



3ds Max

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

June 2019



## 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.



**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.

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