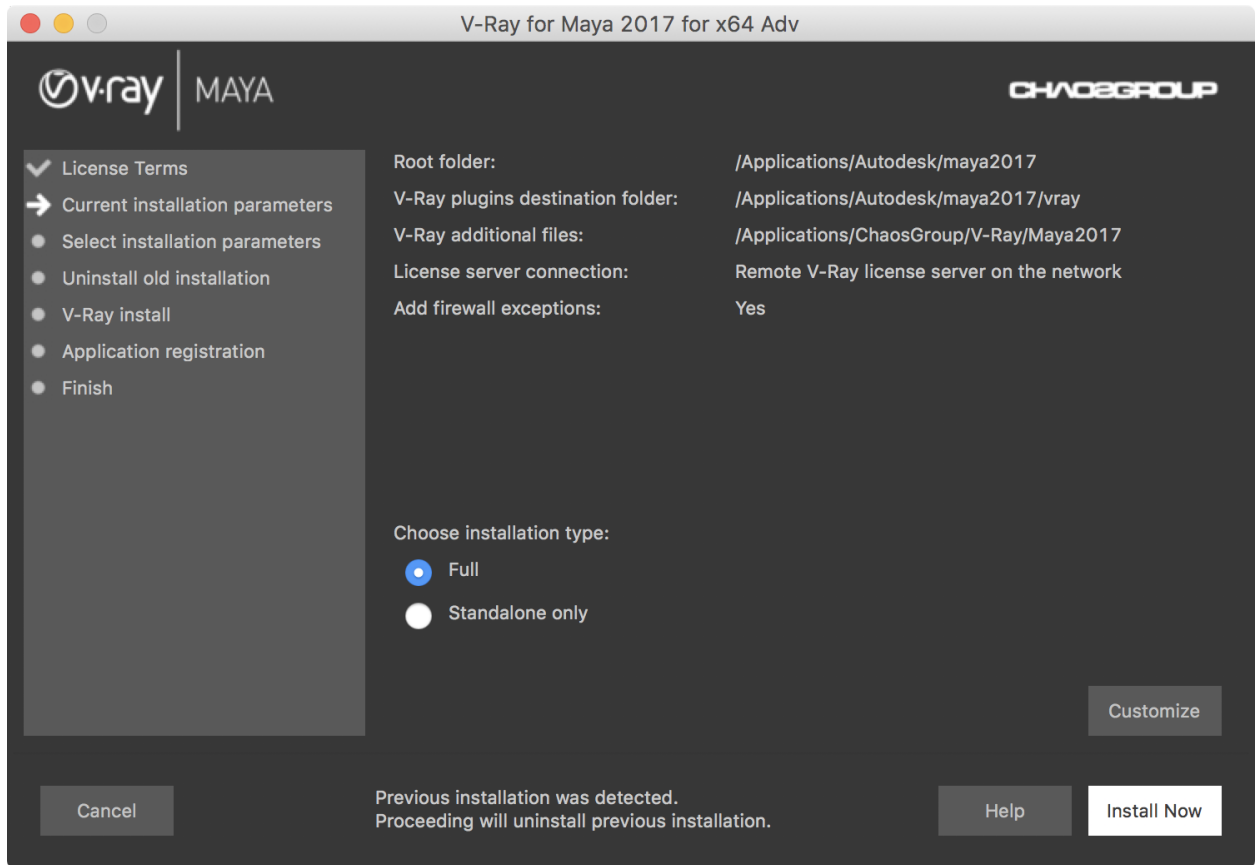
To complete the installation follow these steps:

1. You will be presented with the V-Ray licensing agreement. Please take a moment to review the agreement. Click the **I agree** button to proceed:

2. During the next step you can choose the installation type. The available installation types are:

Full – A full installation and includes V-Ray for Maya, IPR for Maya, V-Ray Standalone, V-Ray SDK, V-Ray Tools and Documentation. It will allow you to use V-Ray in Maya, do Distributed or Network Rendering, run IPR render server, use V-Ray SDK, and use the different V-Ray Tools.

Standalone only – An installation which includes V-Ray Standalone and IPR render server. Please choose this option if you plan to use this machine only for Distributed Rendering with V-Ray Standalone and an IPR render server.



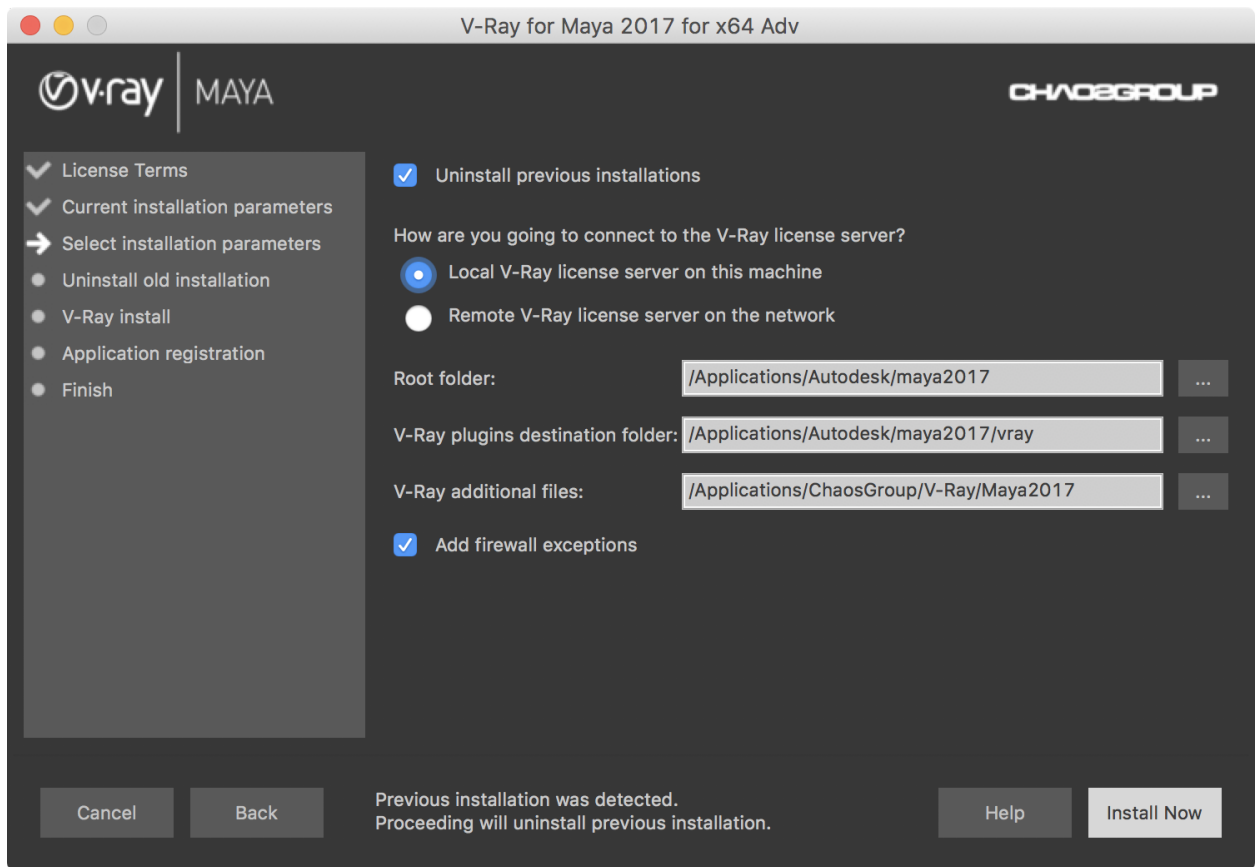
3 After you choose the installation type you can click the “**Customize**” button and adjust the corresponding installation settings. If you have selected the **Full installation**, you will see the full list of customizable settings: The installer will detect and list any applications that need to be closed. Please close them and click **Install Now**.

Uninstall previous installations – Leave enabled to automatically uninstall any previous versions.

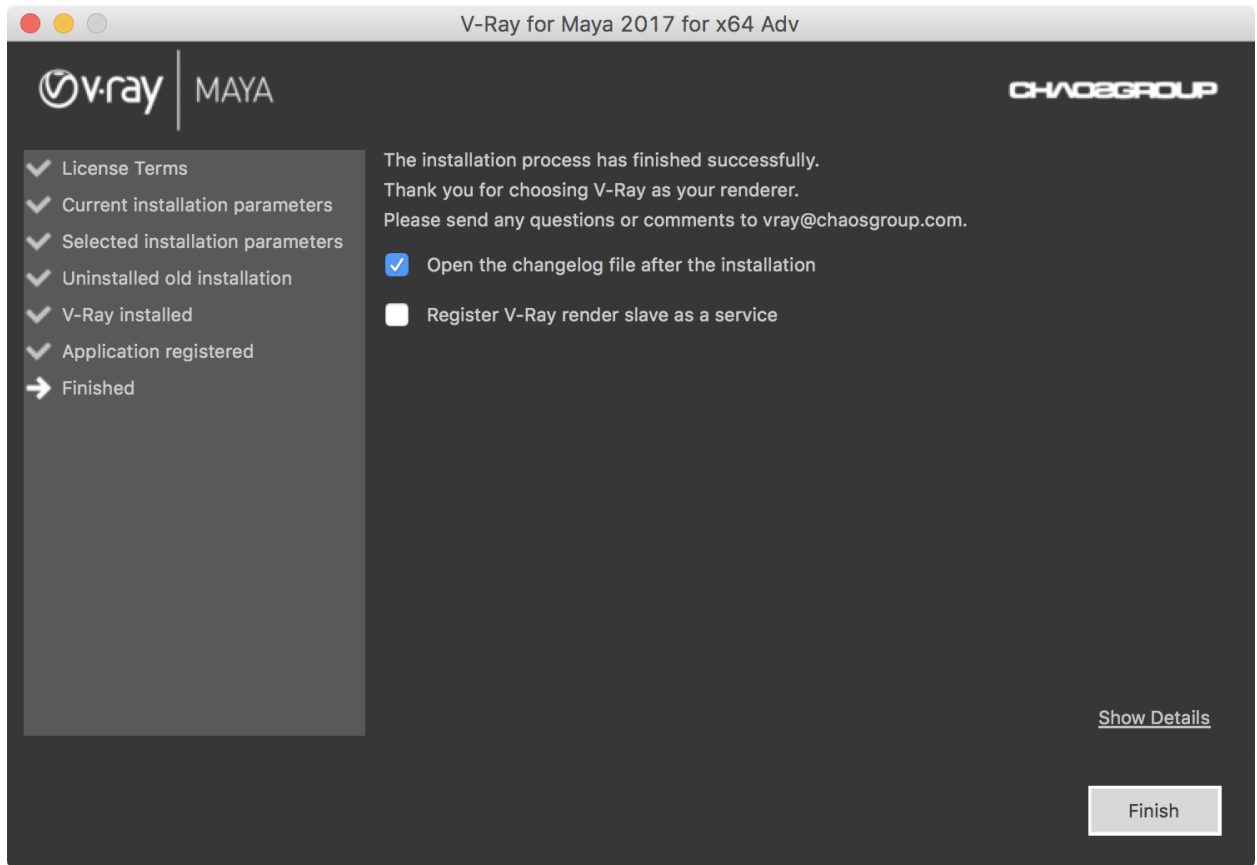
How are you going to connect to the V-Ray license server – Specifies whether the V-Ray license server will run locally or on another machine. If you select “Remote V-Ray license server on the network” you will be given fields to specify the IP address of the machine on which the V-Ray License server is running. Please leave the port 30304 unchanged.

Specify installation paths – Use to confirm the default folders are correct.

Common settings for Full installation for Maya 2017 with a local license server and default paths, should look like the screenshot below:



4. The installer will proceed to uninstall any previous versions and install V-Ray 3.5.
5. If the installation was successful, you will get this screen.



Register the V-Ray render slave – Registers V-Ray Standalone as a service and automatically start upon the Mac OS X boot. In this case the V-Ray Standalone server will run in the background as a service and there will be no need to run it manually. You will be able to use this machine as a render slave.

6. Press the **Finish** button.

It may be necessary to log out and log in again so that some of the changes to the environment variables made by the installer can take effect.