

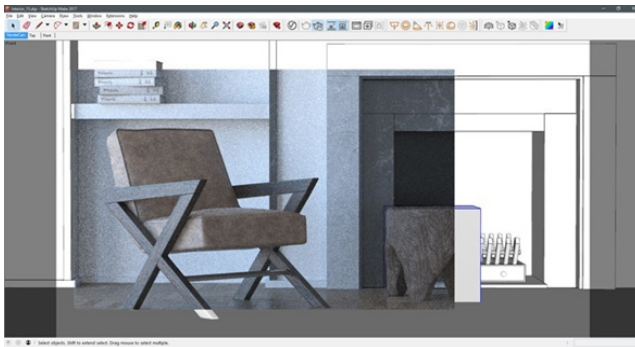


SketchUp

V-RAY 3.6 FOR SKETCHUP KEY FEATURES

November 2017

NEW FEATURES



VIEWPORT RENDERING

With new Viewport rendering, you can easily select and render multiple regions at once, and quickly blend between your V-Ray render and SketchUp model using +/- hotkeys to control opacity.



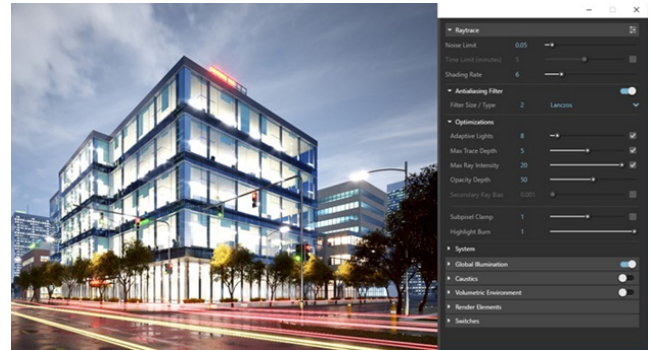
POWERFUL GPU RENDERING

Faster, more powerful GPU rendering with added support for aerial perspective, displacement, subsurface scattering, matte/shadows, and more.



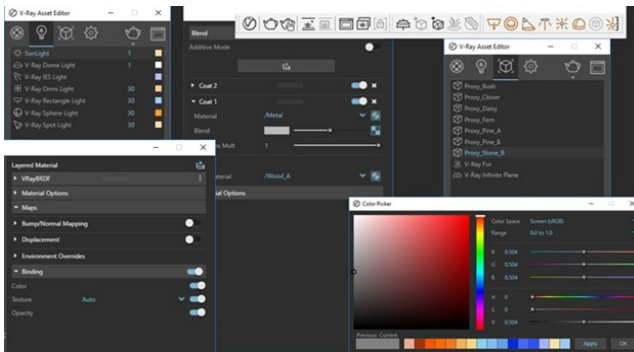
HYBRID GPU+CPU RENDERING

V-Ray GPU running on NVIDIA CUDA can take full advantage of all available hardware, including CPUs and GPUs.



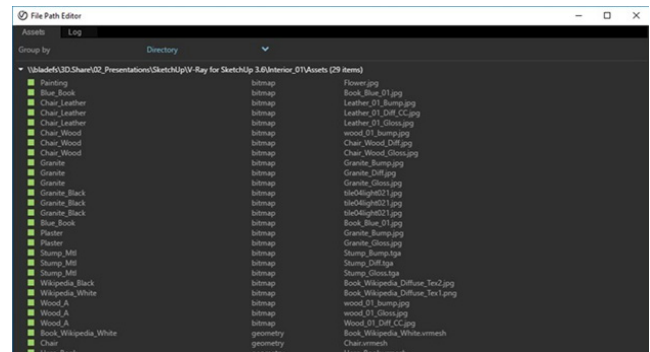
ADAPTIVE LIGHTS

For scenes with lots of lights, the new Adaptive Lights mode can help you cut render times by up to 700%.



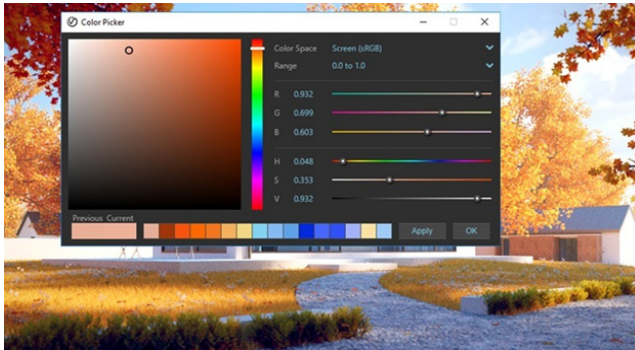
SMART UI

The entire V-Ray for SketchUp interface is now cleaner and simpler, with better support for 4K monitors.



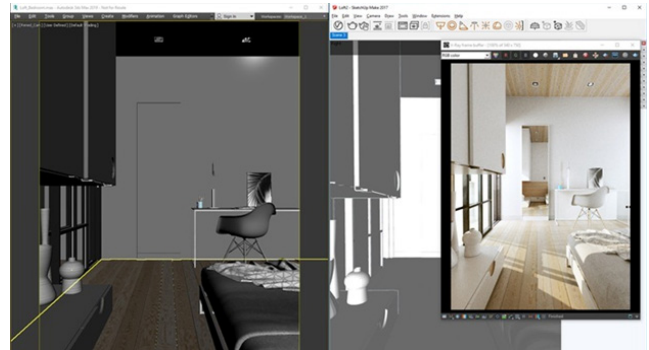
FILE MANAGER

Manage all of your scene files in one place. Set file paths, create scene archives, and keep track of assets like textures, IES files, and proxy objects.



V-RAY COLOR PICKER

New color picker that's simple and powerful. Select color values in Screen sRGB (0–255) or Rendering (0.0–1.0) color space.



V-RAY SCENE IMPORT

Import and render V-Ray scenes (.vrscene) from other applications such as 3ds Max, Rhino, and Revit.



SUNLIGHT STUDIES

Create sunlight & shadow studies with SketchUp sun animation.



FOG

Give your scenes depth with new realistic 3D fog and light scattering effects.



NEW TEXTURE MAPS

Fine-tune the look of your scene with new gradient, color temperature and procedural noise texture maps.



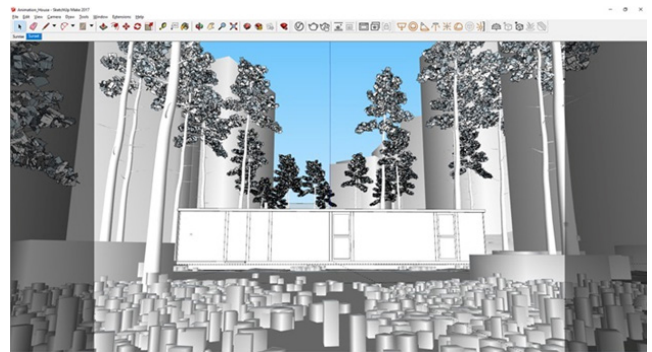
2D DISPLACEMENT

Quickly add surface detail without extra modeling with optimized 2D displacement — perfect for architectural materials like brick and stone.



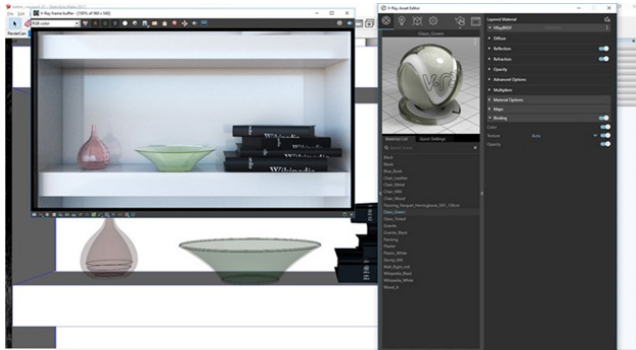
ANIMATED PROXY OBJECTS

Easily add pre-animated 3D objects like walking people and trees blowing in the wind with animated V-Ray proxies.



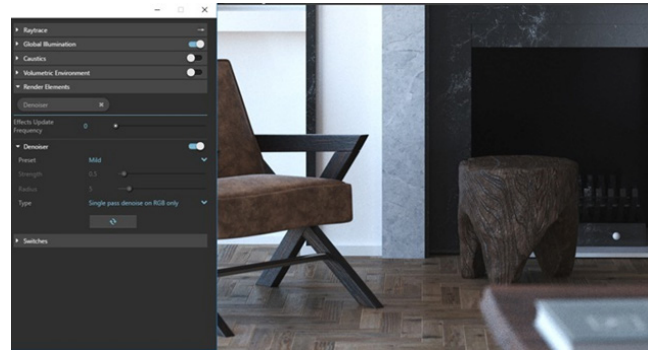
PROXY PREVIEWS

Control the look of V-Ray proxies in the SketchUp viewport. Select from Whole mesh, Bounding box, Point (Origin), and the new low poly Proxy preview mode.



BETTER VIEWPORT MATERIALS

Get a more accurate preview of your V-Ray materials in the SketchUp viewport.



BETTER DENOISING

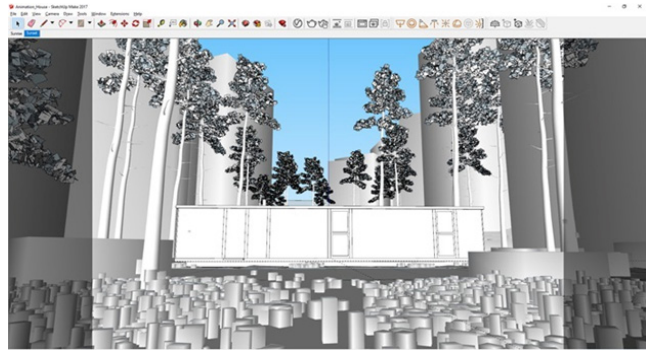
The V-Ray Denoiser is now easier to set up and you can refine settings even after you render.

MAJOR FEATURES



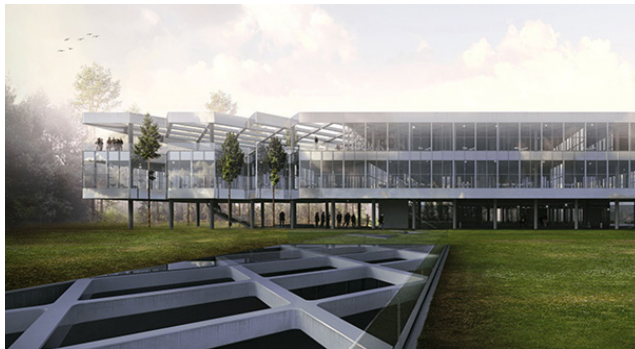
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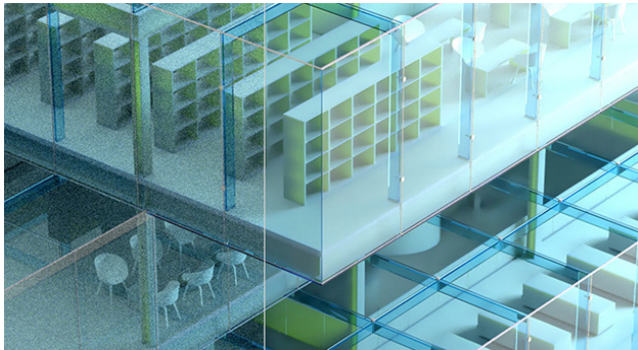
CPU & GPU RENDERING MODES

V-Ray includes two powerful renderers in one. With CPU or GPU acceleration, you can use the best engine for your project and hardware. New Hybrid GPU+CPU rendering now available.



INTERACTIVE RENDERING

Render interactively while you design. Fine-tune lights and materials and see the results right away.



V-RAY DENOISER

Automatically remove noise and cut render times by up to 50%. Now supports denoising after rendering.



GLOBAL ILLUMINATION

Render photorealistic rooms and interiors with powerful and fast global illumination.



VRSCANS MATERIALS

Now compatible with real-world scanned materials from VRscans, a subscription service that provides access to a library of over 600 photorealistic, drag-and-drop materials.



ACCURATE LIGHTS

Render any type of natural or artificial lighting with a wide range of built-in light types



ENVIRONMENT LIGHTING

Simply light your scenes with a single HDR (high-dynamic-range) image of its environment.



PHYSICAL SUN & SKY

Simulate realistic daylight for any time and any location. Now supports SketchUp sun animation.



FOG & AERIAL PERSPECTIVE

Quickly add realistic atmospheric depth and haze. True 3D fog with realistic light scattering is now available.



REAL-WORLD CAMERAS

Work like a photographer, with controls for exposure, white balance, depth of field and more.



VIRTUAL REALITY

Render VR-ready content for popular virtual reality headsets.



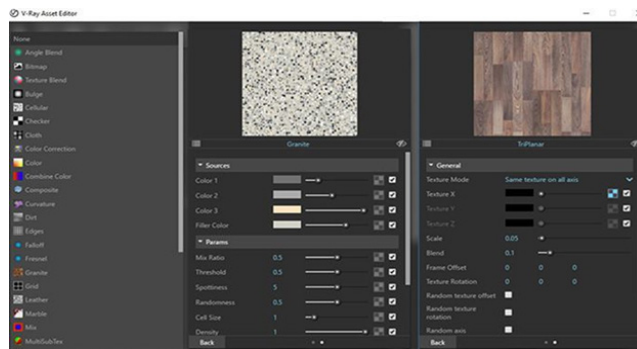
PHYSICAL MATERIALS

Create great looking materials that look exactly like the real thing.



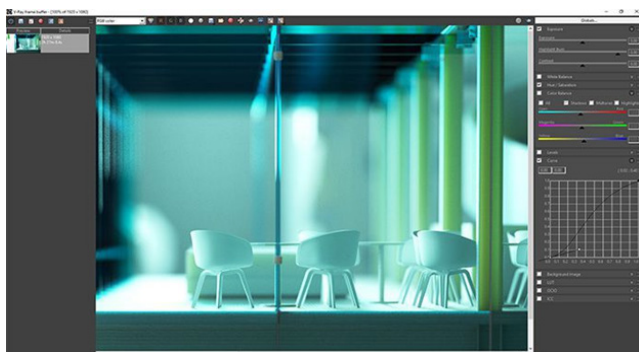
MATERIAL LIBRARY

Select from over 500 drag and drop materials to speed up your next project.



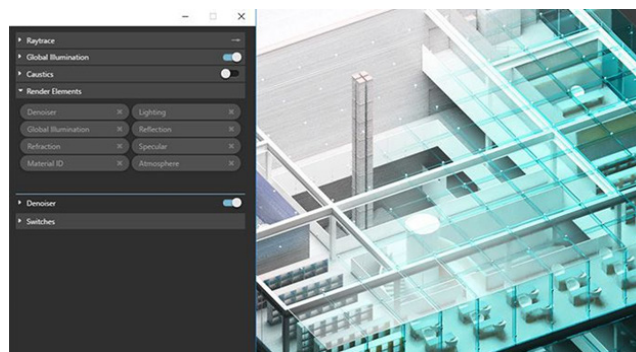
ADVANCED TEXTURES

Create realistic and unique materials using any texture map or one of V-Ray's many built-in procedural textures.



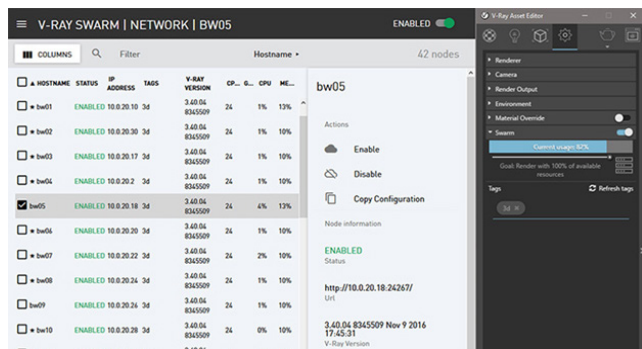
FRAME BUFFER

Track render history and fine-tune color, exposure, and more directly in V-Ray's frame buffer.



RENDER ELEMENTS

Render your scene as separate passes for more artistic control in your image-editing software.



V-RAY SWARM

Introducing a powerful, scalable distributed rendering system that's simple and fast. Get an extra speed boost with V-Ray Render nodes.



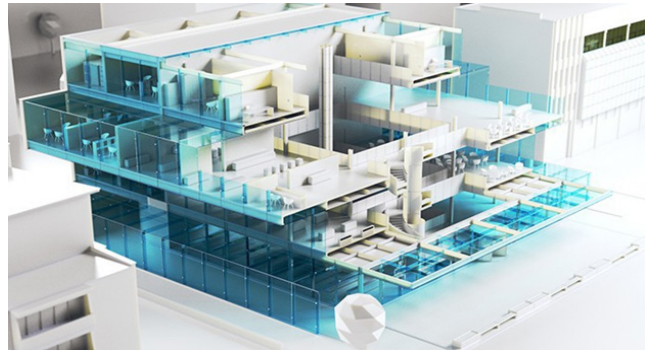
PROXY OBJECTS

Bring more detail to your project with memory-efficient proxy models of complex objects like grass, trees, cars and more. Now supporting animated proxy objects.



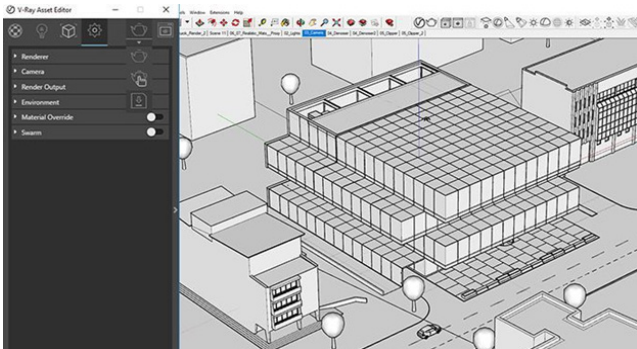
GRASS

Create realistic grass, fabrics, and carpet with V-Ray Fur.



SECTION CUTS

Easily create quick cutaways and section renders with V-Ray Clipper. Now supporting Intersection mode.



V-RAY SCENE SUPPORT

Export complete scenes from V-Ray 3.x for SketchUp and render with other V-Ray 3.4 (or higher) applications. Now in V-Ray 3.6 for SketchUp, import and render V-Ray Scene (.vrscene) files from 3ds Max, Rhino and Revit.

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