



V-Ray
for Revit

V-Ray 6 for Revit, beta

What's new

November 2022



Introduction

The V-Ray 6 for Revit, beta brings a new and more efficient workflow for design development and visualization of Revit models. Users can bring Enscape materials and compatible 3D models into V-Ray and build on them to achieve photorealism. They can add road markings, wall cracks and autumn leaves with the help of V-Ray Decal. Custom skies can be created with ease using the procedural clouds system. And much much more.

Next level collaboration

V-Ray & Enscape compatibility

Enter a new chapter of project development and visualization in Revit. V-Ray 6 reads Enscape materials and compatible assets, allowing Revit designers and visualization specialists to collaborate like never before. With this new capability, early design intent is kept and arch viz specialists can continue to build on work without any interruptions. You can take Enscape materials to photorealism and easily replace 3D models without starting from scratch.

Visualizing your Revit model has never been more efficient.

New workflows

Procedural clouds

Enrich blue skies with exactly the clouds that you envision. With the new procedural clouds system, you can simulate a variety of cloud conditions and set the mood for your render without encumbering your model.

V-Ray Decal with Displacement

Project unique materials onto any surface and across multiple objects in your model. Create road markings, graffiti, or imperfections, and give them realistic relief using displacement.

Finite Dome light

Embed your model into an HDR image and adjust the surrounding environment to perfection.

Asset tags

Group families and materials with the new tagging system to manage complex projects more efficiently.

Better materials

Realistic Generic materials

Visualize native Generic materials with improved fidelity and refine them to photorealism in the Asset Editor.

Improved Dirt placement

Place dirt or weathering effects exactly where you want them by including and excluding objects.

Enhanced translucent materials

Render materials such as frosted glass and marble faster with the improved subsurface scattering mode.

Iridescent materials

Create iridescent materials such as soap bubbles, oil spills, and polarized glass with the new Thin Film option.

More accurate reflections

Render metals and other rough reflective materials with improved accuracy.

Other

All assets inside Chaos Cosmos

Access the V-Ray Material library through Chaos Cosmos and manage all your 3D content from a single location.

View panoramas in the VFB

Preview spherical panorama renders directly from within the V-Ray Frame Buffer, removing the need for third-party tools.

Composition guides

Find the perfect angle for your composition by using classic proportion guides, or create your own.

Lighting Analysis on GPU

We've added support for the Lighting Analysis render element to calculate the light intensity of spaces.

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