

chaos



V-Ray 5 for Rhino, update 2

What's new

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Introduction

V-Ray 5 for Rhino, update 2 includes brand new workflows to craft work faster and share it in more engaging ways.

New workflows

Scatter — The new scattering tool is perfect for building terrain for architectural designs. Detailed scenes can be created by adding hundreds, thousands, or millions of objects and Chaos Cosmos models on any surface in an intuitive and memory-efficient way. Users can disperse multiple objects simultaneously and control their size, orientation, and density for maximum realism.

Chaos Vantage Live Link — Take designs to the next level with Chaos Vantage. With the new Live Link, even the most complex scenes can be explored in pure ray traced real-time with zero setup. Navigate and interact with the model's true lighting and materials, and create animations and images with ease. An NVIDIA® RTX card is required to make the most of Vantage.

Chaos Cosmos materials — Chaos' curated collection of render-ready V-Ray content adds an important new category: materials. Take advantage of 200 new assets, including terrains, tiles, wooden floors, brick walls, and more. Cosmos materials can be used out-of-the-box or users can customize their color, bump, gloss, and more.

V-Ray Material improvements — With new additions to the V-Ray Material standard, users can effortlessly create complex transparent and translucent materials. The new thin-walled reflection control is perfect for quickly turning any plane into glass, making it easy to create windows, soap bubbles, or leaves. Volumetric translucency and SSS modes can be used to set up materials with subsurface scattering such as skin, wax, and plastic.

Decals — With the new V-Ray Decal, it's easy to project unique materials onto objects of any shape. Decals can create effects like graffiti on a wall, markings on a road, or logos on a product.

More artistic control in post — The V-Ray Frame Buffer compositor has become even more versatile with a sharpen and blur effect to polish final renders.

Render log — A new log panel in the V-Ray Frame Buffer provides a detailed view of the rendering process and makes debugging and error reporting easier.

New capabilities in V-Ray Vision

Standalone app export — Users can share their projects with clients and colleagues via an executable file. Recipients of the file don't require a V-Ray license and can enjoy the full functionality of Vision — navigation controls, color correction parameters, and more.

Video export — With direct animation export from Vision as video in the WebM format, users no longer need to manually combine image sequences.

Sun animation support — Sun animations from Rhino can now be loaded in Vision for quick and easy lighting studies.

Grass support — Add preset grass to any surface to help build realistic terrain in an efficient way.

IES lights support — IES light profiles can now be used for more realistic presentations in Vision.

Other improvements — A more optimized system for handling large quantities of scene objects, leading to faster load times. Screen-space reflections of objects are enhanced as their quality improves over time when the camera is static. Finally, panorama images can be exported with higher quality than previously possible and user-defined camera orientation is taken into account.

New functionalities in V-Ray for Grasshopper

Update 2 introduces a number of important new features in V-Ray for Grasshoppers, aimed at Rhino users who model algorithmically. The V-Ray Scatter node gives users a significantly simplified scattering workflow. A new Cosmos component serves as a fully functional Content Browser and allows users to insert and manage 3D assets from the library. Connection with Chaos Vantage can be established through the Live Link node, enabling users to explore their definitions in ray traced real-time. V-Ray for Grasshopper now supports the full range of V-Ray Lights with the addition of IES Light, Spot Light, and Omni Light nodes. Lastly, improvements in the camera component make it easier to set automatic exposure and control the depth of field.

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