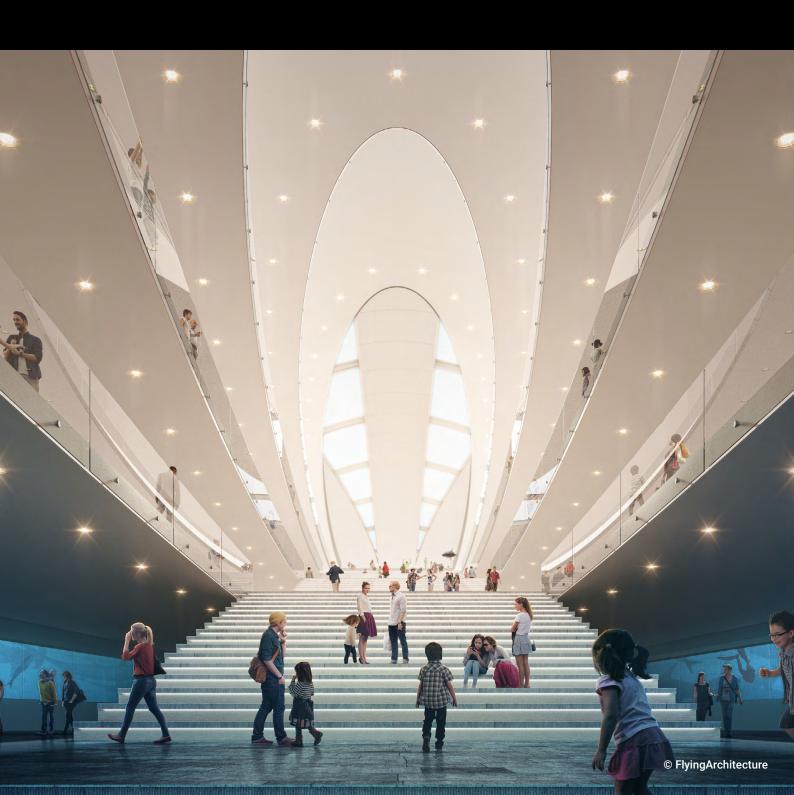
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What's New in V-Ray 5 for Rhino

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INTRODUCTION

With V-Ray 5 for Rhino designers and architects can design in Rhino like never before. Users can visualize their concepts in real-time with V-Ray Vision. Scene lighting can be automatically generated using Light Gen. Finishing touches of the final photoreal renders can be applied directly in the V-Ray Frame Buffer without leaving Rhino. And much more.

KEY FEATURES IN V-RAY 5 FOR RHINO

Real-Time Design Visualization. V-Ray Vision is a real-time revelation for anyone working in Rhino or Grasshopper. Now, users can explore a real-time view of their scene as they set up lights and cameras, and apply materials. Ready to render? V-Ray can start rendering a photorealistic shot at the push of a button.

V-Ray Vision enables users to speed up decision making and iterations by giving them the ability to:

- Explore their model
- Collaborate on design decisions
- Easily save images and 360 panoramas
- Export real-time animations

More lighting scenarios, faster. Experimenting with light setups one of the design process's biggest time sinks. **Light**Gen automatically generates multiple thumbnails of the Rhino scene with unique lighting variants. Users can simply choose the one they like best and hit render.

New V-Ray material layers. The V-Ray Material is upgraded to include built-in Coat and Sheen layers. Now, it's easy to create materials with reflective coatings such as varnished wood, realistic fabrics such as silk, satin and velvet, and metallic surfaces.

Updated Material Library. Users can download & use a vast array of high-resolution 4K textures from our library on demand. They can easily browse, test and employ hundreds of render-ready materials.

New documented API. For developers looking to create and connect tools with V-Ray for Rhino, we've added a new fully documented API to make it as easy as possible.

V-Ray Core. Faster and more stable rendering experience with optimized V-Ray core and improved V-Ray GPU.

New software architecture. We've reengineered the V-Ray backend for faster scene loading and export.

V-Ray now does post-processing, too. With V-Ray 5's new **V-Ray Frame Buffer** more can be done more in V-Ray than ever before. Now, users can make color corrections, resize the render region, combine render elements and save settings as presets for future projects.

Easier lighting. Using **Light Mix** in post instantly adjusts the brightness and color of any light in the scene — without the need to re-render.

V-Ray for Grasshopper improvements. There are a handful of new additions to V-Ray for Grasshopper. Through a V-Ray Vision Live Link component in Grasshopper, design work can be visualized in real-time. With V-Ray Clipper quick cutaways and section renders can easily be created. And the addition of the Stereo Camera effect gives more creative freedom when presenting the final renders.

Our best-ever Sun & Sky model. V-Ray has an improved Sun and Sky model — users can make use of great looking sunrises and sunsets, even when the sun is below the horizon. Plus, the orientation of the sun can now be controlled directly from V-Ray for creative effect.

New options for randomization. Random equals real. With the new VRayUVWRandomizer, texture coordinates can be randomized while the Stochastic Tiling functionality automatically fixes repeating patterns.

Better line rendering. It's easier than ever to give renders an illustrative look and customizable linework with the global Contours control.

Weathering and dirt. The improved V-Ray Dirt texture adds dirt and streaks anywhere — users can easily control its amount or whether it's across the whole surface or just the corners of the design.

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