

CHAOSGROUP

www.chaosgroup.com

v-ray 2.0

For 3ds Max

The complete
rendering
solution

POWERFUL | INTERACTIVE | FAST

“V-Ray is a supremely brilliant rendering engine with mind bending approaches to visualizing 3 dimensional forms.”

Kevin Margo, CG Supervisor
Blur Studio

“V-Ray is an amazing product and even better, it's backed by a VERY solid group of people for support. Their render engine keeps on blazing trails and is second to none. Cheers to V-Ray and Chaos Group.”

Robert Nederhorst, VFX Supervisor
Svengali FX



V-Ray 2.0 for 3ds Max is a complete rendering solution developed by Chaos Group, which combines the power of the distinguished V-Ray rendering engine with the flexibility and unprecedented speed of the interactive rendering system **V-Ray RT GPU**.

The new version of the renowned V-Ray rendering engine delivers three products in one great blend with an intuitive interface.

Now it is possible!

Up to 30 times
faster interactive
rendering
process



Automotive
& Product Design



Architectural
Design



Film & Visual
Effects

Explore the new key features in V-Ray 2.0 with enclosed V-Ray RT and V-Ray RT GPU

SHADING

Efficient shading system optimized for ray-tracing

Specially optimized shaders to improve render speeds

Support for efficient material layering

Quickly render complex materials using the V-Ray Blend material

Fast Sub-surface scattering shader

V-Ray FastSSS2 material uses a pre-pass to create fast and accurate subsurface scattering effects with support for both single and multiple scattering

VRayCarPaintMtl

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

VRayDistanceTex texture

Use this procedurally generated texture to create a wide range of effects based on the distance between objects in the scene. The map is computed analytically without raytracing and can be used to drive other render-time effects like V-Ray fur and displacement mapping

VRayMultiSubTex

Use this V-Ray specific texture to assign different textures based on object ID

Dispersion

The new and improved V-Ray material comes with a complete support for light dispersion. This simple yet powerful feature allows you to create stunning close ups of refractive objects with caustics that dazzle the eye

LIGHTS

Physically accurate full global illumination solutions

Create accurate GI solutions using a combination of the provided global illumination methods.

Physically accurate lights

Create realistic illumination using physically based lights, including IES lights and true area lights with support for texture mapping

Directionality parameter for rectangle V-Ray lights

Turn the V-Ray rectangle light into a textured directional light with the new Directionality parameter

Efficient illumination from HDR environments

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

V-Ray Light Lister

Quickly set up and adjust complex lighting with the help of the new V-Ray Specific Light Lister

RENDER ELEMENTS

Support for additional render elements

Have full control in compositing by separating the render into render elements

VrayLightSelect Render Element

Become a master of lighting with the new VrayLightSelect feature and extract the contribution of each light to the scene or compose all the lights back together and change their intensity in real time in any compositing software

Ultimate resolution of any issues caused by Distributed Rendering

The new VRayDRBucket render element enables you to identify which render slave rendered each bucket in the final scene

EFFECTS

VRayExposureControl plug-in

Proper exposure of regular viewport and camera views, including orthographic views

VRayLensEffect render effect

Simulate the inherent imperfections of real world cameras by adding a full range of bloom and glare effects complete with light dispersion and obstacle mapping

V-Ray Lens Analysis Tool

Quickly create realistic (measured) distortion patterns for your V-Ray Physical Cameras. With the help of the V-Ray Lens Analysis tool you can easily match the distortion of your real world and your virtual cameras

Depth of field with bokeh effects

Create fast and accurate physically based depth of field effects using the V-Ray Physical camera

Accurate motion blur

Efficient and accurate physically based true 3D motion blur effects using the V-Ray Physical camera

OPTIMIZATIONS

Stereoscopic setup

Use the VRayStereoRig helper to quickly set up stereoscopic images and animations. In addition, the built in support for shade maps allows for much faster rendering of Depth of Field and Motion Blur effects with or without stereoscopy

Bidirectional Path Tracing (BPT)

This state of the art technology allows you to create accurate unbiased light solutions with caustics so sharp that they are dangerous to look at

Dynamic loading of tiled OpenEXR

Load tiled OpenEXRs on the fly with the help of the new and improved VRayHDRi texture

On-demand geometry loading from the disk

Use V-Ray Proxy to render millions of polygons at maximum memory efficiency by storing the geometry on the hard drive

Displacement mapping

Precisely control the displacement on a per object basis with the V-Ray Displacement modifier

Three different image sampling methods

Fast anti-aliasing engines to fit any case and requirements

Key features may vary depending on the version of V-Ray you use. Chaos Group keeps the right to make changes in the feature list and the product itself without future notice.