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V-Ray

V-Ray for 3ds Max
What's new

October 2024

Introduction

V-Ray 7 redefines the traditional visualization workflow, enabling artists to speed up their creation process and deliver immersive experiences for their clients. With its innovative toolset, users can meet tight deadlines without sacrificing quality and accomplish more, faster.

Environment creation is now quicker than ever, thanks to support for rendering with revolutionary Gaussian splats. Users can create captivating, interactive virtual tours directly within V-Ray's interface—no need for third-party apps. Custom region rendering in the VFB makes it easier to polish specific areas, while advanced control over scattered objects allows users to effortlessly achieve the desired look.

V-Ray 7 also offers faster, more efficient rendering and introduces caustics support in V-Ray GPU, along with many other powerful features.

Key features in V-Ray 7 for 3ds Max

Transform how you create and present. With game-changing technology designed to accelerate your workflow and fully immerse your clients in your projects.

Gaussian splats support. Easily place buildings in context or render complex 3D environments with accurate reflections & refractions, thanks to Gaussian splats' novel scene reconstruction. Fill your scenes with splats of real-world environments or objects that are memory-efficient and rich in detail.

Virtual tours. Effortlessly create panoramic virtual tours with automatic hotspot generation through the direct integration of V-Ray 7's VFB and Chaos Cloud. Customize tours by adding floor plans, personalizing hotspots, transitions, contextual details and design elements.

Next-level creative control right in the VFB. Unlock new possibilities for fine-tuning your renders in the V-Ray Frame Buffer.

Custom-shaped render regions. Refine and render specific parts of your scene with custom-shaped regions in the VFB, avoiding unnecessary re-rendering. Create multiple regions of any shape to focus precisely on areas that need fine-tuning.

Vignette Layer. Easily apply the vignette effect with the new flexible Vignette Layer in the VFB. Customize its shape and apply it to any render element for accurate and precise results.

Color correction presets. Quickly explore different looks with new color correction presets in the VFB, then customize them to perfectly match your creative vision.

From perfect scatters to scene export, everything is faster. Achieving the desired look for your scatters is faster and easier than ever before with advanced Chaos Scatter instancing and distribution options.

Instance Brush. Fine-tune your scatters with the new Chaos Scatter brushing technique. Easily add detail or remove unwanted instances for the perfect final touch.

Distribution maps. Switch between density styles using the new Chaos Scatter distribution maps library. Achieve a realistic look or experiment with instance distribution at unmatched speed.

Faster scatter-heavy scene export. Save time with quicker exports of scatter-heavy scenes to Chaos Cloud or V-Ray render farms. Only scatter settings are exported to the new V-Ray Standalone Scatter Plugin, reducing .vrscene size and speeding up export.

Illuminate your scenes with precision. Easily achieve even more realistic lighting and better transitions between day and night skies.

Firefly removal. The new algorithm automatically detects and removes bright pixels (fireflies) during rendering, reducing the time needed to produce final images and enhancing overall rendering speed.

Even better V-Ray Sun & Sky. Create more realistic still images and immersive animations with the enhanced PRG sky model, now supporting nautical twilight and rendering skies at various observer altitudes up to several kilometers.

Bring your designs to life faster with Chaos Cosmos. With new asset types and an even richer asset library at your fingertips, you can now achieve realistic results more quickly and easily find the perfect assets for your scenes.

V-Ray Luminaires. Achieve more realistic lighting faster and enhance the atmosphere of your designs with support for complex light fixture assets in the expanding Chaos Cosmos library.

Asset variants support. Explore the Chaos Cosmos library to discover the ideal asset for your scene. Selected 3D vegetation now offers seasonal options, like summer or autumn leaves, along with additional variations and asset types, including people, coming soon.

Hundreds of brand-new assets. Make use of new Chaos Cosmos assets, including vegetation, people, fabrics, and furniture. The library is continually expanding, with more brands offering purchasable sofas, chairs, and other items.

Accelerate rendering and unlock faster, more intuitive workflows. Explore a powerful new tool designed to help you optimize rendering performance. Streamline your workflow with new controls and UI enhancements.

V-Ray Profiler. Receive detailed reports on the time spent calculating shaders, exporting scenes, compiling geometry, and loading bitmaps. Identify hotspots in your scene to optimize workflows for faster rendering. Combine this with the Memory Tracker for even deeper insights.

V-Ray Lister Geometry tab. V-Ray Lister is now more powerful with a new tab for managing V-Ray geometry objects (Proxy, Fur, Decal, Clipper, and more). Advanced filtering options make it easy to navigate and control multiple geometry settings directly from the Lister's UI.

Powered-up GPU rendering. V-Ray 7 brings in faster, even more efficient rendering and introduces a brand new Caustics solver in V-Ray GPU.

Faster time to first pixel. Enjoy improved interactive rendering with faster time to first pixel, thanks to optimizations for rendering scatter and texture-heavy scenes. Scene data upload to GPU and geometry compilation have also been accelerated.

Support for caustics. V-Ray GPU now supports Caustics, allowing realistic reflections and refractions in production and interactive rendering. The new Photon Mapping-based Caustics solver is optimized for GPU hardware, delivering significantly faster results than CPU rendering.

Out-of-core textures. Render texture-heavy scenes even more efficiently with the new out-of-core textures. Add incredible detail without sacrificing shading quality, as textures are now limited only by RAM.

And more.

Redesigned V-Ray Scene Converter. Easily convert scenes to V-Ray with our tool, redesigned for simplicity and power. Selectively convert only the objects you need, effortlessly update materials using the new Material Processor, and convert textures to .TX files for optimized performance.

Extended USD support. V-Ray now supports the latest official version of USD for Autodesk 3ds Max 0.9.0, so you can enjoy all of the latest new features and enhancements.

OpenPBR support. Achieve consistent shading with OpenPBR. V-Ray now supports the 3ds Max 2025.3 OpenPBR Material, streamlining production by reducing manual adjustments between compatible renderers.

Main benefits

- V-Ray is the renderer that does it all.

- V-Ray 7 allows you to significantly accelerate the environment creation process.

- Deliver more immersive experiences to your clients automatically, without needing third-party apps.

- Easily experiment with different looks and speed up the design process thanks to V-Ray 7's powerful improvements to the VFB.

- Fine-tune procedural scatters to achieve desired results faster and more easily than ever before.

- Assemble your scenes in no time using the new Chaos Cosmos asset variants and complex light fixture assets.

- Optimize rendering performance with a powerful new tool and streamline your workflow with enhanced controls and UI improvements.

- Enjoy faster, even more efficient rendering in V-Ray GPU.

- V-Ray GPU now supports Caustics, enabling realistic reflections and refractions in both production and interactive rendering.

- With V-Ray, you can leverage cutting-edge technologies and be among the first to integrate them into your workflows.

Norsk leverandør:

Infinity Innovations

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