



CHAO2GROUP



**AUTOMOTIVE &
PRODUCT DESIGN**

CHAOSGROUP



Peugeot 308 RC Z:
Rendering by Thomas Suurland | www.suurland.com
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Rendering Solutions for Automotive & Product Design



Automotive and product visualization is about interpreting clients' passion, identity, and distinguished touch. High quality photorealism, astute reflection details as well as user flexibility and interactivity are just a few V-Ray® characteristics that regularly exceed customer expectations.

V-Ray® Strengths in Automotive & Product 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.

Support for Car Paint Shaders

Create stunning car paint shaders complete with base, flake, and coat layers. Full mapping support allows for greater flexibility and a wide range of effects.



Peugeot 207cc:
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Image courtesy of Chaos Group



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 (IPR) preview. With GPU acceleration, product designers can rely on an interactive rendering process that is up to 30 times faster.

Advanced IBL

Create accurate IBL solutions with sharp shadows at a fraction of the usual render time.

Complex materials, different GI algorithms, additional render elements,

and 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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PDPLAYER

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