



Rhino

V-Ray Next for Rhino — Product Sheet

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PRODUCT DESCRIPTION

V-Ray for Rhino is a highly accurate renderer for McNeel Rhinoceros, enabling designers to predict and present their designs with the highest level of realism and reduce the need of physical prototypes. V-Ray greatly increases Rhino's ability to handle large scenes and can be used directly within Grasshopper.

V-Ray Next for Rhino is much more than a do-it-all renderer that creates gorgeous images of your designs. It's also a full suite of tools to help you accomplish more in Rhino than ever before. V-Ray Next makes it easier to manage everything in your scene — even the crazy complex ones.

V-Ray Next is smart, too. It learns from your scene to make lighting faster. And it can set your camera exposure and white balance automatically. It's fast. V-Ray Next for Rhino is 50% faster overall. GPU rendering is 2x faster. And it's up to 7x faster with the new Adaptive Dome Light. It also supports the NVIDIA RTX technology for even better GPU performance. V-Ray Next for Rhino extends what is possible in Grasshopper even further - now you can animate Grasshopper definitions as well as cameras and sunlight, and measure real-world illumination values — all right in Grasshopper.

V-Ray Next for Rhino is compatible with Rhino 5 and Rhino 6. V-Ray for Rhino is supported on Windows only.

WHAT'S NEW

WORK FASTER

Optimized materials workflow. The latest V-Ray update features even tighter integration with Rhino. Now, you can create V-Ray materials and assign them to layers directly in Rhino's Materials panel. In addition, you can easily apply materials with a simple drag and drop directly onto scene objects or layers.

Powerful asset management. The new asset management system helps you keep track of everything in your scene and streamlines your entire workflow. Now it's quick and easy to preview and manage lights, materials, textures and more all from a single location. The latest update makes it easier to manage proxy assets and materials, and also to export only selected objects as a .vrscene file.

New materials and textures. V-Ray Next for Rhino adds new textures and materials to give you more control over the look of your scenes. The V-Ray material now supports PBR metallic reflections that are popular in game engines and other tools like Substance Designer. And for fine-tuning textures, colors can be adjusted using RGB or HSV curve controls.

Simplified Render controls. V-Ray Next for Rhino includes a redesigned interface that is more intuitive and easy to use. From the new camera layout to the simplified render controls, you'll spend less time navigating and more time designing.

Smarter functionality. V-Ray Next, adds support for the Cryptomatte render element, which makes it easier to select objects for post-production. The V-Ray color picker also introduces a Kelvin temperature slider, which automatically provides a corresponding RGB color. You can now precisely select a color with the right hue and saturation with the Color Assistant. V-Ray also brings support for Decals, so you can add images to paintings, signs, screens and more.

Enhanced lighting workflows. V-Ray Next for Rhino comes with lighting workflows that include the usage of adaptive learning techniques to render a perfectly exposed and color - balanced image. Save time and efforts to with the automatic analysis of your scene.

SUPERCARGE RHINO

Superior Grasshopper support. With V-Ray Next, you can do more in Grasshopper than ever before and get advantage of powerful capabilities. Render your parametric designs directly without needing to “bake” or export. Animate Grasshopper definitions as well as cameras and sunlight, and measure real-world illumination values — all right in Grasshopper.

RENDER FASTER

New Denoiser. Instantly remove noise while you render using the new NVIDIA AI Denoiser. And with the improved V-Ray Denoiser, you can denoise each render element for even more control in post-production.

Next level performance. V-Ray Next for Rhino comes with a handful of speed boosts across the board. Performance optimizations increase the render speed with up to 50%. New shaders pump up the render speed too and in addition GPU becomes 2x faster.

V-Ray GPU boost. V-Ray for Rhino now supports NVIDIA RTX cards, tapping into the extra ray-tracing hardware acceleration that comes with RTX class GPUs.

Do more in Rhino than ever before. It's simple. V-Ray Next lets you accomplish more in Rhino than ever before. It's faster to showcase your designs in their best light. And an array of new tools makes it much easier to manage and render your scenes — even the crazy complex ones, right within Rhino.

Optimized interactive rendering. More responsive CPU interactive rendering when editing scene camera, lighting and materials. The Preview Swatch scenes are also modified to resolve more quickly and use fewer CPU resources.

Adaptive domelight. Render faster, cleaner and more accurate image-based lighting that's up to 7x faster. The new Adaptive Dome Light also removes the need to set up Portal lights for interiors.

Norsk leverandør:



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