



V-Ray for Media & Entertainment

What's new

July 2026

I. Intro

This release eliminates pipeline friction by bringing Chaos Vantage's real time, final frame rendering directly to the artist's DCC viewport. In a unified "one asset" workflow, artists can now work with the same V-Ray scene from early concept and look development through virtual production and final rendering. This provides instant, path-traced feedback without the need to switch tools or convert assets for game engines.

The release also introduces Gaussian Splat relighting, offering artists a seamless way to integrate real-world scanned environments into their 3D scenes and light them precisely to match the shot. Update 4 expands Chaos Arena's real-time toolset for virtual production on LED walls, providing even more creative control on set for the ultimate cinematic realism. Furthermore, it accelerates delivery with faster CPU and GPU production and interactive rendering, new artist-friendly workflows, and broader platform support, including AMD GPU rendering, Windows on ARM, V-Ray for Blender on Linux, and more to fit any studio pipeline.

II. Core message

One asset. Real-time to final frame.

V-Ray 7, update 4 for Maya, Houdini, 3ds Max and Blender is here to transform your pipeline, letting you move seamlessly from pre to post production using the same assets.

Key themes to keep in mind when positioning:

1. Unified "one asset" end-to-end workflow from pre to post production
2. Real-time rendering
3. Blending virtual and real-world environments
4. Faster CPU & GPU rendering
5. Artist-friendly workflows for production & compositing
6. Rendering that fits into any studio's setup

III. What's new

1. Pre-production

Create worlds in real-time. Light them perfectly.

Real-time viewport rendering

Explore and render your ideas in real time at final frame quality, right in your DCC viewport with Chaos Vantage. Get immediate feedback – no extra windows or tools, just a smooth, unified workflow for faster iteration and more confident creative decisions. Right from pre-production, you get instant, path-traced feedback as you work, delivering stunning realism in real time with physically accurate cameras, lights, materials, and global illumination. No rasterization, no approximations.

** Available with a Chaos Vantage or V-Ray Collection license.*

Available in: V-Ray for Maya, Houdini, and 3ds Max. Chaos Vantage Live Link coming soon for Blender.

Gaussian Splats relighting

Blend Gaussian Splats beautifully and naturally into any environment with seamless real-world scan integration via splat asset relighting. Easily match a Gaussian Splat's lighting to your scene, making it effortless to blend captured locations, especially those scanned under ambient lighting, directly into your 3D worlds. From early stage preview to final production, you can freely adjust your scene lights at any time without wasting hours working around baked lighting.

**Available in: V-Ray for 3ds Max, Maya, Houdini, and Chaos Vantage. Coming soon to V-Ray for Blender as well.*

Even better real-time volumes

Render real-time volumetric effects faster. Vantage now also supports exporting VDB caches, allowing you to seamlessly reuse and integrate existing fluids simulations from early stage preview all the way through to final production.

**Available in: Chaos Vantage*

AI-powered creative ideation with Veras

Stuck at the ideation stage, or need to refine a scene before a presentation? Veras brings AI-powered ideation directly to V-Ray and Vantage. Start with a basic block-out render from the viewport, and upload a drawing or a reference image. Using presets or custom prompts, instantly generate multiple concepts, styles, and camera variations for inspiration. You can also refine renders in post to try new artistic styles, or generate matching asset backgrounds for set extensions. Keep your entire creative process in one seamless workflow, without switching tools.

**Available in: V-Ray for 3ds Max, V-Ray for Maya, V-Ray for Blender, and Vantage.*

2. Virtual production

Blend real with virtual. Creative control on and off set.

Real-time material editing

Make on set, real time creative decisions with absolute control over shaders in your 3D scene during live LED wall shoots directly from Arena's material editor. Accommodate changes as a natural part of the creative process, quickly and without costly delays. There's no need to go back to the DCC to change an object's material in the middle of a shoot. The director can request a change and see it reflected instantly on the volume without ever stopping the cameras.

**Available in: Chaos Arena*

Real-Time Depth of Field (DOF)

Achieve true cinematic realism by simply enabling a natural, real time depth of field that seamlessly merges live action talent and props with the virtual world. When paired with lens encoders, changes you make to the physical camera lens will be reflected on the LED wall, ensuring your virtual and real world cameras are always in perfect sync.

**Available in: Chaos Arena*

Decal Color Corrections

Gain precise, real time control over your scene's look with decal color corrections. By creating and placing a Decal object in your scene to cover the desired region, you can instantly color correct all objects in that area covered by the decal live on set. This lets you seamlessly match the colors of physical on set props and ground set pieces with the digital background on the LED volume, eliminating the need to go back to the DCC or do the color corrections in post later.

**Available in: Chaos Arena*

Lens Encoders support

Perfectly synchronize your physical camera on set with the virtual camera in the 3D scene. When you make manual changes to the focal length and focus of your physical camera lens, those changes will be dynamically reflected in the 3D scene's virtual camera rendered on the LED wall.

**Available in: Chaos Arena*

3. Production

Accelerate production. Fast rendering that fits any setup & a list-first workflow.

Even faster time to first pixel

Experience highly responsive rendering with a significantly faster time to first pixel. **V-Ray GPU IPR** now starts **up to 2x quicker**, thanks to accelerated asset uploads to VRAM and faster texture compression.

**Available in: V-Ray GPU (all integrations)*

Profile-Guided Optimizations (PGO)

Get **up to a 13% performance gain** in **CPU rendering**, thanks to our switch to the **Intel® CX Compiler** and the implementation of **Hardware Profile Guided Optimizations** supported by **Intel® Core™ Ultra** processors. Speed up your workflow and experience best-in-class performance to maintain your creative momentum and meet even the tightest production deadlines.

**Available in: CPU rendering (V-Ray for Max, Maya, Houdini, and Blender)*

Light Cache Denoising

Get cleaner, smoother rendering previews faster and enjoy a significantly improved interactive rendering experience, no longer having to look at a noisy image for long. By applying the denoiser directly to the Light Cache before the actual rendering begins, high-frequency noise is smoothed out instantly. This feature is enabled by default for the **NVIDIA Denoiser**, delivering better interactive feedback with zero extra setup required for users on the latest versions of V-Ray.

**Available in: V-Ray for 3ds Max, Maya, Houdini and Blender*

Out-of-frustum displacement tessellation

Optimize your scene memory when rendering complex displacement and subdivided surfaces. Control and dynamically **load down** the tessellation detail of geometry that falls outside the camera's view frustum, or in other words, objects not visible to the camera, significantly reducing memory usage, accelerating geometry computation, and achieving faster render times without compromising visual quality.

**Available in: V-Ray for Houdini and Maya*

Distributed Rendering 2 (DR2)

Experience a next-generation, distributed rendering system designed to deliver a consistent, high-performance rendering experience for both progressive and bucket rendering across a V-Ray integrations in your pipeline. DR2 eliminates machine limits, allowing your rendering power to scale infinitely as you add more machines; the faster your renders become. Gain more control and optimize network performance with DR2's dedicated dispatcher machine to coordinate workloads, plus intelligent bucket splitting and asset caching to eliminate bottlenecks on large, complex scenes.

**Available in: V-Ray for 3ds Max, Maya, Houdini, and Blender*

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V-Ray Parallax Texture

Breathe life into massive cityscapes and background buildings while saving time on modeling and keeping your scenes tight and fast to render. The V-Ray Parallax Texture lets you create the perfect illusion of fully furnished, beautiful rooms behind your windows using just textures instead of heavy 3D geometry. As your camera moves through the scene, the textures shift dynamically to preserve a convincing sense of depth from every angle, letting you effortlessly dress vast environments so you can focus on the bigger creative picture.

**Available in: V-Ray for 3ds Max, Maya, Houdini and Blender*

Quick caustics

Enable the new, quick caustics in V-Ray to easily generate stunning light refraction patterns, bypassing the tedious, trial-and-error setup of the traditional photon-based workflow. Much simpler to control and significantly faster to render, a single depth toggle delivers believable underwater caustics without the high performance cost of full photon tracing. The results are realistic caustics with minimal effort, making complex lights much more accessible, predictable, and highly practical for every artist and project.

**Available in: V-Ray for 3ds Max, Maya, Houdini, and Blender*

V-Ray Displacement Material

Take your shading networks to the next level with the new V-Ray Displacement Material. Designed to simplify the creation of complex surfaces, this material allows you to build and effortlessly blend displacement shaders, apply them to native geometry or V-Ray Proxy objects, and export fully shaded assets with displacement intact to seamlessly transfer them to other V-Ray integrations across your pipeline.

**Available in: V-Ray for 3ds Max, Maya, Blender*

New Volume Shader enhancements

Optimize and speed up V-Ray volume rendering further with powerful new parameters. Gain control over occlusion motion blur, dynamically scale the motion blur effect and sampling rate to balance quality and performance, making it faster to render complex effects, all while enjoying an updated user interface that delivers a more intuitive experience and a streamlined workflow.

**Available in: V-Ray for Houdini*

3. Production

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AI Material Generator

Turn any photo of a real world surface into a render-ready PBR material with all the necessary maps in just a few clicks. Part of Chaos Cosmos, the AI Material Generator is designed for creating secondary materials that don't require extensive art direction, letting you quickly shade your scenes without time-consuming setups or extra tools.

**V-Ray Solo, Premium, and Collection subscriptions include a monthly Chaos Credit allowance to use this feature. Free subscriptions and V-Ray for Blender monthly/annual plans do not include credits. To access AI-powered features, please purchase Chaos Credits separately or upgrade to a higher tier plan.*

AMD GPU rendering

Enjoy greater flexibility when choosing your hardware with V-Ray GPU support for AMD graphics cards through the HIP platform, including competitive 16 GB VRAM options, and industry-leading performance for out-of-core rendering.

**Available in: V-Ray GPU for 3ds Max and Blender*

V-Ray for Blender on Linux

V-Ray now also runs on Linux and is available to all Blender users out there along with Windows and macOS. Any Blender artist, studio pipeline, or render farm can now use it.

**Available in: Blender*

[V-Ray for Blender Community Edition](#)

Access the industry standard rendering power of V-Ray in Blender free of charge. Perfect for learning, content creation, and even small-scale personal or freelance projects, the Community Edition is designed to make professional-grade tools accessible to the next generation of 3D talent. This free license is easily renewable every three months at no cost, giving you unrestricted access to all the essential features needed to get started.

**Available in: Blender*

Latest host platform version support

Whenever you're ready to update your host platform to benefit from the latest features, you can do so with the confidence that you'll maintain rock-solid rendering stability. V-Ray officially supports the newest versions, including Autodesk 3ds Max 2027, Maya 2027, SideFX Houdini 21 (with native support for Houdini 22), and Blender 5.1 and 5.2.

**Available in: V-Ray for 3ds Max, Maya, Houdini and Blender.*

3. Production

Accelerate production. Fast rendering that fits any setup & a list-first workflow.

Windows on ARM support

Experience next-generation, energy-efficient rendering performance on ARM-based hardware. V-Ray Standalone now also natively supports Windows on ARM along with Linux, allowing you to run high-performance command-line rendering and scripts directly on ARM-powered devices.

**Available in: V-Ray Standalone*

Initial* Native Bifrost Graph Support

V-Ray is now even more seamlessly integrated with Autodesk Maya, bringing native support for Bifrost Graph nodes. This allows you to instantly render your procedural setups as V-Ray translates the Bifrost Graph nodes for you. You no longer need to worry about caching and re-rendering, which previously only worked for some features – now, you simply hit render.

**Available in: V-Ray for Maya*

**See which features the initial support covers and which features are not yet supported [here](#)*

Hydra 2 support

V-Ray for Houdini now officially supports the latest Hydra 2 scene processing framework, ensuring flawless communication with Houdini's Solaris environment. This latest architecture delivers highly optimized scene processing for complex USD scenes.

**Available in: V-Ray for Houdini*

Coming soon: OpenUSD V-Ray and Vantage Hydra Delegates

We are working on OpenUSD Hydra Delegates for V-Ray and Vantage*, which will soon allow you to integrate powerful offline and real-time rendering into your USD pipeline. This will enable seamless rendering right with the industry-standard applications like Nuke, Katana, and other platforms that support OpenUSD Hydra Delegates.

**V-Ray Delegate will be available on all OS; Vantage will support Windows and Linux.*

4. Post-production

More control in compositing and AI-powered upscaling.

Backplate workflow

Your live action compositing workflow just got easier. You can now easily integrate CG elements with live footage using advanced Light Path Expressions (LPE), which allows you to simulate reflections and Global Illumination (GI) from shadows. This workflow gives you the tools and control to perfectly blend digital assets into real-world plates, eliminating the need for manual tracking and complex masking in post.

**Available in: V-Ray for Houdini*

LPEs for Volumes

Working with volumes in compositing just got a lot easier thanks to Light Path Expressions (LPEs) for Volumes. Now you can easily simulate the light cast by smoke, clouds, or fog in your scene, or extract the self-illumination of a fire into a separate render channel, simplifying post-production for scenes with effects.

**Available in: V-Ray for 3ds Max, Maya, Houdini*

AI Upscaler*

Save hours of rendering time and still get crisp, photorealistic results with the AI Upscaler. Available in Chaos Cloud Collaboration, it lets you turn low-resolution images into high quality, presentation-ready visuals up to 16K in a single click. Boost resolution while also sharpening textures and enhancing fine details.

Available in: V-Ray for 3ds Max, Maya, and Blender

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