

PRESS RELEASE

Chaos Group Releases New Features in V-Ray 2.0 for 3ds Max

Users of V-Ray 2.0 for 3ds Max can now download a free update including real-time rendering improvements and a brand new Hair and Fur shader.

Sofia, Bulgaria, 22 December 2011 – Chaos Group has released an update to V-Ray 2.0 for 3ds Max, delivering outstanding new features and improvements, including enhanced GPU functionality using V-RayRT and new Hair and Fur capabilities.



V-Ray 2.0 now allows users to incorporate V-RayProxy objects, texture-mapped area and mesh lights, Simple Skylight portals, and the V-RayBlendMtl into an ultra-fast V-RayRT GPU workflow. Another new and useful feature is the “Real Zoom” option which allows Max users to pan and zoom within the V-Ray RT’s ActiveShade window.

In addition, Chaos Group also introduces new Hair and Fur capabilities as part of the V-Ray 2.0 upgrade. *“Following the string of highly realistic specialized materials like the V-RayFastSSS2 and the V-RayCar*

PaintMtl shaders, we are now introducing the V-RayHairMtl, a brand new shader which allows the creation of stunning renderings of hair and fur with unprecedented control, speed and quality,” said Vladimir Koylazov, Lead Developer of V-Ray and Chaos Group Co-Founder.

Check out the new V-Ray 2.0 Hair and Fur Shader Video Tutorial, [here!](#)

Chaos Group has also partnered with Ephere Inc., creators of the [Ornatrix](#) hair plugin for 3ds Max, and implemented a special modifier, V-RayOrnatrixMod, which allows direct rendering of Ornatrix hair objects with V-Ray. This allows our users to create and animate hair which blends seamlessly with the rest of the scene without resorting to special hair lighting rigs and complex compositing operations.

For more new features and to download full demo version of V-Ray 2.0, go to Chaos Group [website](#).

About Chaos Group

[Chaos Group](#) is a leading provider of state of the art rendering solutions for the media, entertainment, and design industries. For over a decade our flagship rendering software, V-Ray®, has set the standard for speed, quality, reliability and ease of use, and it has become the rendering engine of choice for renowned international studios. We work closely with our customers from around the world to ensure we’re creating the best tools for their workflow. Inspired by their imaginative creations, we passionately pursue advances in rendering technology and continue to improve the software needed to communicate their vision.

We proudly support the 3D community through our suite of innovative software solutions: V-Ray® for Autodesk® 3ds Max®, V-Ray® for Autodesk® Maya®, V-Ray for Rhino®, V-Ray for SketchUp®, Phoenix FD and Pdplayer.

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