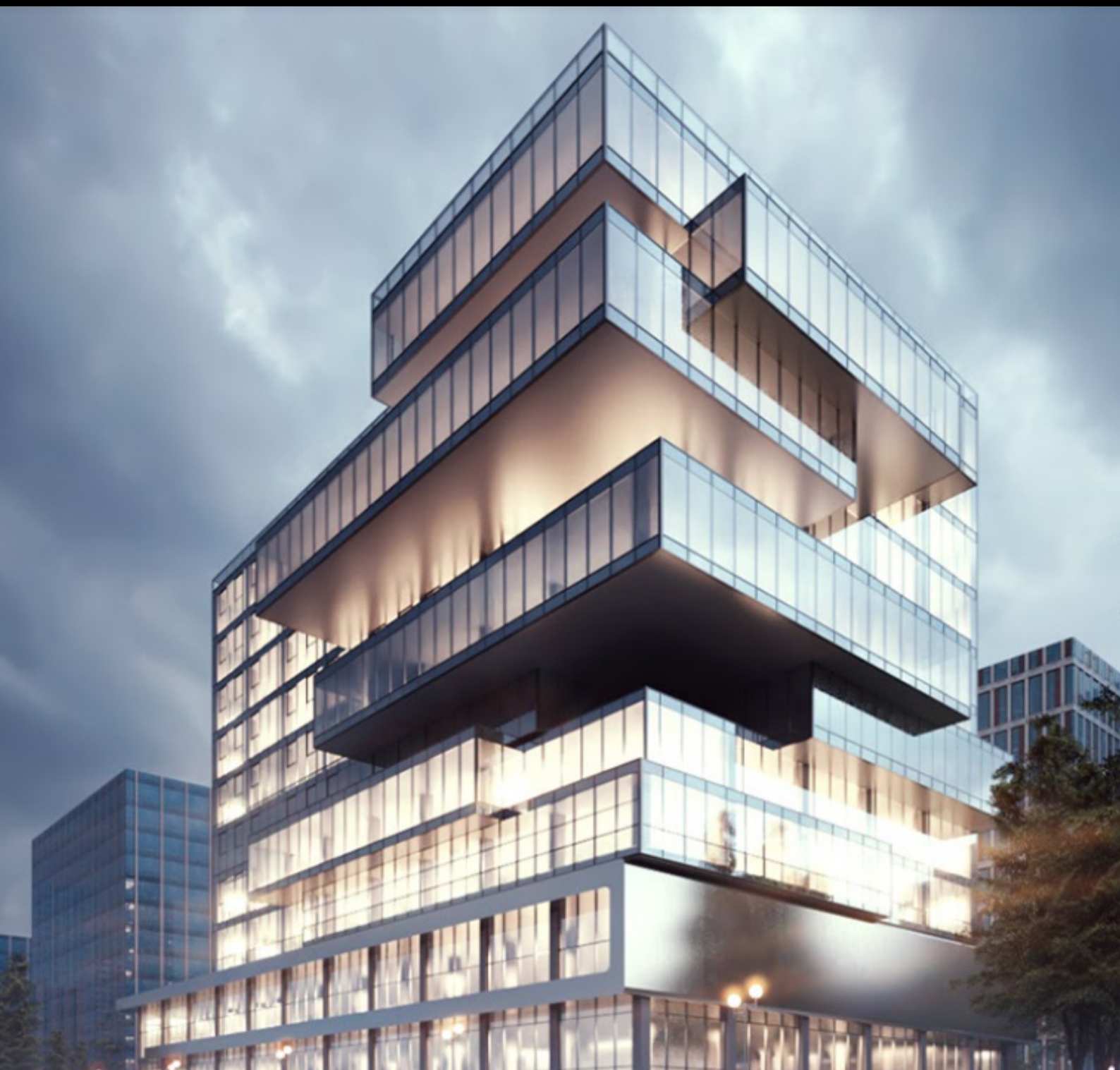




Revit

What's new in V-Ray 5 for Revit

December 2020



INTRODUCTION

With the new V-Ray 5 for Revit, architects and designers can take advantage of an array of new workflow optimizations. V-Ray Vision empowers users to create, explore and amend their designs with real-time, high-quality visual feedback. New material tools enable users to quickly achieve realistic looks. The redesigned Frame Buffer puts essential post-processing capabilities at the user's disposal. All of these features are delivered right inside Revit, making V-Ray 5 the perfect tool for users working on any stage of the project development process.

KEY FEATURES IN V-RAY 5 FOR REVIT

Real-time Visualization. V-Ray Vision gives users a realistic real-time view of their model as they develop it. They can rapidly iterate, make better design decisions and communicate more effectively with stakeholders working on the project.

Post-processing inside Revit. Our redesigned Frame Buffer comes with powerful new features that take users beyond just rendering. There is no need for a separate app for compositing or color corrections — they can be handled with V-Ray and saved as presets for future projects.

More creative freedom with the Sun & Sky. Studying a design's interaction with natural light has never been easier. With more control over the sky generation parameters and access to our improved sky model, sunrises and sunsets will look better than ever.

Sketch ideas with a click. The new global Contours setting gives a sketch-like look to concepts. They can be applied to the whole model or used selectively to highlight certain objects.

Coat and Sheen Layers. The V-Ray material is upgraded with two new layers. With the Coat layer, it's easy to create polished surfaces. Utilizing the Sheen layer quickly produces realistic fabrics such as velvet, satin or silk.

Dirt & Weathering. Weathering effects can be added to any surface of a model with the improved V-Ray Dirt texture.

New lighting capabilities. The new Light Mix feature can be used to experiment with all the light sources in a scene after it's been rendered. Lights can be grouped, their brightness adjusted and their color changed to find what best fits the space.

Randomization for realistic textures. The UVW Placement asset randomizes texture coordinates and colors of V-Ray materials to make them appear as they would in the real world. And, with Stochastic Tiling, repeating patterns are a thing of the past.

Single material setup for repeating proxies. In Revit, materials must be assigned every time a proxy is added. With the V-Ray Asset Editor, users can specify the materials once, save them and populate their scene without setting up proxies again.

Realistic displacement for Revit materials. In V-Ray 5, displacement is not limited to V-Ray materials — it's an asset of its own that's easy to apply to native materials.

Improved Material Library. Our render-ready Material library saves users time by giving them access to over 500 high-resolution 4K textures such as glass, metal, wood and many more.

Norsk Fagleverandør:



Infinity Innovations

CHAOSGROUP