

What's new

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Introduction

V-Ray 6, update 1 enables users to add even more realism to their designs, fine-tune their renders and collaborate better than ever. Designers and artists can enjoy better compatibility between V-Ray and Enscape, improved V-Ray Decal for adding stickers and labels to even the most challenging surfaces, enhanced materials, realistic clouds, and a lot more.

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

Take your Enscape designs to the next level of photorealism.

Better compatibility with Enscape. With the latest update, you can take your Enscape clouds to V-Ray and they will look exactly the same. In addition, it's easy to transfer Enscape's exposure and environment settings to V-Ray, ensuring you can continue building on your design and take it to the highest possible level of photorealism.

Level up your designs.

Decal cylindrical projection. Easily add anything from stickers and labels to different kinds of the surface curvature of bottles, jars, cups, cans, or any other cylindrical object. Match the Decal's projection to the curve of the object's surface in just a few clicks. You can also automatically size the decal based on a texture from various sources.

Decal additive bump and displacement. Blend surface and decal bumps in no time. Take your product designs to new levels of realism with 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 effects such as realistic cracked walls, rocks, corroded metal, embossed lettering, and more.

Improved procedural clouds. With the introduction of the V-Ray Sky contrails layer, you now have the ability to simulate airplane contrails in your design, broadening the scope for realism and artistic expression.

Enhanced V-Ray material. Create emissive and semi-emissive materials in no time with the new self-illumination parameters added to the Generic V-Ray material.

Streamline your workflow.

Extended animations. New animation capabilities enable you to create and render cutaway animation while respecting object visibility.

Access to more assets. Enrich your projects with even more readymade patterns. Now, you can browse and import Enmesh presets from Chaos Cosmos.

V-Ray GPU - Mesh clipper support. Mesh clippers are now fully supported by the GPU engine — both CUDA and RTX. Render complex cutaways and sections using any mesh object.

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

Panorama image preview. Explore and refine your 360° spherical renders directly within the V-Ray Frame Buffer. When in panorama mode, the preview output is presented as a mono image, making it simple to make edits.

Collaborate better.

Cloud Collaboration visual annotations. Don't limit yourself to words — you can now add lines, arrows, and many more figures to communicate your ideas.

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.

Levering & support:



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