v·ray | Unreal

INTRODUCING V-RAY FOR UNREAL

May 2019

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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 Editor, supporting both V-Ray scenes and native Unreal Engine scenes.

PRODUCT DESCRIPTION LONG

V-Ray for Unreal is a plug-in for Unreal Engine (UE) Editor that allows you to import your V-Ray scenes from 3ds Max, Maya, and SketchUp directly to Unreal Engine Editor 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 UE scenes or of 3rd party data that has been imported to Unreal Engine Editor with Epic's own Datasmith.
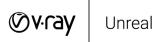
WHAT IT'S USED FOR

- **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 Editor for existing V-Ray users within the archviz and automotive design communities.

Easy scene setup within UE Editor 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.

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.

LICENSING

V-Ray for Unreal will be offered as a rental license only (annual and monthly). V-Ray for Unreal supports only the Online Licensing System (OLS) and does not support the USB dongle. V-Ray for Unreal is based on the V-Ray Next core.

Online licensing requires a stable, uninterrupted internet connection. It is possible to borrow licenses and use them completely offline for a limited time – 14 days. When this period is over, an internet connection is required to renew offline usage of the licenses.