

WHAT'S NEW IN V-RAY NEXT FOR 3DS MAX

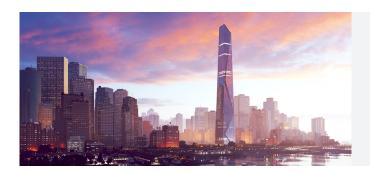
June 2019



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WHAT'S NEW

V-RAY NEXT FOR 3DS MAX, UPDATE 2



WORKFLOW OPTIMIZATIONS

IPR updates, Debug Shading and a new Memory
Tracking report to save time and optimize your
scenes.

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

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 BOOST

Boost your render time with the popular alSurface shader for skin and VRayDistanceTex map.

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

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

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

SMARTER EFFECTS

Spice up your projects with cel-shading effects or take advantage of the new lens effects to simulate real-world camera styles.

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

Norsk hovedleverandør: Infinity Innovations as www.infinity.no

