V-Ray 6 for Rhino, update 1

What's new

May 2023

Introduction

V-Ray 6, update 1 empowers users to achieve higher realism in their designs, refine their renders, and facilitate seamless collaboration. With this update, designers and artists benefit from improved compatibility between V-Ray and Enscape, an enhanced V-Ray Decal feature for applying stickers and labels onto complex surfaces, and an array of new components within V-Ray for Grasshopper to effortlessly create stunning skies and environments.

Key features in V-Ray 6 for Rhino, update 1

Take your Enscape designs to the next level of photorealism.

Better compatibility with Enscape. The latest update enables seamless transfer of Enscape clouds to V-Ray, ensuring consistent visual appearance. Moreover, Enscape's exposure, cloud, and environment settings can now be effortlessly migrated to V-Ray, allowing artists to leverage their work without starting from scratch.

Level up your designs.

Decal cylindrical projection. It is now easier than ever to apply stickers, labels, or surface imperfections onto cylindrical objects such as bottles, jars, cups, or cans. With just a few clicks, you can now match the projection of the decal to the curve of the object's surface. In addition, you can automatically size the decal based on a texture from various sources.

Decal additive bump. Effortlessly merge surface and decal bumps and bring your product designs to a whole new level of realism. Create lifelike stickers, labels, embossed logos, lettering, or any other bumpy surface.

Decal displacement. Use V-Ray Decal to add displacement to any surface for even more realistic effects such as cracked walls, rocks, embossed lettering, and more.

Improved procedural clouds. The new V-Ray Sky contrails layer enables the simulation of airplane contrails within your design, expanding the possibilities for realism and artistic expression.

Enhanced V-Ray material. Generate emissive and semi-emissive materials quickly and easily with the newly added self-illumination parameters in the Generic V-Ray material.

Streamline your workflow.

Improved compatibility of V-Ray lights. Enjoy a much easier and faster way to work with native Rhino lights. V-Ray lights now retain changes to their own properties, rather than applying them to the Rhino source, which also improves compatibility with Enscape. Additionally, you can convert V-Ray lights to native Rhino lights and vice versa with a click of a button.

Access to more assets. Enhance your projects with an even wider selection of pre-made patterns. You can now easily browse and import Enmesh presets from Chaos Cosmos.

V-Ray GPU - Mesh clipper support. Now you can render intricate cutaways and sections of any mesh object with ease. The GPU engine fully supports mesh clippers, including both CUDA and RTX.

Fine-tune your renders in no time.

Masking for Lens Effects. We've boosted post-production control with masking support for Lens Effects. Choose specific lights and materials to apply lens effects.

V-Ray Emissive Material post-processing. Refine your V-Ray Light Materials with LightMix. With greater control than ever before, you can now edit self-illuminating objects in your scene even after rendering.

Panorama image preview. Explore and fine-tune your spherical renders in 360º directly within the V-Ray Frame Buffer. During the panorama mode, the preview output is displayed as a mono image, so it's easier to make edits.

Collaborate better.

Cloud Collaboration visual annotations. Use visual annotations to easily communicate your ideas. Don't limit yourself to words — make use of lines, arrows, and many more figures to illustrate what you mean.

Cloud Collaboration 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.

Unleash your creativity with V-Ray for Grasshopper.

Textures and mapping controls. Achieve breathtaking skies and environments with the newly added V-Ray components. Refine the environment projection and texture 2D mapping to your exact specifications. Moreover, you can create and manage a completely personalized environment setup without using the light rigs. To further enhance your designs, we have also included three commonly used procedural texture components - sky, gradients, and color and texture mixing. And, one more new component for rendering outlines.

Improved lights. All light components now feature a Unit parameter, such as watts or lumens, which enables you to establish real-world light intensity.

Cloud rendering. You can now export your Grasshopper designs directly for cloud rendering, including all types of animations.

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