



CHAO2GROUP



**ARCHITECTURAL
DESIGN**

CHAOSGROUP



Image courtesy of Pikcells
Visualisation Studio

Rendering Solutions for Architectural Design



Architectural visualization is about uncompromised image quality, realistic touch, and fine details resulting from precision lighting and proper shading. The V-Ray® rendering engine has become the preferred solution for creating visualizations of photorealistic architectural and design concepts.

V-Ray® Strengths in Architectural Design

Improved Efficiency & Speed Optimization

The V-Ray rendering engine is developed around the need to constantly boost rendering speed and enhance efficiency. Specially optimized shaders and a V-Ray proxy that stores geometry on the hard drive contribute to saving time spent on rendering and improved performance.

Physically Accurate Global Illumination & Area Lights

Create realistic illumination using physically based lights and take advantage of numerous GI methods. Quickly set up complex lighting with the V-Ray Lister and many more lighting solutions.



Image courtesy of Peter Guthrie



NEOSCAPE

Interactive Rendering on GPU & CPU

Now completely integrated into the V-Ray rendering engine, our interactive renderer gives artists the ability to track changes performed to the scene automatically using the ActiveShade preview. With GPU acceleration, architectural designers can rely on an interactive rendering process that is up to 30 times faster.

Numerous Effects supported by V-Ray® 2.0

V-Ray exposure control, V-Ray lens effect, and the lens analysis tool easily match the distortion of real world and virtual cameras.

Sun & Sky System, true Reflections & Refractions,

These are just a few of the many features supporting the work of some of the most renowned architectural studios worldwide.

Many more enhanced features are now supported by V-Ray 2.0

Key features may vary depending on the product choice and respective version of V-Ray® being used. Chaos Group maintains the right to make changes to feature lists and products without future notice.

At Chaos Group we work closely with our customers from around the world to ensure we are 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.

The company's portfolio of rendering and visualization solutions includes **V-Ray® for 3ds Max** and **V-Ray® for Maya**, **Phoenix FD** – the new fluid dynamics system that simulates liquids as well as fire and smoke; and the professional sequence player – **Pdplayer**. During 2011-2012 Chaos Group added three new products to its portfolio: **V-Ray® for Rhino**, **V-Ray® for SketchUp** and **V-Ray® for Softimage**.



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