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V-Ray
for 3ds Max

V-Ray 6 for 3ds Max, update 1

What's new

February 2023

V-Ray
for 3ds Max

Introduction

V-Ray 6, update 1 comes with even more post-processing capabilities to help users perfect their renders even under the tightest deadlines. We've powered up V-Ray Decal, so artists and designers can take their product visualizations and surface effects to the next level. V-Ray GPU also got even more powerful and memory efficient. Plus, we've introduced workflow enhancements that will help users get the job done faster, and new collaboration features to ease communication and speed up decision making. And more.

Key features in V-Ray 6 for 3ds Max, update 1

Make it perfect. It's no longer a matter of time versus quality. With even more control in post, you can fine-tune your renders in no time.

Masking for Lens Effects & Denoiser. We've boosted post-production control with masking support for Lens Effects and Denoiser layers. Choose specific lights and materials to apply lens effects to, or denoise just the parts of your image that you'd like to smooth out.

V-Ray Light Material post-processing. Fine-tune V-Ray Light Materials using LightMix. With more control than ever before, you can now edit self-illuminating objects in your scene — even after you've rendered.

Take your designs to the next level. We've powered up V-Ray Decal to help you take your product visualizations and surface effects to a whole new level.

Decal cylindrical projection. Easily add anything from stickers and labels to different kinds of surface imperfections to bottles, jars, cups, cans, rockets, tanks, fire hydrants, or any other cylinder-like object. Match the Decal's projection to the curve of the object's surface in just a few clicks.

Decal additive bump. Blend surface & decal bumps in no time. Take your product designs to new levels of realism with lifelike stickers, labels, embossed logos, lettering, and more. Or easily create effects such as spray or paint on a cracked wall, corroded metal, or any other bumpy surface.

Get more done in less time. Streamline your work with new, more efficient workflows, better performance, support for USD exports, and more.

Custom resolution per camera. Now, you can quickly set custom aspect ratios for each of your V-Ray cameras, saving precious frame setup time, then render in your preferred resolution locally or with Chaos Cloud Rendering.

Initial USD export and USD Stage support. Export V-Ray lights, materials, modifiers, and more to USD file format. Exchange V-Ray data between all compatible DCCs.

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Faster heavy scene loading. Load scenes with lots of textures and geometry faster than before. V-Ray Bitmap loading on scene open has been optimized for performance.

Faster fog rendering. V-Ray Environment Fog now renders **up to 30% faster**. Speed up your environment renders and free up time to be creative.

Viewport composition guides. Perfect your compositions even before starting the first render. With composition guides inside the V-Ray Physical Camera, you can cut back on iterations and save render time.

Power up your GPU rendering. V-Ray GPU increases memory efficiency, speeds up rendering, and adds new tools that give you more control.

Compressed textures mode. Rendering texture-heavy scenes is now much more memory-efficient. On average, V-Ray GPU uses **50% less GPU memory** on assets with 4K textures. Add incredible detail to your scenes without sacrificing shading quality.

New V-Ray Material Translucency. Easily create photorealistic skin, plastic, wax, and more, using the updated V-Ray Material. Thanks to a new algorithm, translucent objects now render up to **2x faster**. Low-poly translucent objects also render more smoothly.

V-Ray Clipper Mesh mode. Render complex cut-aways and sections using any mesh object. In just a few clicks, you can also animate the clipper and achieve complex effects that would otherwise take a lot of time to create with Boolean operators.

Render Element support through refractive surfaces. Gain post-production control over glass objects and materials. V-Ray GPU now also supports Material ID, Cryptomatte, and Multimatte render elements through refractive surfaces.

Collaborate as you create. Chaos Cloud Collaboration now makes it easier to communicate your ideas and decide between different file versions.

Visual annotations. Use visual annotations to easily communicate your ideas. Don't limit yourself to words — you can now add lines, arrows, and many more figures to illustrate what you mean.

Versioning. Upload and share different versions of your files for review. Allow teammates and clients to compare and critique your work for a smoother decision-making process.

And more.

V-Ray Light Custom Decay. Set your imagination free with more control over your scene's lighting. Easily create artistic effects with V-Ray Light's Custom Decay, which allows you to dictate how light transmits based on the source distance.

Enhanced procedural clouds. New options for procedural clouds give you more creative control over the final look. Customize how dark your clouds are, randomize them in countless combinations, and add the final touch with contrails.

NVIDIA AI Denoiser upscaling. Experiment with NVIDIA's new AI Denoiser that promises to greatly speed-up rendering times by allowing you to render at one quarter your resolution.

Main benefits

- Now with even more post-processing capabilities in the **V-Ray Frame Buffer**, users can perfect their renders in no time.

- This update makes it easier than ever before to create product visualizations and surface effects thanks to the **powered up V-Ray Decal**.

- V-Ray also lets users get more done in less time with **new, smarter workflows, improved performance, and more**.

- They can easily exchange V-Ray data between all compatible DCCs with **initial USD export and USD Stage support**.

- **V-Ray GPU** users can benefit from increased memory efficiency, faster rendering, and even more tools for artistic control.

Norsk leverandør:

Create your world.