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.

Image courtesy of The VFX Tour
V-Ray® Strengths

in Film & Visual Effects

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.

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, 3D artists can rely on an interactive rendering process that is up to 30 times faster.

Render Elements

Take control of your compositing workflow using the expansive list of V-Ray render elements. V-Ray Hair Material, Light Dispersion, Texture Baking, Python Callback, Full Ptex Support and many more enhanced features are now supported by V-Ray.

The Film & VFX industry is known for its dynamic work environment, tight deadlines, and enormously complex production processes. Chaos Group has developed some of the most modern technologies and software tools on the market to meet the needs of 3D artists facing contemporary visualization challenges.
V-Ray® Strengths in Film & Visual Effects

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.

Stereoscopy

Quickly set up stereoscopic images and animations, and use the built-in support for shade maps to render faster depth of field and motion blur effects.

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, 3D artists can rely on an interactive rendering process that is up to 30 times faster.

Render Elements

Take control of your compositing workflow using the expansive list of V-Ray render elements.

V-Ray Hair Material, Light Dispersion, Texture Baking, Python Callback, Full Ptex Support and many more enhanced features are now supported by V-Ray

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 any 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 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.