

PRESS RELEASE

CHAOS GROUP ANNOUNCES V-RAY 2.0 FOR MAYA BETA

Maya users can expect new and enhanced features with V-Ray 2.0, which now runs on CPU and GPU, set to release in late April

Sofia, Bulgaria - March 31, 2011 - [Chaos Group](http://www.chaosgroup.com) of Sofia, Bulgaria, leader in the development of software solutions for the computer graphics industry, released [V-Ray 2.0 for Maya Beta](#), with plans for a final release in late April.

Now with interactive rendering on CPU and GPU, Maya users can expect faster, more powerful rendering in V-Ray 2.0 for Maya. A few of the many enhanced and new features in this version include:

- V-Ray RT and V-Ray RT GPU
- Faster rendering of dynamic geometry (displacement, fur, proxies, hair etc)
- Faster rendering of render-time subdivision surfaces, VRayFur and Maya hair
- Python access to the V-Ray scene
- VRayCarPaint material
- VRayToon shader
- And a lot more

Detailed information and a full feature list for V-Ray 2.0 for Maya can be found [here](#).

"We're very excited to finally release the 2.0 version of V-Ray for Maya," said Vladimir Koylazov, CTO at Chaos Group. "This release is a huge step in the development of our product, and I am really looking forward to our beta testers providing us with the detailed feedback we need to make it perfect."

"The addition of interactive rendering on both the CPU and the GPU is especially exciting for us," continued Koylazov. "It has been a feature we have been working on for some time, and we are eagerly waiting to know how it will be received by our testing community."

According to Scott Metzger, VFX Artist at [Method Studios](#), who used V-Ray for Maya for the commercial of a well-known video game, Halo Reach, "Here at Method we have been using V-Ray for Maya since the beginning of its development. It was a huge success in-house for feature and commercial work, large and small. Having multiple renderer support in-house it's a head to head vs. match to final only the best images." [Read more](#) about how Method Studios used V-Ray for Maya to develop Halo.

V-Ray 2.0 for Maya Beta is available to all existing V-Ray 1.5 for Maya customers, as well those who pre-order V-Ray 2.0 for Maya. Pre-orders begin immediately and are available through any authorized Chaos Group reseller. Further information about the beta testing program and V-Ray 2.0 for Maya pre-orders could be read [here](#).

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About Chaos Group

Chaos Group is a global leader in creating rendering solutions for the Architectural, VFX and Film, Media and Entertainment, and the Automotive and Product Design industries. Through a worldwide network of more than 150 distributors and resellers the company delivers the market leading V-Ray rendering engine and continues to build upon its success by continuously surprising the 3D community with new, innovative and trendsetting rendering technologies.

Chaos Group was founded in 1997 with the establishment of a production studio for 3D design and animation services. The company quickly recognized the related software development opportunity and allocated resources for the provision of rendering solutions for production studios. The first product release began in 1998 with Phoenix, launched at the end of 1999. After beginning the creation of the renowned V-Ray rendering engine in early 2000, and upon its release in March 2002, the company dedicated its efforts to the rendering niche and pursued the development and global distribution of its rendering solutions for the 3D visualization industry.

Further Information:

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