

CHAO2GROUP

# What's New in V-Ray 5 for Rhino

November 2020



## 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.

Norsk fagleverandør:



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