

PRESS RELEASE

Chaos Group introduces V-Ray 2.0 for Maya

Now with interactive rendering on CPU and GPU, V-Ray 2.0 for Maya has been officially released

Sofia, Bulgaria – April 29, 2011 – [Chaos Group](#) is thrilled to announce that [V-Ray 2.0 for Maya](#) is now available! The complete, state-of-the-art rendering solution now comes with interactive rendering on GPU and CPU. Users in all industries - from VFX to Architecture - will benefit from a more robust and much faster rendering solution.

"We are very excited to release the latest version of V-Ray for Maya," said Chaos Group CEO, Peter Mitev. "Speed increases are always something our users want to hear, and we are glad to deliver just that. Combined with interactive rendering on both CPU and GPU, this 2.0 release will be a significant upgrade for many users."

Maya users can immediately try the demo version of V-Ray 2.0 by [downloading](#) it from the Chaos Group website. The new version is also available for purchase from any authorized Chaos Group reseller. All current customers with the educational version of V-Ray 1.5 for Maya are entitled to a free upgrade to V-Ray 2.0 starting May 4th. Please contact our technical support at vraymaya@chaosgroup.com for details on the upgrade process.

Some of the new and upgraded features of V-Ray 2.0 have been presented in a series of videos:

- **General overview of V-Ray 2.0 for Maya** ([preview on YouTube](#))
- **V-Ray RT and V-Ray RT GPU** ([preview on YouTube](#))
- **Support for dispersion in refractions for VRayMt** ([preview on YouTube](#))
- **PTex textures** ([preview on YouTube](#))
- **VRayCarPaint material** ([preview on YouTube](#))

To see a full features list and watch more video previews, please [click here](#).

Here are what leading artists and renowned studios around the world have to say about V-Ray for Maya:

- "Here at Method we have been using V-Ray for Maya since the beginning of its development. It has had huge success in house for feature and commercial work large and small. Having multiple renderers support inhouse it's a head to head vs match to final only the best images."
Scott Metzger, VFX Artist at Method Studios
- "I enjoy using V-Ray in Maya, it's nice to have the option of different 3d packages, with the same great render engine. I have been using V-Ray for many years now, and V-Ray has now integrated nicely into Maya, making the lighting and rendering process very smooth, solid and thorough. I can absolutely recommend V-Ray for Maya!"
Daniel Buck, Digital Artist



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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