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.

<table>
<thead>
<tr>
<th>Operating system</th>
<th>Maya Version</th>
<th>Installer Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mac OS X 64-bit</td>
<td>Maya 2014</td>
<td>vray_adv_35201_maya2014_snow_leopard_x64.app</td>
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<tr>
<td>Mac OS X 64-bit</td>
<td>Maya 2015</td>
<td>vray_adv_35201_maya2015_mountain_lion_x64.app</td>
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<td>Mac OS X 64-bit</td>
<td>Maya 2016</td>
<td>vray_adv_35201_maya2016_mavericks_x64.app</td>
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<tr>
<td>Mac OS X 64-bit</td>
<td>Maya 2016 Ext. 2</td>
<td>vray_adv_35201_maya2016.5_mavericks_x64.app</td>
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<td>Mac OS X 64-bit</td>
<td>Maya 2017</td>
<td>vray_adv_35201_maya2017_mavericks_x64.app</td>
</tr>
</tbody>
</table>

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.