V-Ray for Unreal — Product Sheet

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V·ray | Unreal

PRODUCT DESCRIPTION (SHORT)

V-Ray for Unreal introduces the fastest, simplest way for architects, product designers and pre-vis specialists to bring V-Ray scenes into real-time and render ray-traced images directly from Unreal Engine, supporting both V-Ray scenes and native Unreal Engine scenes.

PRODUCT DESCRIPTION (LONG)

V-Ray for Unreal is a plug-in for Unreal Engine that allows you to import your V-Ray scenes from 3ds Max, Maya, and SketchUp directly to Unreal Engine for rendering. V-Ray for Unreal maintains data consistency and your original materials from V-Ray for 3ds Max, Maya and SketchUp remain connected to their real-time versions and are called up when you're ready to render. V-Ray for Unreal can also be used for light baking and for rendering of native Unreal scenes or of 3rd party data that has been imported to Unreal Engine with Epic's own Datasmith.

WHAT IT'S USED FOR

Architectural visualization

Interior design

Automotive and product design

VFX previsualization and motion capture

KEY DIFFERENTIATORS

Automatic migration of V-Ray scenes and assets from V-Ray for 3ds Max, Maya and SketchUp to Unreal Engine for existing V-Ray users within the archviz and automotive design communities.

Easy scene setup within Unreal Engine for existing V-Ray users within the archviz and automotive communities – leverages existing V-Ray knowledge for real-time and VR presentations.

Superior visual quality for non-V-Ray users and CAD community via Datasmith data transformation in combination with a state of the art, physically based raytracing engine.

KEY FEATURES

Physical Materials & Translation. Automatically converts V-Ray materials to approximate Unreal materials. Original V-Ray materials are used when rendering.

V-Ray Light Baking. Bake your ray-traced lighting with V-Ray for the highest quality real-time illumination.

Accurate Lighting. Render your Unreal scenes with physically accurate, ray-traced lighting from V-Ray.

Global illumination. Render realistic bounced light using V-Ray's Brute force and proprietary Light cache global illumination.

GPU+CPU Rendering. Render on all your hardware — with support for CPUs, NVIDIA GPUs, or a combination of both. Viewport rendering.

Render interactively while you design. Fine-tune lights and materials and instantly view V-Ray results directly in the Unreal viewport.

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

Support for the latest & greatest. V-Ray for Unreal adds extra realism to Unreal's latest features including Sun & Sky, Mesh light and Landscape. Explore and visualize the impact of natural light and shadows on your designs, turn any object into an efficient light source, render a variety of terrains.

Chaos Cloud. Fast, simple cloud rendering and light baking, directly from Unreal Engine. Chaos Cloud handles everything for you automatically — from licensing and uploading your scenes to distributing your job across virtual machines.

Rendering Animation. Render sequences from the Unreal Sequence Editor to create V-Ray-quality, ray-traced animated cinematics.

Distributed Rendering. Leverage the power of multiple machines working together to speed up rendering and light baking.

Render Elements. Supports a wide range of render elements for better control in compositing.

V-Ray Proxy Support. Load high-resolution assets at render time using memory-efficient V-Ray Proxy objects.

Unreal Foliage Support. Compatible with Unreal's native foliage system for rendering large environments and landscapes.

Support for Unreal materials. Render and bake any scenes created with Unreal native materials and enjoy the fully ray-traced quality of V-Ray in Unreal.

Support for Adobe Substance. Add your favorite textures created with Substance and V-Ray and bring your designs to life.

Automated data prep from 3ds Max. This new script makes it easier to convert 3ds Max data and prepare it for Unreal Engine. It automatically unwraps objects and optimizes materials, so they're ready to be imported and used in Unreal Engine.
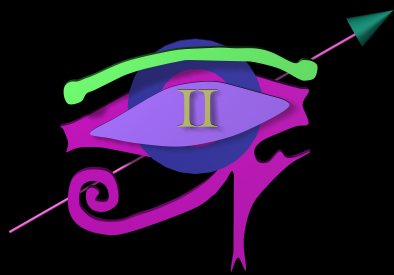
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