CHAOSGROUP

What's New in V-Ray Next for SketchUp

February 2020

v·ray | SketchUp

PRODUCT DESCRIPTION

V-Ray Next for SketchUp is more than just a rendering engine. Designed to fit right within your SketchUp workflow, V-Ray Next for SketchUp gives you the added power to quickly and easily create photorealistic renders. Whether you want to show off a new model or visualize your most detailed 3D scene, V-Ray Next for SketchUp will help take your work to the Next level.

V-Ray Next for SketchUp features greatly improved workflow, making it easier and faster than ever to interact with your SketchUp scene, organize your assets, set up lighting, and render your best work. Smarter tech like 3D Scene Intelligence can now automatically analyze and optimize your renders for you, plus take advantage of many performance optimizations for both CPU and GPU rendering. What's more, on average GPU rendering has been accelerated to be twice as fast as before.

V-Ray Next for SketchUp is immediately compatible with the new SketchUp 2020, as well as versions 2016 -2020.

WHAT'S NEW

STREAMLINED WORKFLOW

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DEEP SKETCHUP CONNECTION

Enjoy a natural, streamlined design workflow that leaves more room for creativity

V-Ray Scene Importer. Import any .vrscene file directly as a SketchUp model with correctly sized and positioned objects, proper texture placement, lights and proxy references

New toolbar. Provides new access to top tools and simplified UI controls that will make it easier to set up cameras, adjust render settings and manage scenes

Improved user experience. It's easier and smoother to use your favorite V-Ray tools, including Light Creation, Infinite Plane and Scene Interaction. The tool cursor looks the same as SketchUp's, and the SketchUp Instructor features detailed descriptions and animated presentations on how to use V-Ray tools

Unified installer. Enjoy a smooth, single-step installation of all the components included in the V-Ray package

Scene interaction tool. Get direct access to any level of the SketchUp hierarchy, so you can interactively adjust materials and light properties whenever an object is selected

Customizable viewport styles. Easily customize the way V-Ray items are displayed in the SketchUp viewport and hide them at will

SketchUp Colorization support. V-Ray now fully supports native material colorization. Make color corrections on standard SketchUp materials and see the effect right away in the V-Ray Frame Buffer

Color themes. A new "Bright" color theme is now available so you can change the appearance of your V-Ray user interface

EFFICIENT RENDER CONTROLS

Click less, render more with new and improved UI controls

Custom output resolution. Specify custom pixel resolutions without bothering with the aspect ratio

Intuitive camera UI. Redesigned layout for the camera controls letting you manipulate the quick and advanced parameters at the same time

Redesigned render settings UI. Better organization for the advanced render settings with new functionality added

© Anh Vu Nguyen

NEW MATERIALS AND TEXTURES

Metalness. Added support for PBR shaders with its new Metallic layer of the Generic material

Improved materials. We've optimized the underlying shading structure of all scene materials, so attributes can now be added or removed based on your needs

Curve Color Correction. Remap any texture color values using R, G, B or H, S, V curve controls

Translucency. The new Translucency material can be used instead of the Two Sided material keeping the shader structure simple

POWERFUL ASSET MANAGEMENT

Streamline your creative workflow with these new features for asset management and creation

Asset Library Management. Manage assets of any type in an intuitive customizable folder structure. Quickly search through huge number of assets in either the built-in library or in any other library location

Asset Outliner. List and manage materials, lights, geometries, render elements and textures in a unified way and visualize shader hierarchies

Texture instancing. Map multiple material parameters with the same source texture to simplify the shader structure and management

Multi-selection. Select multiple scene or library assets as well as multiple toolbar filters to speed up your workflow

Cryptomatte element. The Cryptomatte render element automatically generates and stores object- or material-based masks. It's perfect when you need to accurately select objects in post-production

Updated V-Ray Frame Buffer lens effects. Simulate real-world camera lens effects with new procedurally generated dust and scratches

Color picker temperature. The V-Ray color picker introduces a Kelvin temperature slider, which automatically provides a corresponding RGB color allowing you to save and modify a temperature value for every color slot

Universal asset preview. View preview of materials, lights, textures and render elements in a single viewer. Observe how parameter changes affect the appearance of the asset in a specific isolated setting

Intuitive asset creation. Quickly create new assets in the Asset Editor from the footer create menu, outliner filter icons or form the library Create section

Material ID & MultiMatte Render Elements. Render 2D masks of 3D objects for quick fixes in Photoshop and other image editors

UI display levels. Use either the Basic set of asset parameters or activate the Advanced mode to list all options

Color assistant. Choose the exact color you need with the right hue, saturation and value variation with the Color Assistant, V-Ray Color Picker's new extension

Proxies with materials. Import or create a proxy mesh asset and V-Ray will automatically generate a set of material slots, making it easier to manage materials

Partial scene export. Export only selected objects as a .vrscene file containing geometry and the applied materials

SCENE INTELLIGENCE

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Learns about your scene and helps you choose the right settings automatically

Adaptive Dome Light. Removes the need for setting up skylight portals, significantly speeding up your workflow when setting up interior scenes

New Lighting Analysis Tools. Now easier to visualize a scene's real-world illumination values in lux or footcandles

Automatic Exposure and White Balance. Once a scene loads, Auto exposure and white balance return the right settings, making the entire process point-and-shoot simple

OPTIMIZED PERFORMANCE

© VoxlVision

FASTER RENDERING

Render 2x faster

Modernized shaders. The internal shader structure used in V-Ray for SketchUp is updated and modernized.This improves the render speed, GPU Engine feature support and V-Ray Cloud compatibility

New Light Cache algorithm. The new default hash map Light Cache calculation mode resolves most common artifacts and is optimized and more stable when used in animations

Render speed. V-Ray now renders twice as fast on average thanks to a large number of performance optimizations

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

Twice as fast V-Ray GPU. New rendering architecture renders twice as fast across GPUs with support for more of V-Ray's high-end production features and bucket rendering mode

RTX support. Boost your V-Ray GPU performance with NVIDIA RTX technology

© David Santos

AI DENOISER

Denoising with AI. Use the new NVIDIA AI Denoiser to instantly remove noise while rendering and make close to real-time iterations

Denoised Render Elements. Using the default V-Ray Denoiser, you can also now denoise separate render elements for added control in post production

Quick denoiser engine switch. A denoiser engine switch is now available in the main renderer rollout. Switch from V-Ray to NVIDIA AI denoising without the Denoiser advanced parameters panel

Norsk leverandør:

Infinity Innovations

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