



Revit

V-RAY 3.7 FOR REVIT

June 2018

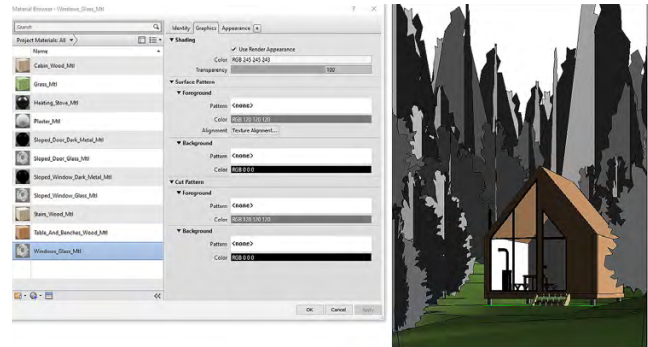


NEW FEATURES



FULLY INTERACTIVE RENDERING

Now with support for live geometry changes, you can render your full scene while you design.



REVIT 2019 SUPPORT

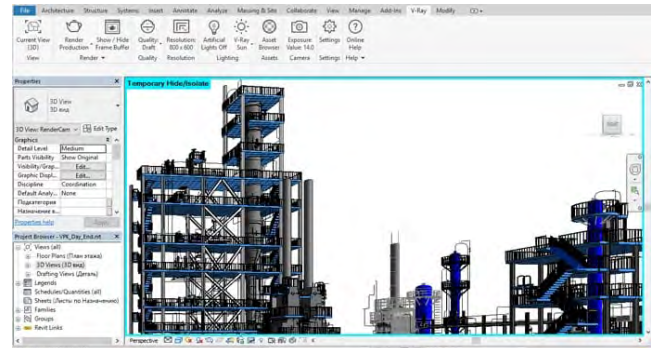
Now compatible with Revit 2019 and its new Opaque, Transparent, Metal and Layered material types.

RECENTLY ADDED IN V-RAY 3.6 FOR REVIT



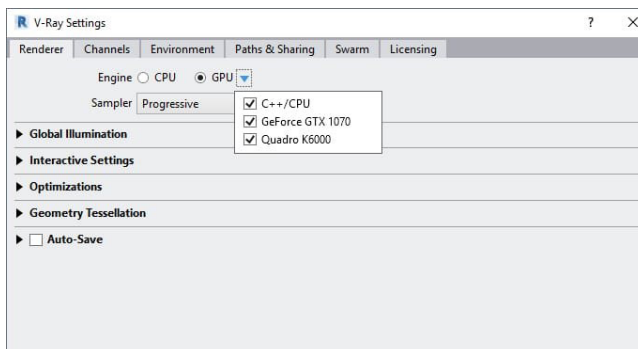
OVERVIEW

See what's new in V-Ray 3.6 for Revit.



STREAMLINED UI

Updated and streamlined interface for a more intuitive, user-friendly workflow.



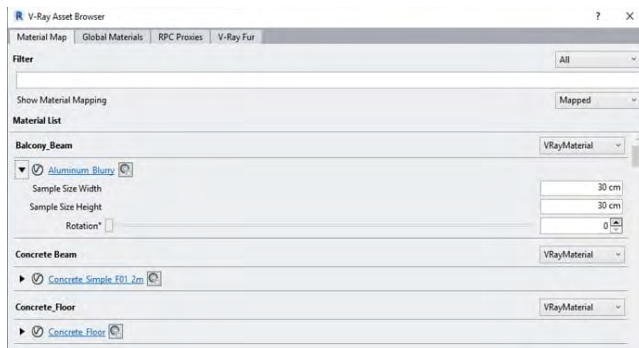
HYBRID RENDERING

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



FASTER SCENE EXPORT

With our new optimizations and smart caching, translation and rendering of complex scenes is now up to 4 times faster.



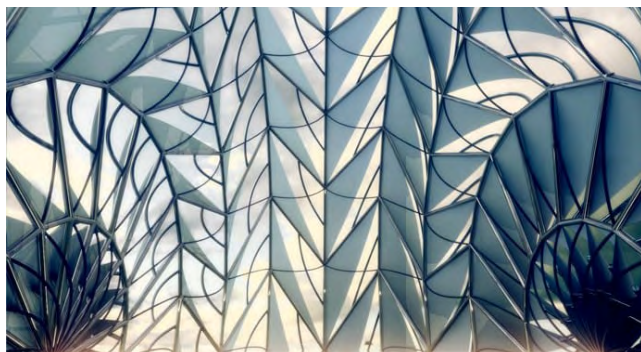
ASSET BROWSER

The new Asset Browser now includes materials and proxy objects, and allows you to select and edit multiple items at once.



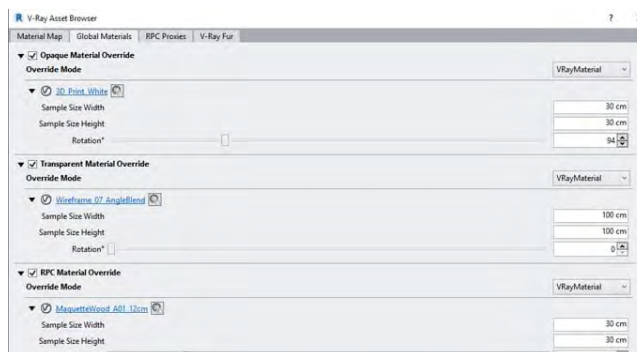
FILTER MAPS BY LINKED FILE

Filter materials from linked projects separately from project materials.



IMPROVED COLOR MATERIAL

The Color Material now includes options for transparency, glossiness and reflections.



GLOBAL MATERIAL OVERRIDES

Improved user interface with new option to override RPC materials.



V-RAY PROXIES

ArchVision RPC objects can be used as stand-ins for V-Ray proxy objects in your Revit scene to render high resolution models of trees, cars, people and other entourage.



V-RAY GRASS & FUR

Render realistic grass and fur.



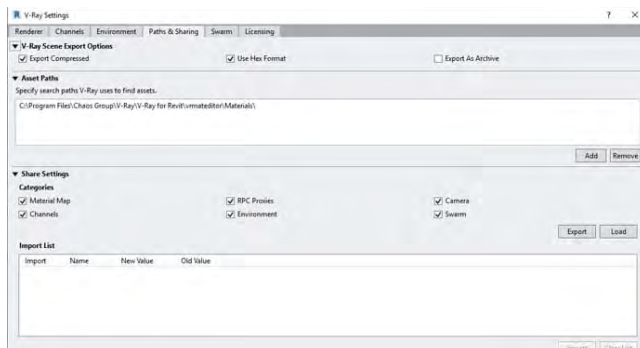
INFINITE GROUND PLANE

The Infinite Ground Plane includes new global override controls, an improved UI, and is supported in interactive rendering mode.



AUTOGEN MATERIALS

AutoGen materials are now supported in interactive rendering mode.



IMPROVED SETTINGS SHARING

A new UI makes it easy to share settings between projects and users, including importing settings by category.



IMPROVED STANDALONE MATERIAL EDITOR

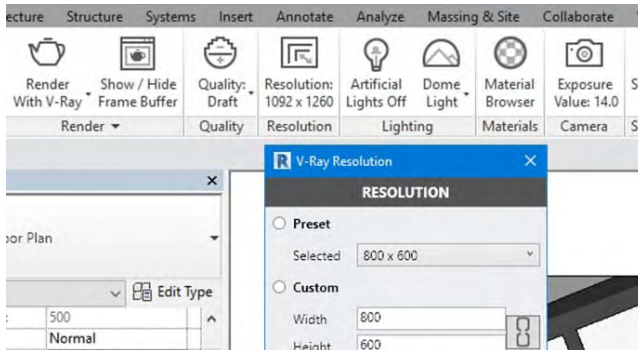
A new color picker, and new gradient and color temperature texture maps have been added to the Standalone Material Editor.



IMPROVED V-RAY FRAME BUFFER

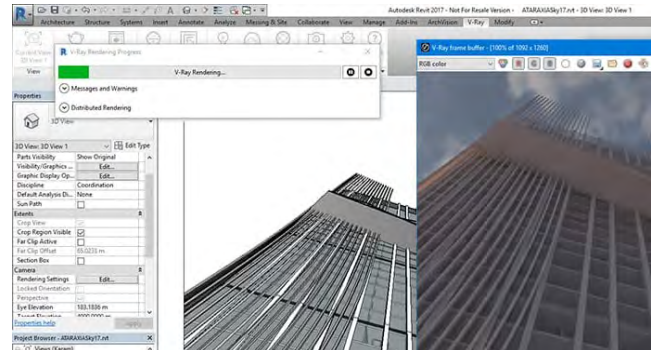
Copy the entire frame buffer image to the clipboard, including background and color corrections.

NEW FEATURES



DESIGN-FRIENDLY INTERFACE

Quickly balance quality and speed with V-Ray for Revit's render presets. Work in draft mode for early iterations and switch to high quality for presentations..



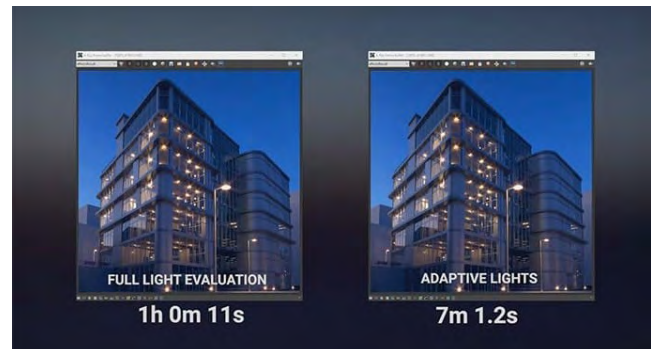
INTERACTIVE RENDERING

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



PHYSICALLY-BASED LIGHTING

Accurate options for IES and HDR image-based lighting, as well as support for Revit Sun and Sky.



ADAPTIVE LIGHT

Fast new lighting algorithm that can cut rendering time by up to 7X in scenes with many lights.



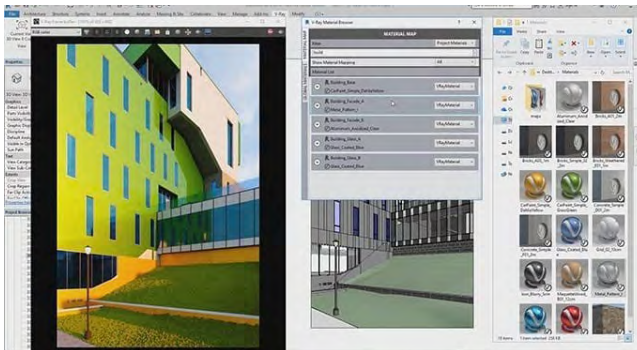
REAL-WORLD CAMERAS

Simulate photographic cameras from Revit's native camera views.



PHYSICAL MATERIALS

Automatically convert Revit materials to V-Ray's physically-correct format. Fine-tune material properties using the V-Ray Material Editor.



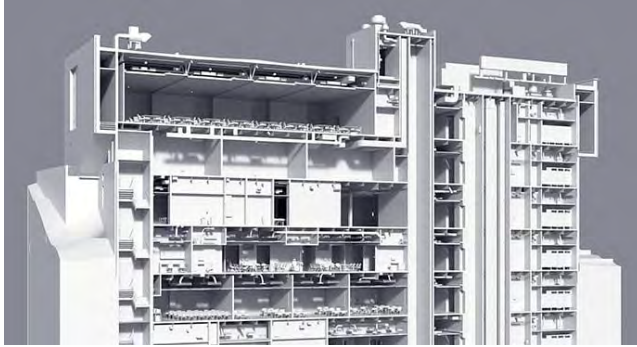
MATERIAL LIBRARY

Over 500 high-quality architectural materials — compatible with V-Ray for 3ds Max, Rhino and SketchUp.



DIAGRAMMATIC MATERIALS

Easily make scenes look diagrammatic or like a scale models with material presets such as basswood and foam core.



SECTION BOXES

Render sections easily with full support for Revit's native section boxes.



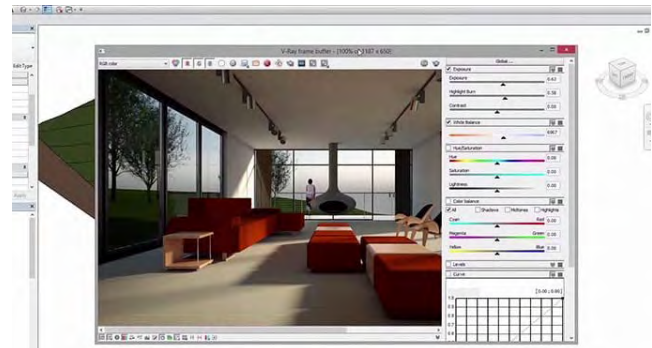
DENOISER

Automatically removes artifacts and noise, cutting render times with GPU-accelerated denoising.



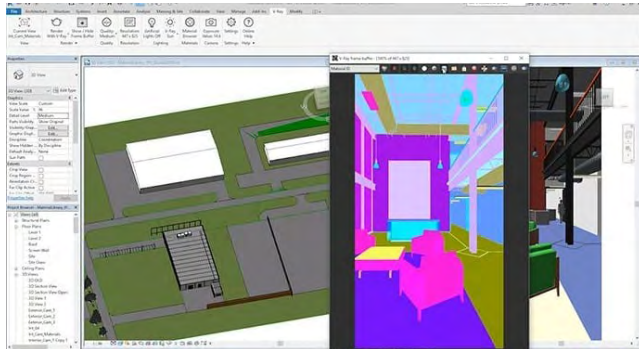
AERIAL PERSPECTIVE

Add realistic atmospheric depth with aerial perspective and environment fog.



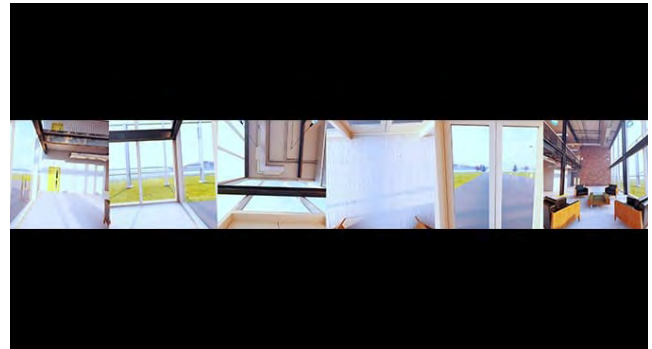
V-RAY FRAME BUFFER

Fine-tune your render's color, exposure, and more directly in V-Ray's frame buffer.



MATERIAL ID RENDER ELEMENT

Mask individual objects for easier compositing in Photoshop or your favorite image editor.



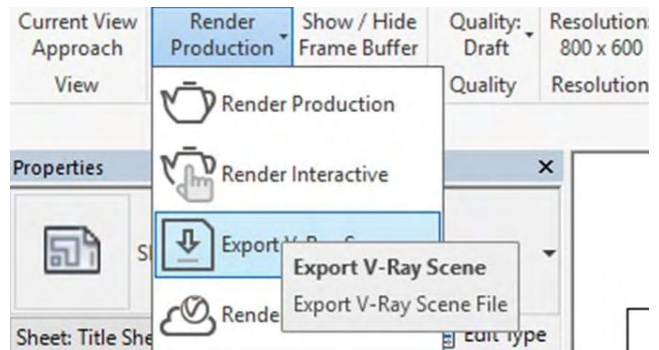
VIRTUAL REALITY

Verify designs at 1:1 scale in popular VR headsets like Google Cardboard, Samsung Gear VR, Oculus Rift and HTC Vive.



V-RAY SWARM

Web-based distributed rendering to speed up rendering by using the power of all available desktops and render nodes.



EXPORT TO V-RAY STANDALONE

Export a ready-to-render scene from Revit to V-Ray Standalone.

Leveres og supporterer

av:

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CHAOSGROUP