V-RAY | 3ds Max

V-RAY NEXT FOR 3DS MAX

June 2019

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WEB RESOURCES

Help Index	**docs.chaosgroup.com/display/VRAY4MAX/**
V-Ray Youtube Tutorials	**https://bit.ly/2ldoAzq**
Amazing Support	**support@chaosgroup.com**
News and Everything V-Ray	**chaosgroup.com**

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PRODUCT DESCRIPTION

V-Ray Next Scene Intelligence delivers faster, more precise ray tracing for cleaner sampling and more accurate rendering. That means you work smarter — not harder — by automating steps that used to take up valuable time.

V-Ray for 3ds Max is a complete lighting and shading solution that can be flawlessly integrated in every 3D artist and designer's workflow. The flagship rendering software has set the industry standard for speed, reliability, ease of use and render quality. Even Hollywood has acknowledged how important V-Ray is: Creator Vladimir Koylazov was honored with an Academy Award in 2017.

WHAT IT'S USED FOR

- **Architectural visualization**
- **Automotive and product design**
- **Industrial design**
- **Game cinematics**
- **Visual effects in film and television**
- **Virtual reality**

KEY DIFFERENTIATORS

Quality. V-Ray comes with all the lighting, shading, and rendering tools you need to create professional, photoreal imagery and animation.

Power. Built to handle your biggest projects and your toughest scenes. Render anything and everything with V-Ray.

Speed. Spend less time waiting and more time being creative. Deliver your best work and never miss a deadline. optimized speed and scalability.

Creative control. V-Ray puts you in the driver seat. You're in control. With V-Ray's versatile features, you can choose the best approach for your scene.

Smart integration. Work the way you want – without interruption. V-Ray's seamless 3ds Max integration keeps your workflow fluid and smooth.

An industry standard. Independent artists and top studios choose V-Ray every day to create world-class designs and visual effects.

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WHAT PAIN-POINT OR PROBLEM DOES V-RAY FOR 3DS MAX SOLVE?

Quality renders with a high level of efficiency. V-Ray for 3ds Max provides extraordinary photorealistic renders quickly and easily. With just two sliders users have complete control over the quality or speed of their renders.

Streamlined pipeline across different platforms. Most studios already have a V-Ray integrated pipeline. With the wide range platforms that V-Ray supports, it's easy to merge assets or exchange projects for material coordination and consistency across platforms. For example, users can share materials or render geometry from V-Ray for Rhino to V-Ray for 3ds Max, or vice-versa. With the V-Ray scene manager it is possible to share a whole scene between V-Ray for 3ds Max or Nuke.

INTERFACE WITH OTHER V-RAY PRODUCTS

- V-Ray for 3ds Max can further enhance the Rhino or SketchUp workflow with the addition of V-Ray for Rhino or SketchUp
- Fluid, fire and smoke simulations can be added with Phoenix FD for 3ds Max
- More lighting and shading options can be added during the compositing stage by using V-Ray for Nuke
- Professional image sequencing can be added with PdPlayer
- V-Ray for 3ds Max supports VRscans which allows for the most physically accurate materials to be used
- V-Ray supports numerous tools and provides optimized support for 3rd party plugins including NoZone, HairFarm and many more

NEW FEATURES

Debug Shading. Easily isolate textures, materials and geometry to help debug large shading networks in V-Ray IPR and V-Ray GPU IPR.

V-Ray Toon Shader. Quickly add cartoon and cel-shading effects to your 3D projects.

V-Ray GPU support for alSurface material. A general-purpose shader with layered SSS and glossy fresnel reflections on V-Ray GPU.

Memory tracking. Optimize your scene with the new memory usage report for textures and objects.

Color corrections in Viewport IPR. Apply V-Ray Frame Buffer color corrections directly in the Viewport IPR.

V-Ray GPU support for VRayDistanceTex. Faster setup of your scene's shaders and render effects based on geometry with V-Ray GPU.

Dust and Scratches lens effect. Simulate real-world camera lens effects with new procedurally generated Dust and Scratches.

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KEY FEATURES

RENDERING

CPU, GPU and Hybrid rendering. Powerful CPU and GPU rendering built for the demands of high-end production. V-Ray GPU CUDA renders on CPUs as well as GPUs, to take full advantage of all available hardware.

GPU Bucket rendering. Faster multi-GPU performance on workstations and distributed rendering, plus added support for Cryptomatte render elements.

Powerful scene intelligence. Automatically analyzes your scene to optimize rendering so you get the best quality in less time. See Adaptive Dome Light & Automatic Camera Exposure.

New Viewport IPR and Improved interactivity. Keep working while you render with fast new viewport IPR. Interactivity in V-Ray IPR on CPUs is now faster and supports atmospheric effects.

NVIDIA AI Denoiser. Instantly remove noise while rendering. Based on AI-accelerated denoising technology by NVIDIA.

V-Ray Denoiser. Automatically remove noise and cut render times by up to 50%.

Resumable rendering. Stop your render at any point and pick up where you left off.

Chaos Cloud support. Improved V-Ray Scene export adds support for more features when rendering on Chaos Cloud.

LIGHTING AND ILLUMINATION

Adaptive Dome Light. Faster, cleaner and more accurate image-based environment lighting. Up to 7x faster than before.

GPU Dispersion. Now available in V-Ray GPU, render highly accurate light refractions that split into their component colors.

Adaptive Lights. New algorithm that dramatically speeds up rendering in scenes with many lights.

Lighting Analysis Tool. Accurately measure the light levels in your scene using new lighting analysis tools.

Accurate Lights. Simulate any type of natural, artificial, or image-based lighting with a wide range of light types.

Global Illumination. Choose from several global illumination options – exact, approximate or a hybrid of both.

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CAMERAS AND OPTICAL EFFECTS

New lens effects. New glare and bloom lens effects have been fully redesigned to be faster and more accurate.

Rolling Shutter. Emulate the warped motion blur effects common in digital video and cell phone cameras.

Point & Shoot camera. Perfect renders are as easy as taking a snapshot with new Automatic Exposure & White Balance.

Interactive lens effects. Instantly add GPU-accelerated glare and bloom for added photorealism. Fine-tune lens effects interactively while you render.

Photorealistic cameras. Real-world camera controls let you work like a photographer. Render images with detailed depth of field and cinematic motion blur.

Virtual reality. Experience your project in virtual reality. Create content for popular VR headsets with 6x1 cubic and spherical stereo camera types.

MATERIALS

Physical Hair Material. Render more realistic-looking hair with accurate highlights and melanin color controls.

Glint & Glitter hair controls. The V-Ray Physical Hair material adds new Glint and Glitter controls for better highlights.

Metalness. The V-Ray Material adds support for PBR shaders with new Metalness reflection controls.

V-Ray Switch Material. Apply several materials to the same object and select the one you want at render time.

V-Ray Plugin Material and Texture. Load any texture or material that's available in V-Ray Standalone and render it in V-Ray Next.

Physically based materials. From multilayered car paint to accurate subsurface scattering, you can make any material imaginable.

alSurface Material. General-purpose shader by Anders Langlands includes built-in SSS controls; popular for skin.

Glossy fresnel. New, physically-accurate reflection model.

VRscans material library support. 1000+ scanned materials. Import and render directly in V-Ray.

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TEXTURES

Memory-efficient textures. Work with production-ready, multiresolution tiled textures from your favorite applications, like MARI, Mudbox and Zbrush.

Triplanar Mapping. Quickly apply seamless textures without UVs.

Rounded Corners. Generate perfectly smooth edges at render-time with no extra modeling.

GEOMETRY

Layered Alembic Workflow. Efficient handling and support for Alembic 1.7 with layers.

Proxy geometry. Render massive scenes with proxy objects. V-Ray proxies efficiently replace complex scene geometry and load only at render time.

Clipper with render-time booleans. Create complex cutaways and sections using any mesh object.

Hair & fur. Render realistic hair efficiently and flicker-free. V-Ray includes procedural fur, optimized hair shaders, and supports 3ds Max Hair&Fur, HairFarm and Ornatrix.

Specialty geometry. Create unique geometry like infinite planes, metaballs and isosurfaces, particles and object cutaways with render-time booleans.

Volumes. Render fog, smoke and atmospheric effects that respond correctly to light. Bring in volume grid caches from Houdini, FumeFX and PhoenixFD.

GPU Volume rendering. V-Ray GPU now supports blazing fast rendering of volumetric effects like smoke, fire and fog.

GPU Fast fog. Faster, better sampling of environment fog helps you quickly add depth to any scene with V-Ray GPU.

Aerial perspective. Simulate natural looking skies with realistic atmospheric depth.

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RENDER ELEMENTS

Render elements. Choose from nearly 40 unique beauty, utility and matte passes to give you more control over your rendered images in compositing.

Lighting render elements. Improved lighting passes provide consistent, artifact-free results that are independent of light sampling as well as better support for the Adaptive Dome Light.

Denoised render elements. Denoise individual render elements for added control in compositing. Supports animation.

Full light select render element. Now with full support for GI, reflections and refractions for accurate light mixing in post.

Cryptomatte. Auto create ID mattes with support for transparency, depth of field, and motion blur.

UX AND INTEROPERABILITY

V-Ray Frame Buffer. Review, analyze and post-process your renders directly in V-Ray's advanced frame buffer.

Multi-language tooltips. Tooltips are now in multiple languages: Japanese, Korean, Russian, Italian, Portuguese and Spanish.

Cloud render check. New utility checks if your scene is ready to be rendered on the cloud.

Enhanced color corrections. VFB color corrections (incl. Background and LUT) can be saved with the final render as raw .vrimg or OpenEXR files. LUT strength can also be controlled.